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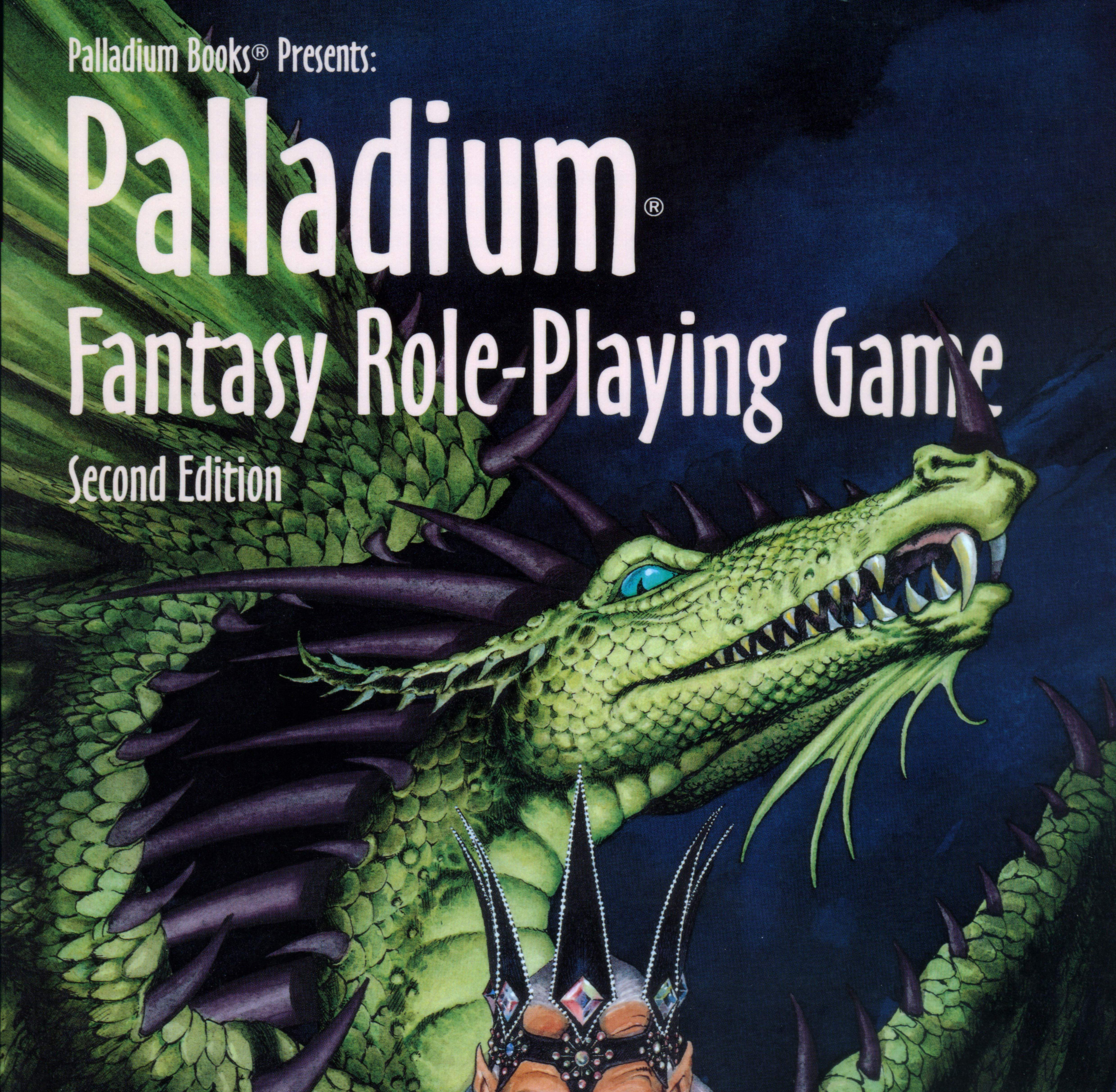
Palladium®
Fantasy Role-Playing Game

Second Edition



by Kevin Siembieda

Warning!

Violence and the Supernatural

The fantasy World of the Palladium Role-Playing Game is violent, deadly and filled with magic and monsters. Other dimensional beings, demons, and sorcerers torment, stalk and enslave humans. Monsters, gods, magic, insanity, cannibalism, war and heroic adventure are all elements of this book.

Some parents may find the violence and supernatural elements inappropriate for young readers/players. We suggest parental discretion.

Please note that none of us at Palladium Books condone or encourage the occult, the practice of magic, the use of drugs, or violence.

A complete role-playing game.
Compatible with the entire Palladium Books® Megaverse®!

Dedicated to the Defilers, each and every one of them, for an epic adventure that I will always remember. This one is for you; Thorn, Ken, Steve, Julius, Alex, Bill, Mark, Dave, Tony, Rusty, Al, Ziggy, Ron, Vince, Terry, Jeff, Kerry, and all the rest. 15 years later and I remember the adventures like they were yesterday. Long live Narabium (ha!) and the Nameless Lord!

— Kevin Siembieda, 1996

Special Thanks to Julius Rosenstein for introducing me to role-playing games — without Julius there would be no Palladium Books. Erick Wujcik for 17 years of friendship and his ideas and suggestions during my development of concepts for the basic Palladium game system back in 1979-1981. And for all those great experiences at the Detroit Gaming Center (not mention endless discussions to this day about storytelling, game theory and everything one can think of). Randi and Roger Cartier for all of their suggestions, ideas, encouragement and kindness over the years.

To Maryann for her constant support, trust and faith in me. Thorn for investing in the original RPG edition which was pivotal in launching my company and the years of adventure that have followed. To Martin McKenna for his beautiful artwork. Alex, Steve, Jim, Kevin, Hank and all the Palladium wizards for helping to make my dreams a reality.

— Kevin Siembieda 1996

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THE BALLAD OF THE DEFILERS

We're the defilers of Baalzebul
Defilers of gods
Destroyers of Set
Against astounding odds

We serve noble Nar-Rabium
A god both brave and true
So if you need and wish a god
He's just the god for you

If you have some evil deities
You want chased far away
The followers of Nar-Rabium
Will come to save the day

We've fought both orcs and goblins
We crushed a thieving band
Our skill at battling evil
Is known throughout the land

An assassin was foul Zale
With a heart both hard and cold
He'd sworn he'd have our heads
To trade for bloodied gold

But when the battle ended
'midst streams of blood and gore
Baalzebul's pet assassin
Would stalk us nevermore

And then the gnome invasion
Was smashed by evil Set
To free the gnomish captives
Proved our toughest battle yet

A hundred gnolls opposed us
Led by their high priest
With sundry trolls and golems
And minions (not the least)

But in the great arena
When the insect plague dispersed
'twas the ones that had opposed us
Who suffered far the worst

But our deeds have just begun
Greater feats still lie ahead
Until the temples of Baalzebul
Are no more places to dread

So be warned, o devil worshippers!
Your temples we will wreck
And those who follow Baalzebul
Can follow him straight to heck

As chronicled by XarXar, wizard supreme.

Palladium Books® Presents:

Palladium Fantasy RPG™

Second Edition

Created, Written & Designed By: **Kevin Siembieda**

Senior Editor: **Alex Marciniszyn**

Editors: **James Osten**
Kevin Kirsten
Julius Rosenstein

Cover Painting: **Martin McKenna**

Pencil Artist: **Kevin Siembieda**

Interior Artists: **Martin McKenna**
Vince Martin
Kevin Siembieda
Scott Johnson
Michael Kucharski
R.K. Post

Maps: **Kevin Siembieda**

Art Direction & Keylining: **Kevin Siembieda**

Typography: **Maryann Siembieda**

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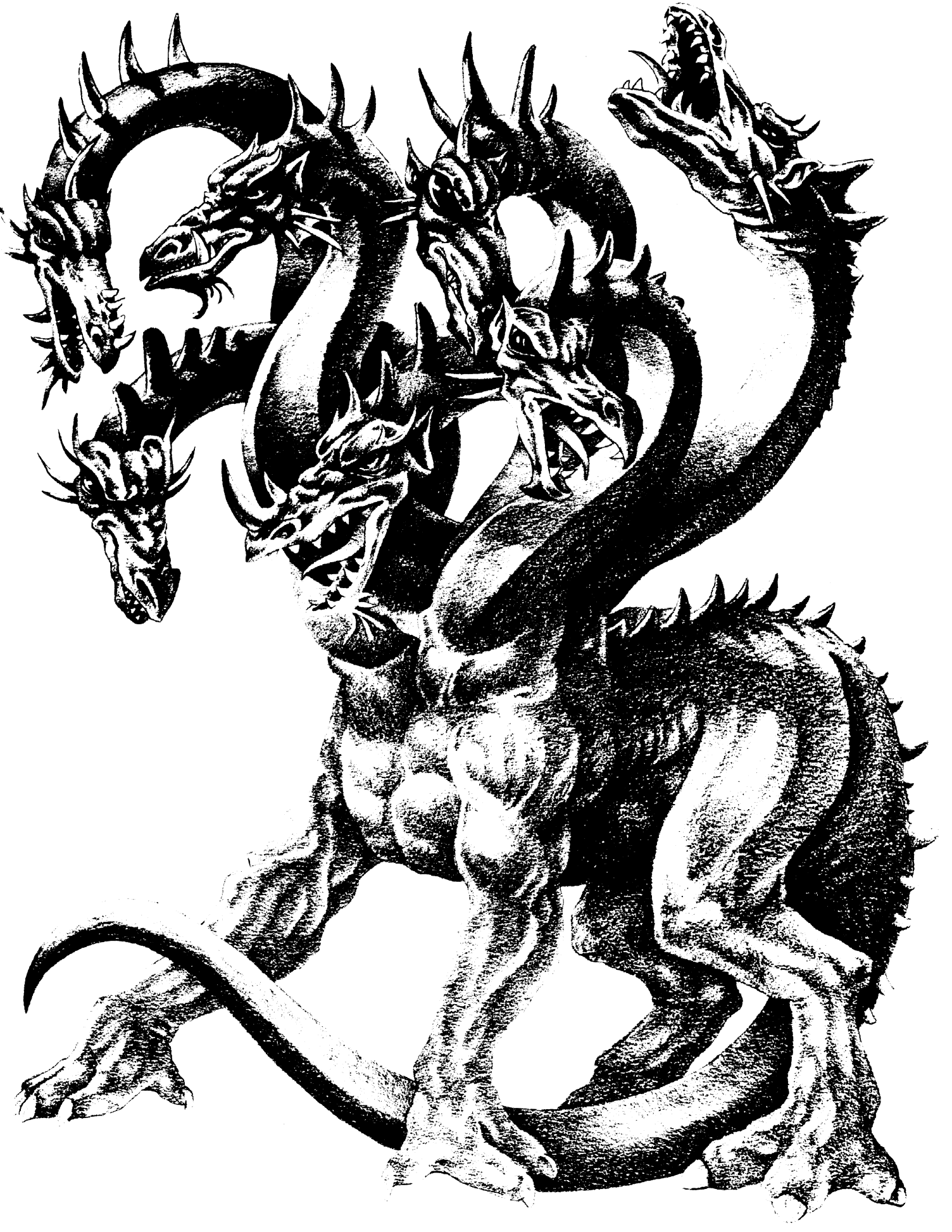


The World of Palladium

I have called the **Second Edition Palladium Fantasy RPG** the **Rifts®** of fantasy games, and I mean it. The Palladium Fantasy series will offer an expansive world of magic and monsters, swords and sorcery, heroes and villains. A world of *high fantasy* where the forces of light and dark clash in their eternal struggle for dominance over the other. A struggle that involves ancient gods, mythic creatures, heroes and people from all walks of life. A struggle that, sooner or later, forces every last man, woman and child to step forward and take a stand on the side of good or evil. The stories are of survival, courage and triumph. The heroes *yours* for the making.

The **Second Edition Palladium Fantasy RPG** is much more than a cosmetic upgrading to make the game system and characters more easily adaptable to *Rifts*® and completely compatible with *Heroes Unlimited*™, *Ninjas & Superspies*™, *Beyond the Supernatural*™ and all our other S.D.C. based games. You hold in your hands, four months of love and work. I've added substantially to the history, color and details about everything in the Palladium World.

The **Second Edition Palladium Fantasy RPG** is only the first in a series of books that will explore and develop the Palladium World. Other books in this series will include revised Second Editions of the original series, including *Old Ones, Adventures on the High Seas,* and *Monsters & Animals,* as well as new titles like **Dragons & Gods, The Wolfen Wars, The Old Kingdom** and many others. All will offer the same care and attention to detail as we build a tantalizing and ever changing world of magic, monsters, heroes and mayhem. With the updated rules, Palladium becomes an easily accessible world in the ever expanding Palladium Megaverse® where the possibilities are infinite and the adventure neverending. Yet at the same time, the Palladium World can stand alone as a breathtaking, intoxicating place filled with wonders and horrors, heroes and villains woven into a galvanizing history.

To realize my full vision of the Palladium World, I've had to add information, artwork and expand the page count. This also means I had to remove some of the old stuff. Long-time fans should not despair at this, because the things that have been removed, like gods and dragons, will be expanded into their own world and sourcebooks like **Dragons & Gods,** which I'll be working on soon.

Changes

Why do a second edition of the Palladium RPG in the first place? Sales were still solid and people loved it.

A few reasons.

First, there hasn't been a major revision of the game since its release in 1983. Since that time, I've made a number of changes and innovations to the original game system. Things like S.D.C. and P.P.E. magic that people love, and which appear in all (or most) of Palladium's other games. It was time to do a revision.

More importantly, I wanted to make the Palladium World the dynamic place I had always envisioned. As good and loved as the original fantasy game was, it was never exactly what I had originally envisioned. In 1983, Palladium Books was a tiny newcomer to the role-playing market. I had very limited resources (mainly me and the helping hand of a few friends like Alex, Erick, Matt and Ed) and barely enough money to publish the game. The Palladium RPG would be the first perfect-bound softcover RPG ever marketed; back then everything was hardcover or put in a box. Only adventure and sourcebooks were softcovers and they were saddle-stitched — magazine style, flat and stapled. Many of my 30 distributors expressed grave concern over this (then) revolutionary packaging. One of the big guys even told me that it might destroy my company. Already taking what many saw as a big risk, everybody insisted that I don't go completely crazy and publish a game with a very unique and specific world of my own creation. For Pete's sake, make it more generic! The idea being that a more generic book would have greater universal appeal. Actually, I should have known better. *The Mechanoid Invasion*® series had done very well, and a few years later the *Teenage Mutant Ninja Turtles* and *Robotech* adaptations, both with very specific settings and unique characters, would become blockbusters surpassed only by *Rifts*®, my ultimate RPG environment. Ah, but as they say, hindsight is 20/20. Without it, I decided to play down on the uniqueness of the world and many of the different types and approaches to magic, the broad range of nonhuman player characters, and especially, the history, kingdoms and conflicts of the Palladium World.

The book did great and the fantasy series became the cornerstone of Palladium Books. Later books in the fantasy series would place more emphasis on the world, races and history. And I was glad to see players quickly recognized the incredible range and playability of the magic and psionic system. Still, I felt cheated; it just wasn't everything I had intended. I wanted to share that full zestful world with everybody out there. So, I decided to pull a "George Lucas," by going back into my old, favorite creation and make it better. Then, like Lucas with Star Wars, I'm going to add to the saga with new world and adventure books to make the **Second Edition Palladium Fantasy RPG** *series* the most epic, fun and best damn fantasy games on the market! The readers/players will learn more about the Elf-Dwarf Wars, Time of a Thousand Magicks, the Old Ones, the Wolfen Empire, the different races and more! Old nightmares will be awakened and new terrors will arise. Old heroes will die and new ones will be born in an epic struggle between good and evil, wrapped in adventures of high fantasy, just the way you like it!

Kevin Siembieda

How to Play a Role-Playing Game

Role-playing games are really just an advanced form of regular board games. In fact, they are so advanced that they no longer use a board. Some of the elements are still the same; you still need paper and pencil, dice, and players, but the main thing you need to play is *imagination.*

Imagine the Scene

Picture stone stairs leading down into the earth. At the bottom of stairs is a room. It may have once been a basement, a cellar, or one of many chambers of a dwarven city. The brick walls are covered in dust and cobwebs. With every step you take down the stairs, your feet creates a little cloud of dust. At the bottom of the stairs, if you turn and look around, the entire cellar lies before you. A few broken crates rest near the foot of the stairs. What looks like an old trunk is partially buried under a pile of tattered rags and debris. A huge pile of rubbish completely fills one of the far corners. It's too dark to tell for certain, but the debris pile looks to be composed of clothes and sticks. Or are those bones? You'd have to light a torch and walk closer to get a better look.

Can you picture this scene? Try to keep the mental image in your head. Don't worry if you forget some of the details; one of the great things about role-playing is the way your memory improves with practice. Now you are ready for the next step.

Imagine the Setting

A foul odor is mingled with the musty basement air. As your eyes adjust to the darkness, you realize there is an opening in the wall behind the stairs. If there was ever a door, it's rotted away or fallen off. Consequently, all you can see is the dark rectangular shape of the doorway where what feeble light there is tries to penetrate. From the blackness rises a hoarse, inhuman chuckle and the rattle of bones skittering across the stone floor.

Like a cameraman in a film, the scene is established and now our attention is focused on a specific setting, the blackness behind the stairs. We have also established an atmosphere and the beginning of action. Got all that? Good. Now let's figure out where you, the player, fit into this.

Imagine the Character

Now here comes the tricky part. YOU are not in the cellar, but there is somebody whose eyes you see through. That person is your character. An *imaginary individual* that is *your playing piece* in the game. Just like an actor assuming a *role* for a movie, you play *a fictitious character* in the game. It is your imaginary *character* who is standing at the bottom of the staircase, eyes squinted, trying to peer into the darkness. It is your imaginary *character* who is a wizard with magic powers, and who reacts and interacts with the other playing pieces — the other characters.

Normally, you will spend an hour or so developing your *player character*. Once the character has been created, you will probably continue playing it for many weeks, perhaps even years.

In our example, you *character* is standing at the bottom of the stairs in a subterranean chamber. A chilling, inhuman laughter is coming from what appears to be a dark, connecting room only 10 or 15 feet (3 or 4.6 m) away (remember the scene? The setting? See how it all comes together now?)

Imagine the Action

Actually, you need one more important ingredient to make a role-playing game work, the **Game Master.** The Game Master (G.M.) is another player (a real person) who controls and acts out all the characters in the game which are *not* the characters of other players. It is the Game Master who, like the director of a film, establishes the setting, builds the scenes, introduces antagonists and keeps the action moving. This means the Game Master will play/act out the friendly police officer, the grumpy old man, and the hideous *thing* under the stairs. In this example, you are the only player and I am acting as the Game Master (G.M.).

The Game Master says to you: "You hear this hoarse, rasping laugh coming from the opening beneath the stairs. It doesn't sound human. The laughter is getting louder and seems to be getting closer. You realize that whatever it is, if it lunges from the darkness, it can be on you in a matter of seconds! What are *YOU* (your character) going to do?

At this point, you must decide what your playing piece, *your character,* is going to do. Does he (or she) slowly inch toward the stairs, with a hand on his sword? Does he flee back up the stairs and into the comforting light of day (and where his comrades, other player characters, may wait)? Or does he stand his ground and shout "Who's there?" into the darkness? Perhaps the wizard casts a spell of protection over himself, or prepares to cast a *globe ofdaylight* spell to better see who or *what* lurks in the darkness. The decision is yours. The Game Master will have your opponent(s) respond to your character's actions. Like improvisational theater, you, your fellow players, and the Game Master are all building an adventure, a story. When the game is over, you'll have a complete chapter of a larger story forever locked in you memory. A story that you helped to create.

In a role-playing game there are no simple answers. There are also almost no limits to what you and your fellow players can do. The only restrictions are that you cannot go beyond the physical, mental and emotional limits of your *character.*

Note: For insight into role-playing, take a peek at the section offering tips and suggestions on playing and game mastering.

What You Need to Play

Other than imagination, this book, two or more players, and a Game Master, you'll need the following:

Paper and Pen for taking notes and keeping track of equipment, experience points and other data you may feel is important.

Character Log Sheets: Over 20 character sheets are provided in **Palladium RPG Book 3: Adventures on the High** Seas™. These sheets can be photocopied and used for your personal use and enjoyment.

Dice: 2 four-sided, 4 six-sided, 2 eight-sided, 2 ten-sided dice, and 2 twenty-sided dice. These can be purchased at most hobby stores and many comic book shops; even many mainstream book stores carry such dice. They can also be acquired through mail order and at gaming conventions. You can find out about gaming conventions, stores and mail order from magazines like **Dragon®, Shadis®, Pyramid®** and others. These *role-playing game magazines* can be found in book stores and hobby shops around the world, so check 'em out.

Sourcebooks, world books and adventure books are all *supplements* published to expand on the fictional world and to provide the G.M. and players with more world information, characters, villains, monsters, equipment, powers, adventures and ideas. Supplements are add-ons provided for your entertainment, should you want to use them. However, you can build your own adventures and create you own array of villains and adventures with just the book in your hands.

Furthermore, because *all* of Palladium's role-playing games use the same *basic* set of rules, once you learn one Palladium game, you can play *all* of them! That also means you can take the magic, special powers, weapons, equipment, monsters, heroes, and player characters from one book and incorporate them in any number of different game worlds, dimensions, settings and genres! This is what we call the *Megaverse®* of Palladium Books — unlimited possibilities and epic adventure. "One game system for a Megaverse® of adventure!" Again, you are only limited by your imagination, so cut loose and have fun!

Glossary of Role-Playing Terms

Attributes: These are numbers used to evaluate the strengths and weaknesses of your character. For example: P.P. means Physical Prowess; how smooth, agile and quick a character is in combat. A P.P. of 4 would indicate that the character is pretty clumsy. A P.P. of 9 or 10 would be an average, well coordinated character. While a P.P. of 16 or higher would belong only to characters with exceptional agility and reflexes. Attributes are also part of a character's overall *Statistics* or *Stats.*

Adventure: An adventure is the heroic or sword and sorcery story that the player characters engage in. It is the responsibility of the Game Master to create and orchestrate each adventure.

Bonuses: Many skills and some Occupational Character Classes (O.C.C.s), magic spells, weapons and other things may provide the fictional character a bonus to strike, parry, dodge, save, etc. These bonuses are typically added to a particular combat or melee action. Always be sure to include your character's bonuses, they may make the difference between life and death; or worse! See the combat section for details.

Campaign: A word used to describe an ongoing game with the same characters. If you play the same characters with the same game master, in the same basic game world/setting, on a regular basis, then you are in a campaign. A campaign can be one long adventure or numerous adventures of varying length.

Character: Every player (except the G.M.) has a character that serves as an imaginary playing piece; also called the *Player Character.*

Death: Just as in real life, these fictional characters can die. The death of heroes in comic books, or in games, is usually a fairly rare event (and hopefully a noble or heroic sacrifice). The amount of death in a campaign usually depends on the individual Game Master, his players and the world setting. In the **Palladium Fantasy RPG,** the world is incredibly dangerous and violent, so death may be commonplace, unless the player characters use their heads, do not take silly chances and work as a team.

Players should take a character's death calmly. Remember, it's ONLY a game. Roll up a new one and try to get back into the game with the orientation and personality of the *new* character. Some players will have a back-up character already rolled up and ready to play, in case the current character should die.

Game Masters (G.M.s) should allow players to roll up a "NEW" character and include it in the game as soon as it is appropriate for the ongoing adventure; it is no fun sitting out a game for long periods of time. However, characters should not be a dime a dozen, or killed on a whim or because of a personal conflict between player(s) and Game Master.

Dice: There are a variety of different dice used in role-playing games. First of all, there are the standard six-sided dice; the kind you use for most board games. We call them "D6." To find out how many dice to roll for a *stat* or damage, it will be indicated with an expression like: "roll 3D6." This means: "Roll *three* six-sided dice and add the results together." Dice are also available with four-sides (D4), eight-sides (D8), ten-sides (D10), and even twenty-sides (D20). They are available at most hobby stores.

Game Master (G.M.): This is the person who controls the game "world," sets up and develops the adventures, pacing and serves as the general referee and rules interpreter. All the *non-player characters (NPCs),* innocent bystanders, police, politicians, monsters, and even the weather are controlled by the Game Master. G.M.s should try to be fair and to run *a fun* game.

Game Session & Adventures: Each time you play is considered a game or gaming session. A game session can last a couple hours or half the day. A typical game *runs* about 3-4 hours. A game session can be a complete story/adventure in itself, like a single adventure comic book story that begins and ends with that session, or a "chapter" in a much larger, continuing story.

I.S.P. or Inner Strength Points: I.S.P. are spent or expended every time a character uses a psionic power. Each psionic power costs a certain number of I.S.P. to activate and perform. When all I.S.P. are used up, the character cannot use any more of his or her psychic powers. I.S.P. are restored at a rate of two per hour while one sleeps or relaxes. They can also be restored through *meditation* at a rate of six points per hour. Only psionic/psychic characters have I.S.P. points and psychic powers. See the Mind Mage and Psionics section for a complete description about I.S.P. and psychic powers.

Magic: The *Palladium Fantasy RPG* and many role-playing games include magic spells, powers, weapons and monsters. Although some of these things may be inspired from myths and legends, NONE of them are real! The magic in these games is entirely fictional —make-believe. The use of mystical powers are typically reserved exclusively to practitioners of magic, creatures of magic and supernatural characters.

Megaverse®: The trademark we use to identify the multi-genre, anything goes, infinite worlds and possibilities that Palladium's one game system has to offer. A complete *catalog* of Palladium role-playing games and sourcebooks is available upon request for only 75 cents to cover postage and handling. The 34 page catalog offers over 100 different products. Send catalog requests (and letters of comments) to Palladium Books Inc., Department P, 12455 Universal Drive, Taylor, MI 48180

Natural Twenty: In all of Palladium's role-playing games (RPGs), the outcome of combat is determined by the roll of a twenty-sided die (1D20). The higher the roll the better. Many combat "rolls" get bonuses to strike, parry, dodge, etc. These bonuses are added to the roll of the die. For example if a 12 is rolled, but a character has cumulative bonuses of +4 to strike, then the roll is *modified* to 16.

A natural twenty is rolling the highest possible number (a 20) without adding any bonuses to the number rolled. A natural 20 never misses unless one's opponent also rolls a natural 20 (very uncommon, but I have seen it happen). Yes, a natural 20 will hit even if an opponent's roll is higher than 20 after bonuses are added to it. A natural 20 also does double damage. See the combat section for complete details.

Non-Player Character (NPC): A character that is not played by any of the players, such as villains and other characters, and is played by the Game Master (G.M.).

Occupational Character Class (O.C.C.): This is the character's educational background and occupational training. It will indicate specific skills, skill selections, goals, orientation, equipment, and salary.

An R.C.C. (Racial Character Class) is basically the same thing but restricted to a specific *race.*

P.C.C. stands for Psychic Character Class (as described in *Beyond the Supernatural, Nightbane* and *Mystic China)* and applies to characters who have psychic powers and occupations that utilize those powers.

Player: A player is a person who plays a fictional character in a role-playing game.

P.P.E. or Potential Psychic Energy: P.P.E. is the energy that magic draws its powers from. All intelligent creatures, humans, wolfen, demons, etc., have some level of P.P.E. That level is minimal in most humans, but immense in practitioners of magic, creatures of magic, and supernatural beings (particularly gods and demons). A practitioner of magic draws on his P.P.E. to cast spells and perform magic. Most types of magic only *temporarily* use P.P.E. points in a similar way as I.S.P. Mystic energy can also be found along ley lines and contained in some magic artifacts. See the magic section for a complete description about P.P.E. and magic.

Psionics or Psychic Abilities: Like magic, the psionic powers and abilities described in this book are fictional, although they may be inspired by myths, legends and reports of psychic phenomena.

Role-Playing Game: Sometimes called an RPG, or fantasy role-playing (FRP), these are games that build a story with imaginary characters in a fictional setting. Role-playing games cover every genre, including horror, fantasy, sword and sorcery, science fiction, cyberpunk, mecha/giant robots, superheroes, war, and just about everything one can imagine. In fact, the great thing about role-playing games is that the Game Master and players are limited only by their imagination. Anything is possible.

Roll a Twenty-Sided: Simply roll a twenty-sided die (1D20) for a number. Typically, the higher the roll the better.

Roll to Strike: The roll of a twenty-sided die to determine whether or not the attacking character hits his opponent. Typically, the higher the roll the better. See the combat section for details.

Roll Percentile: Take two, ten-sided dice, each with different colored numbers. Let's say we have one with black numbers and one with red. First, you declare which die will be high ("I call red high"). Next, you roll the pair of dice. First, you read the "high" die and then the "low" die; just put the numbers together and you have a percentile. For example: Red is 4 and green is 8, so your roll is 48%.

Run: This is just a term gamers use to describe playing a game. Example: "He runs an excellent campaign." or "I ran in Kevin's game last week."

Saving Throw: This is a roll (usually on a twenty-sided die) to avoid some unpleasant event, magic spell, psionic attack, poison, horror factor, or danger. For example: A character might have to roll a saving throw to avoid being overcome by a magic cloud or to resist the effects of a spell.

Scenario: This is a specific adventure in which the players' characters engage in adventure and building a story while role-playing. A scenario is usually a story with a beginning (hearing about the criminal), a middle (tracking down the criminal's hide-out), and an end (defeating the criminal). Most campaigns are developed around a number of scenarios.

Creating a Character

At first glance, a role-playing game can look intimidating. Page after page of rules and information ... how can you ever learn it all? Well relax. First of all, you don't have to learn everything there is to know about this game. That's why you have this beautiful book as a constant companion and reference. Second, a lot of the material is a fun read about the world and the villains, heroes, and mystery in that world, but *not* stuff you *must* know. Take your time and enjoy.

The creation of a character is relatively simple, requiring five main steps:

Step 1: The Eight Attributes (and bonuses)
Step 2: Hit Points and S.D.C.
Step 3: How to Determine Psionic Powers
Step 4: Selecting a Race and Occupational Character Classes
Step 5: Equipment and Money
Step 6: Rounding Out One's Character

Step 1:
The Eight Attributes & Attribute Bonuses

The first step in creating a character is to roll up the eight attributes: I.Q., M.E., M.A., P.S., P.P., P.E., P.B., and Spd.

The eight attributes represent your character's natural mental and physical abilities. Some of the physical skills, races, O.C.C. bonuses, and superhuman abilities will increase a character's physical attributes, so it may be wise to write them in pencil until all modifiers and bonuses are accounted for.

Three six-sided dice are rolled to determine each attribute for a typical *human,* but some of the non-human characters may get a fewer or greater number of dice to roll. In addition to the racial character summary chart in this section, each description of the many races will indicate how many dice to roll for each attribute. For example, an *orc* only rolls two six-sided (2D6) dice to determine the character's Intelligence (I.Q.), but four six-sided dice (4D6) for physical strength (P.S.).

In all cases, the higher the number, the greater the ability. If an attribute is *exceptional,* then an additional six-sided die (1D6) is rolled and added to the total for that attribute.

An exceptional roll for *humans* and other characters who determine an attribute with the roll of *three six-sided dice* (3D6) is a roll of 16, 17, or 18. If any of these numbers are rolled, the player gets to roll an additional one six-sided die (1D6) and add it to his total. If a six is rolled, the player adds the six to his or her character's attribute and gets to roll 1D6 again, and add that number also to his character's total attribute number. However, even if this last roll is a six, the player does not roll again. Note that such rolls are relatively rare, so it is very unlikely for a human player to have several attributes (4 or more) with attributes higher than 18.

Nonhuman characters who get an initial attribute roll of two six-sided dice (2D6) get to roll one additional six-sided die (1D6) if the roll is a 12. Characters that get to roll four, five or even six, six-sided dice for an attribute do not get any additional dice rolls even if the rolls are exceptional. Many non-human creatures will get an automatic bonus that is added to a particular attribute. This is likely to appear as something like, 3D6+6. This means roll three six-side dice and add an additional six points to the total rolled. Thus, if a 10 was rolled on the dice, the character has a total of 16 with the attribute bonus added to it.

Skill bonuses: Many of the *physical skills* a player can select for his character offer additional attribute bonuses. For example, wrestling offers a +2 to P.S. and P.E., so if the player has already rolled a total of 16 for P.S. he adds another two for a total P.S. of 18. If his P.E. roll was 8, he adds two for a total of 10. All physical skill bonuses are cumulative,

a player can enhance and adjust the physical power of his character through the careful selection of physical skills. *Some* Occupational Character Classes (O.C.C.s) also offer attribute bonuses, or may offer other bonuses on skill performance or on initiative, saving throws and others. All of these are added to the character's overall abilities. Magic spells and enchanted items may also provide special bonuses, but these are temporary and fade with the magic.

Low attributes are okay. Don't be dismayed if your character has a few high attributes and a few low (even abysmally low) ones. Remember, this is role-playing, go with the flow and play your character with both his strengths and weaknesses. This is realistic and fun. Its realistic, because nobody is perfect; just because a character is incredibly strong, it doesn't mean he or she has to be brilliant too. Just because a character is a genius, it doesn't mean he's an athlete. Or a character may be both

smart and strong, but he may have a low physical beauty (P.B.) and look like a moose, or have a Spd of 3 and move like a turtle. Or he may be physically strong and handsome (a virtual Adonis) but have the personality of a rock (a low M.A.) or be easily frightened, intimidated or manipulated by others because his mental endurance (M.E.) is low. Flawed characters are a blast to play! Honestly, a hero with strengths and weaknesses makes for a much more interesting and fun character to play. Try it.

What's a low attribute? Using humans as our scale, an attribute of 3-5 is the bottom of the barrel. Such a low I.Q. means a feeble or downright stupid character; although a low I.Q. does not necessarily mean a babbling idiot or character without any common sense. On the other hand, an I.Q. of 1 or 2 would represent a total dunce, or perhaps somebody who might be considered mentally retarded. A P.S. (physical strength) of 3-5 means a weakling, and so on.

A character with an attribute of 6, 7, or 8 is a bit below average (the lower the number, the farther below average), so a character with a P.S. (physical strength) of 7 would be considered puny; an I.Q. of 7 indicates somebody who's not a brain surgeon but not slow wilted. A P.B. (physical beauty) of 9 or 10 is average (nice looking but nothing special), 7 or 8 is plain, 5 or 6 is homely, a 3 or 4 ugly or extremely plain.

What's an average attribute? Nine and ten are average. This character is roughly as smart, clever, strong, fast, or handsome as the next guy. Any attribute higher than 10 is above average; 11-14 is a bit above average, 15-19 is impressively above average, 20 or higher is exceptional. A character who has a P.B. (physical beauty) of 11-14 is good-looking, 15-19 very good looking/beautiful, but 20 or higher is a knockout! A P.S. (physical strength) of 11-14 is strong, 15-19 very strong/a tough guy/weight lifter, 20-25 incredibly strong, and 26 or higher phenomenally strong/a Hercules!

Can the attribute numbers rolled be modified? That's up to the Game Master. Many role-playing games allow players to *reroll* a particularly bad attribute or to roll two or three characters and pick the one they want. Personally, I don't have a problem with any of this, although I suggest players try creating a randomly rolled, (mostly) unmodified character and "role-play" with what fate gives 'em. However, if a player is shooting for a particular O.C.C. and misses the attribute requirement^) by 1-3 points, I often let the player bump up those few attributes to the minimum requirement so he or she can play that O.C.C. Having experimented often with different methods of role-playing and character creation, I've even allowed players to pick a character class and make up the attribute numbers they think are appropriate (subject to my final approval and modification). Don't forget that physical attributes can be "bumped up" through training/skill selection.

Remember, role-playing should be flexible, so the Game Master can go with whatever works best for him and his players. Just be consistent and fair. The bottom line is to have fun.

Should a player roll his character in front of the G.M.? That's really up to the Game Master. Most G.M.s who want characters with unmodified die rolls insist on this. Creating a character with the Game Master's input can help give the player better direction about the type of character, O.C.C. and skills that might best suit the campaign. A G.M. should try to provide the players with some general idea of what the campaign will be about and where it is taking place (or at least, where it's starting off). Further, G.M. assistance can be especially helpful for new players unfamiliar with role-playing, or those who are new to this game system.

The Eight Attributes

Intelligence Quotient (I.Q.): Indicates the intelligence of the character. The exact I.Q. is equal to the I.Q. attribute multiplied times ten. Characters with an I.Q. of 16 or better will receive a one-time bonus, added to all the character's skill percentages.

Mental Endurance (M.E.): Measures the amount of mental and emotional stress the character can withstand. Those with an M.E. of 16 or higher will receive a one-time bonus to save vs psionic attack and insanity.

Mental Affinity (M.A.): Shows the character's personal charm and charisma, natural leaders, with an M.A. of 16 or higher, have a bonus to evoke trust or intimidation in others.

Physical Strength (P.S.): This is the raw physical power of the character. Also see weight and movement.

Physical Prowess (P.P.): Shows the degree of dexterity and agility of the character. A P.P. of 16 or higher is rewarded with bonuses to dodge, parry and strike.

Physical Endurance (P.E.): Demonstrates the character's stamina and durability. The amount of physical punishment, and resistance to fatigue and disease, are determined by P.E. Characters with a P.E. of 16 or better receive bonuses to save vs coma, death, toxins, and magic. Also see *supernatural P.S. and P.E.*

Physical Beauty (P.B.): An indication of the physical attractiveness of the character. A P.B. of 16 or better indicates exceptional attractiveness/beauty and is rewarded with a bonus to charm or impress.

Speed (Spd): This is, specifically, the character's maximum running speed. The Spd times 20 is the number of yards or meters that the character can run in one minute. The greater the speed attribute number, the faster the character can run.

ATTRIBUTE BONUS CHART

	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
I.Q. add to all skills. This is a one time bonus	+2%	+3%	+4%	+5%	+6%	+7%	+8%	+9%	+10%	+11%	+12%	+13%	+14%	+15%	+16%
M.E. save vs. psionic attack	+1	+1	+2	+2	+3	+3	+4	+4	+5	+5	+6	+6	+7	+7	+8
save vs. insanity	+1	+1	+2	+2	+3	+4	+5	+6	+7	+8	+9	+10	+11	+12	+13
M.A. trust/intimidate	40%	45%	50%	55%	60%	65%	70%	75%	80%	84%	88%	92%	94%	96%	97%
P.S. Hand to Hand combat: damage	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10	+11	+12	+13	+14	+15
P.P. parry and dodge bonus	+1	+1	+2	+2	+3	+3	+4	+4	+5	+5	+6	+6	+7	+7	+8
bonus to strike	+1	+1	+2	+2	+3	+3	+4	+4	+5	+5	+6	+6	+7	+7	+8
P.E. save vs. coma/death	+4%	+5%	+6%	+8%	+10%	+12%	+14%	+16%	+18%	+20%	+22%	+24%	+26%	+28%	+30%
save vs. magic/poison	+1	+1	+2	+2	+3	+3	+4	+4	+5	+5	+6	+6	+7	+7	+8
P.B. charm/impress	30%	35%	40%	45%	50%	55%	60%	65%	70%	75%	80%	83%	86%	90%	92%
Spd. No special bonuses other than the raw, natural ability to run.															

Different Applications of Physical Strength & Attribute Notes

Weight & Movement

Normal characters, with a P.S. of 3 to 16, can carry 10 times their P.S. in pounds (P.S.x10 = total in pounds). For Example: A character with a P.S. of 9 can carry 90 pounds (40.5 kg). A character with a P.S. of 15 can carry 150 pounds (67.5 kg).

Strong characters, with a P.S. of 17 or higher, can carry 20 times their P.S. in pounds. This means a character with a P.S. of 18 can carry 360 pounds (162 kg).

Supernatural creatures, including dragons, deevils and demons, are even stronger than extraordinary humans. Supernatural beings and creatures of magic with a P.S. of 18 or higher can carry 50 times their P.S. Thus, a creature with a P.S. of 24 can actually carry over half a ton, 1200 pounds! Creatures with a strength of 17 or less are equal to humans; P.S.x 10 in pounds.

Lifting weight is a little different than carrying weight. You may have noticed, yourself, that you can usually lift up a heavier amount than you can carry. I'm not talking about weight-lifting in a body building sense, nor lifting a heavy weight above the chest. Simply the ability to bend over and lift something that weighs more than you can carry. The simple rule is that a character can lift TWICE as much as he/she could carry. This means that the character with a P.S. of 9 can carry 90 pounds, but can lift 180 pounds. Meanwhile, the supernaturally strong creature, with a P.S. of 24, can lift over one ton (2400 pounds).

Throwing Objects

A character can not throw more than he can carry.

General Effective Range by Strength

Object	*Normal Strength for Humans* P.S. 03-19	*Extraordinary Strength/Giants* P.S. 20-30	*Supernatural Strength* P.S. 18 & up
Up to 1 lb object	50 feet	200 feet	300 feet
Up to 10 lb item	None	100 feet	200 feet
Up to 100 lb item	None	50 feet	100 feet
Dart	30 feet	60 feet	100 feet
Throwing Axe	80 feet	150 feet	300 feet
Javelin	300 feet	400 feet	500 feet
Spear	100 feet	150 feet	200 feet
Knife	40 feet	80 feet	200 feet
Sword	15 feet	30 feet	60 feet

Optional: Add one foot (0.3 m) to the effective range for every P.S. point listed; e.g., P.S. 24 add 24 feet (7.3 m).

Objects such as bricks, bottles, and swords are not designed for throwing. Consequently, the effective range is limited regardless of the strength behind it.

Darts, knives and throwing axes are designed for throwing, but don't have the weight or balance for great distances. The same is true of most objects weighing less than half a pound. Javelins, more so than spears, are designed for distance throwing.

Miscellaneous items weighing over a pound (0.45 kg) and less than 10 pounds (4.5 kg), such as chairs, stools, lanterns, can be thrown about *half* as far as the one pound (0.45 kg) object. **Normal and extraordinarily strong characters** can hurl a weight equal to the weight he can carry four inches per each P.S. point. This means the person with a P.S. 9 can toss 90 lbs (40.5 kg) up to 3 feet (0.6 to 0.75 m) away. The hero with a P.S. of 17 can toss 340 lbs (154 kg) up to 5 feet, 8 inches away (1.75m).

Supernatural characters can hurl their maximum carrying weight one foot (0.3 m) per P.S. point. So a supernatural character with a P.S. of 24 can hurl an incredibly heavy object (up to 1200 pounds/544 kg) a whopping 24 feet (7.3 m). Damage from these heavy thrown objects is 1D6 +1D6 points per every 20 pounds (9 kg), so a 100 pound (90 kg) item will inflict 6D6 points of damage! A thousand pound (900 kg) object, 6D6x10!!

Movement and Exertion

Keep the game simple and quick moving. Light activity, such as walking, jogging, driving, standing guard, doing repairs and similar activity, can be conducted for hours without affecting the character adversely. Both players and Game Master should apply common sense and logic to the duration of an activity. Even intense activity, such as 20 minutes of combat followed by rest or light action, will not significantly impair the character's efficiency. It's all a matter of pacing.

Prolonged periods of combat or heavy exertion (an hour or more of intense, continual, physical exertion) will take its toll on the character. Reduce the following once every hour:

Speed -2
Initiative -2
Parry and Dodge -1
Damage -2

Supernatural Strength & Damage

Dragons, gods, demons and other supernatural creatures inflict a great deal more damage than normal humans, even humans with extraordinary strength. While the strongest human in the world may be able to bend metal bars and lift great weights, he would not be able to punch through a metal door or tear through a brick wall. Each description of a supernatural being, monster or creature of magic will indicate the amount of damage it inflicts (plus P.S. bonus) from mere punches, kicks and bites. Furthermore, supernatural beings do not show signs of fatigue even after hours of combat and great physical exertion.

The following table can be used for creatures of your own design or for beings (particularly gods) that don't have a specific damage listing, but does indicate strength. The average supernatural beings use the damage below to determine base hand to hand damage, and then add P.S. bonuses.

Supernatural Strength & Damage Table

Add the P.S. damage bonuses to all these attacks. Unless stated otherwise, a bite will inflict half the normal punch damage.

P.S. 15 or less: Inflicts 1D4 S.D.C. on a restrained punch, 1D6 on a full strength punch, or 2D6 S.D.C. on a power punch (counts as two melee attacks).

P.S. 16 to 20: Inflicts 1D6 S.D.C. on a restrained punch, 2D6 on a full strength punch, or 4D6 on a power punch (counts as two melee attacks).

P.S. 21 to 25: Inflicts 2D4 S.D.C. on a restrained punch, 3D6 on a full strength punch, and 6D6 with a power punch (counts as two melee attacks).

P.S. 26 **to 30:** Inflicts 2D6 S.D.C. on a restrained punch, 4D6 on a full strength punch, or 1D4x10 on a power punch (counts as two melee attacks).

P.S. 31 to 35: Inflicts 2D6 S.D.C. on a restrained punch, 5D6 on a full strength punch, or 1D6x10 on a power punch (counts as two melee attacks).

P.S. 36 to 40: Inflicts 2D6 S.D.C. on a restrained punch, 6D6 on a full strength punch, or 2D4x10 on a power punch (counts as two melee attacks).

P.S. 41 to 50: Inflicts 2D6 S.D.C. on a restrained punch, 1D6x10 on a full strength punch, or 2D6x10 on a power punch (counts as two melee attacks).

Different Applications of Physical Strength & Attribute Notes

Weight & Movement

Normal characters, with a P.S. of 3 to 16, can carry 10 times their P.S. in pounds (P.S.x10 = total in pounds). For Example: A character with a P.S. of 9 can carry 90 pounds (40.5 kg). A character with a P.S. of 15 can carry 150 pounds (67.5 kg).

Strong characters, with a P.S. of 17 or higher, can carry 20 times their P.S. in pounds. This means a character with a P.S. of 18 can carry 360 pounds (162 kg).

Supernatural creatures, including dragons, deevils and demons, are even stronger than extraordinary humans. Supernatural beings and creatures of magic with a P.S. of 18 or higher can carry 50 times their P.S. Thus, a creature with a P.S. of 24 can actually carry over half a ton, 1200 pounds! Creatures with a strength of 17 or less are equal to humans; P.S.x 10 in pounds.

Lifting weight is a little different than carrying weight. You may have noticed, yourself, that you can usually lift up a heavier amount than you can carry. I'm not talking about weight-lifting in a body building sense, nor lifting a heavy weight above the chest. Simply the ability to bend over and lift something that weighs more than you can carry. The simple rule is that a character can lift TWICE as much as he/she could carry. This means that the character with a P.S. of 9 can carry 90 pounds, but can lift 180 pounds. Meanwhile, the supernaturally strong creature, with a P.S. of 24, can lift over one ton (2400 pounds).

Throwing Objects

A character can not throw more than he can carry.

General Effective Range by Strength

Object	*Normal Strength for Humans* P.S. 03-19	*Extraordinary Strength/Giants* P.S. 20-30	*Supernatural Strength* P.S. 18 & up
Up to 1 Ib object	50 feet	200 feet	300 feet
Up to 10 Ib item	None	100 feet	200 feet
Up to 100 lb item	None	50 feet	100 feet
Dart	30 feet	60 feet	100 feet
Throwing Axe	80 feet	150 feet	300 feet
Javelin	300 feet	400 feet	500 feet
Spear	100 feet	150 feet	200 feet
Knife	40 feet	80 feet	200 feet
Sword	15 feet	30 feet	60 feet

Optional: Add one foot (0.3 m) to the effective range for every P.S. point listed; e.g., P.S. 24 add 24 feet (7.3 m).

Objects such as bricks, bottles, and swords are not designed for throwing. Consequently, the effective range is limited regardless of the strength behind it.

Darts, knives and throwing axes are designed for throwing, but don't have the weight or balance for great distances. The same is true of most objects weighing less than half a pound. Javelins, more so than spears, are designed for distance throwing.

Miscellaneous items weighing over a pound (0.45 kg) and less than 10 pounds (4.5 kg), such as chairs, stools, lanterns, can be thrown about *half* as far as the one pound (0.45 kg) object. **Normal and extraordinarily strong characters** can hurl a weight equal to the weight he can carry four inches per each P.S. point. This means the person with a P.S. 9 can toss 90 lbs (40.5 kg) up to 3 feet (0.6 to 0.75 m) away. The hero with a P.S. of 17 can toss 340 lbs (154 kg) up to 5 feet, 8 inches away (1.75 m).

Supernatural characters can hurl their maximum carrying weight one foot (0.3 m) per P.S. point. So a supernatural character with a P.S. of 24 can hurl an incredibly heavy object (up to 1200 pounds/544 kg) a whopping 24 feet (7.3 m). Damage from these heavy thrown objects is 1D6 +1D6 points per every 20 pounds (9 kg), so a 100 pound (90 kg) item will inflict 6D6 points of damage! A thousand pound (900 kg) object, 6D6x10!!

Movement and Exertion

Keep the game simple and quick moving. Light activity, such as walking, jogging, driving, standing guard, doing repairs and similar activity, can be conducted for hours without affecting the character adversely. Both players and Game Master should apply common sense and logic to the duration of an activity. Even intense activity, such as 20 minutes of combat followed by rest or light action, will not significantly impair the character's efficiency. It's all a matter of pacing.

Prolonged periods of combat or heavy exertion (an hour or more of intense, continual, physical exertion) will take its toll on the character. Reduce the following once every hour:

Speed -2
Initiative -2
Parry and Dodge -1
Damage -2

Supernatural Strength & Damage

Dragons, gods, demons and other supernatural creatures inflict a great deal more damage than normal humans, even humans with extraordinary strength. While the strongest human in the world may be able to bend metal bars and lift great weights, he would not be able to punch through a metal door or tear through a brick wall. Each description of a supernatural being, monster or creature of magic will indicate the amount of damage it inflicts (plus P.S. bonus) from mere punches, kicks and bites. Furthermore, supernatural beings do not show signs of fatigue even after hours of combat and great physical exertion.

The following table can be used for creatures of your own design or for beings (particularly gods) that don't have a specific damage listing, but does indicate strength. The average supernatural beings use the damage below to determine base hand to hand damage, and then add P.S. bonuses.

Supernatural Strength & Damage Table

Add the P.S. damage bonuses to all these attacks. Unless stated otherwise, a bite will inflict half the normal punch damage.

P.S. 15 or less: Inflicts 1D4 S.D.C. on a restrained punch, 1D6 on a full strength punch, or 2D6 S.D.C. on a power punch (counts as two melee attacks).

P.S. **16 to** 20: Inflicts 1D6 S.D.C. on a restrained punch, 2D6 on a full strength punch, or 4D6 on a power punch (counts as two melee attacks).

P.S. **21 to** 25: Inflicts 2D4 S.D.C. on a restrained punch, 3D6 on a full strength punch, and 6D6 with a power punch (counts as two melee attacks).

P.S. 26 **to 30:** Inflicts 2D6 S.D.C. on a restrained punch, 4D6 on a full strength punch, or 1D4x10 on a power punch (counts as two melee attacks).

P.S. 31 to 35: Inflicts 2D6 S.D.C. on a restrained punch, 5D6 on a full strength punch, or 1D6x10 on a power punch (counts as two melee attacks).

P.S. 36 to 40: Inflicts 2D6 S.D.C. on a restrained punch, 6D6 on a full strength punch, or 2D4x10 on a power punch (counts as two melee attacks).

P.S. 41 to 50: Inflicts 2D6 S.D.C. on a restrained punch, 1D6x10 on a full strength punch, or 2D6x10 on a power punch (counts as two melee attacks).

P.S. 51 **to 60:** Inflicts 2D6 S.D.C. on a restrained punch, 2D4xlO on a full strength punch, or 3D6x10 on a power punch (counts as two melee attacks).

Supernatural Damage and Hand Weapons

When wielding a hand weapon, such as swords, clubs and knives, a supernatural being inflicts either the weapon damage plus P.S. damage bonus or its basic hand to hand damage (see previous table) plus P.S. damage bonus, whichever is greater.

Optional Rule: Normal weapons are in danger of breaking when wielded by somebody with supernatural strength. A good rule of thumb is to assume a weapon is in danger of breaking whenever total damage inflicted exceeds more than *three times* the weapon's maximum base damage — in the case of a 2D4 sword, more than 24 points of damage might break it. Every time that much damage is inflicted, there is a 01-30% chance that the weapon will break. Heavy, sturdy weapons, and very well-crafted blades (a master smith's katana, for example) can withstand more damage; do not roll unless damage exceeds *five times* the weapon's maximum damage. Magical weapons and artifacts are basically indestructible and are at no risk of breaking.

SPEED CHART

The following is a simple conversion table of speed factors into *approximate* miles per hour (mph) and kilometer equivalants.

Speed Factor	Approx. MPH	Kilometers Per Hour
5	3 1/2	5.6
11	7 1/2	12
22	15	24
27	18 1/2	29.7
33	22 1/2	36
44	30	48
50	35	56
55	37 1/2	60
58	40	64
66	45	72
77	53	85
88	60	96
110	75	120
132	90	148
220	150	241
293	200	321

Step 2:
Hit Points & S.D.C.

Hit points might best be thought of as life points because they indicate how much physical damage (cuts, bruises, etc.) the character can withstand before he/she dies. These are the points that are observed during a battle (or melee) to determine how much damage is inflicted on one's opponent. Each time a character is struck by a weapon he takes physical damage. The individual players keep score of how many hit points their character has by subtracting the damage from his/her character's hit points each time that character is hit by a weapon. Likewise, the Game Master keeps score of how much damage the player inflicts upon his opponent. When a character has zero hit points, he is in a coma and will soon die unless he or she receives extensive medical aid. When a character's hit points have been knocked far below zero, he is dead and beyond saving.

Determining Hit Points

Now that you have some idea of what hit points are about, let us get into the technical aspects of their determination and use.

1. Base Hit Points: Having rolled up your 8 attributes, you will recall that one is physical endurance (P.E.). The physical endurance score indicates a character's base/starting amount of hit points. This number means that he can lose that many hit points before dying. For example, if the character has a P.E. of 11, he starts with 11 hit points.

Some players will have a character with a lot of hit points; don't get too cocky, a deadly spell or even a knife can whittle you down to size in one melee round and a supernatural monster might chop a character down with a few punches. Others will find themselves with a character who has only a handful of hit points (as little as 3). Don't despair or feel cheated, you'll just have to use cleverness and cunning in avoiding direct confrontations until you've built up your hit points or acquire some body armor.

2. Building Hit Points: After determining your base hit points, pick up one six-sided die, roll it, and add the number rolled to your hit point base. Only roll one six-sided die, one time.

As your character grows in knowledge and experience, he/she will gain more skill and expertise in his chosen profession. At the same time, he will also mature physically, increasing his hit points. Thus, each time a character attains a new experience level, roll one six-sided die (1D6) and add it to the existing number.

3. Notes on Supernatural or Non-Human Characters: The previous information applies to the creation of normal humans, elves, wolfen, dwarves, and other (comparatively) mortal beings. Many of the monster races, giants and supernatural beings (including dragons, demons, elementals and others) tend to have many *more* hit points than normal humans. These changes are noted in the individual descriptions. Keep in mind that even the toughest non-human can still be mowed down by concentrated attacks and teamwork, not to mention magic.

S.D.C. or Structural Damage Capacity

There are two types of S.D.C. The first applies to *living creatures* and can be thought of as a supplement to hit points. The second applies to inanimate, *non-living* structures such as body armor, chairs, locks, doors, buildings, and so on.

Determining physical S.D.C. is simple. Characters with a background as men of arms roll 3D6 for S.D.C., while practitioners of magic, scholars and all others roll 1D6 for S.D.C. This S.D.C. base can be increased further through the selection of certain physical skills, such as boxing, body building, general athletics, etc. In this way, a player can literally build and toughen a character as much as he or she desires. Some non-human races and O.C.C.s also get special S.D.C. bonuses. *All S.D.C. points/bonuses are cumulative.*

Monsters, demons, gods, dragons, and supernatural creatures will, have additional S.D.C. bonuses, reflecting their inhuman toughness. In some cases this can be two or three times greater than a human or a i hundred times greater. Even so, these creatures are still vulnerable to blade and club, tooth and claw.

When a character is injured or hurt, the damage is first subtracted from his or her S.D.C. points. S.D.C. damage is painful, but not deadly. It's like the old movies where John Wayne gets shot, punches it out with three desperadoes, and when it's all over, dusts himself off and says "Ah shucks mam, it's only a scratch"; S.D.C. in action.

It is only after ALL S.D.C. has been depleted that damage is subtracted from hit points. Only the rare special attack from magic, psionics or poison can bypass S.D.C. and strike at hit points directly. Hit point damage is serious, and potentially life threatening.

Inanimate objects, such as weapons, body armor, buildings, furniture and so on, also have S.D.C. points. In this case, the S.D.C. indicates the total amount of damage that the object can withstand before it breaks, crumbles or is destroyed.

These S.D.C. function exactly like hit points, except that they apply to non-living things. Any damage sustained is subtracted from the S.D.C. When the S.D.C. is reduced to zero, it is broken or smashed beyond repair.

A note to the Game Master: The S.D.C. system just described is a standard rule in most Palladium Books games. From time to time I hear the complaint: How can somebody be bashing or shooting into a door and the door is in perfect condition until all its S.D.C. is depleted? My answer is, it's not in perfect condition. Using the example of the door, the G.M. should explain exactly what's happening. "You bash into the door with your shoulder. It's a very solid door and you inflict minimal damage (roll for S.D.C. damage). You realize that it will take quite a while to gain entry this way and you may hurt yourself." Or "You can feel the door give a little under your great strength (determine S.D.C. damage). Another bash and the door's frame cracks and moans, but it still holds (give S.D.C. damage). It will take another couple of attempts (as the door's S.D.C. dwindles), but it's definitely giving." Or "Your magic energy bolt blasts a hole right through the door. The hole is the size of a baseball (something the player can look through), but the door is still locked and holding strong."

Obviously, attacks on normal objects will scrape, dent, crack, splinter, crumble and so on, even if the object is not destroyed. To smash or destroy something may require multiple attacks, and in some cases, like being locked behind an iron door or bulkhead without a weapon or proper tools, it will be impossible to damage the item enough to destroy it.

Recovery of Hit Points & S.D.C.

After a battle, characters who have sustained physical damage must tend to their wounds. The attending of wounds can be administered by fellow characters, trained medical personnel or by oneself, if the character has *the first aid skill* and is not physically impaired.

First aid-type treatment includes basic and immediate medical applications and methods such as the cleaning and bandaging of wounds, stopping bleeding, the use of antiseptic herbs, and so on. This is fine for minor wounds, but serious injury, like internal bleeding and broken bones, will require professional treatment from some sort of healer or magic. Note: Unless a character stops the bleeding of cuts and stab wounds, he will continue to lose blood and suffer damage at the rate of one hit point per minute. When all hit points are reduced to zero, the character falls into a coma and hovers near death.

Recovery: Non-professional treatment. This is basic, first aid treatment or well intentioned help from non-medically trained people. This type of treatment may be used if the character is not able to seek professional help. It is not necessarily inferior treatment, especially for minor injuries or ailments, but just lacks the full facilities and experience of a trained healer. **Rate of Recovery:** Two hit points per day (24 hours) plus four S.D.C. points per day.

Recovery: Professional treatment. This is medical treatment from a surgeon, holistic doctor, healer, psychic, priest with medical/healing skills or powers, and magic. **Rate of Recovery:** Two hit points per day for the first two days, and four hit points per day for each following day, until the character has regained all his/her original hit points. S.D.C. points are restored at a rate of six per day. Non-humans, creatures of magic and supernatural beings may possess superior healing capabilities and many can even regenerate!

Magic potions, spells, enchanted items and supernatural beings can often magically heal the injured with a mere touch. Such mystic healing is immediate — closing wounds, stopping bleeding, healing injury and mending bones so completely that there may be little or no evidence that the person was ever injured (no scars, no stiffness, or discomfort, etc.). A character can be magically healed up to his maximum number of hit points; never more than he or she started out with.

Surviving Coma And Death

When a character's hit points are reduced to zero (or less), he/she collapses, lapsing into a coma. This character is near death and will die in a matter of hours unless he/she receives immediate medical treatment.

How much damage below zero a character can undergo is indicated by the physical endurance (P.E.) attribute. A character can take one point of damage below zero (negative 1, -2, -3, etc.) for each P.E. point. **Example:** A character with a P.E. of 9 will lapse into a coma at zero hit points, but still lives up to a negative 9. However, if the character receives more damage (which is very possible) than the P.E. number, he is dead. Thus, if a character with a P.E. of 9 takes 10 points of damage (or more) below zero, exceeding his P.E., he is beyond medical help and dies.

Magic and resurrection. In the magical world of Palladium, a character can die and still have a chance (probably a very slim one) of being restored to full health! This is possible through the intervention of the gods, magic fountains and devices, and powerful magic spells. However, such superhuman feats should not be common and are likely to have a great price attached to it (a quest from a god, permanent expenditure of P.P.E., and so on). Furthermore a character who has died is likely to suffer from trauma and insanity; roll percentile dice. 1-50 means no trauma, 51-70 roll on the Random Insanity Table resulting from trauma, 71-85 roll on the Optional Random Insanity Table (roll again as directed by the table), 86-00 roll on the Phobia Table or the G.M. selects an appropriate phobia relating to the events of the death.

Coma Length

The length of time a character in a coma will survive without treatment is again indicated by the P.E.: one hour for each P.E. point. **Example:** P.E. 9 = 9 hours, P.E. 10 = 10 hours, and so on.

Recovery From a Coma

Whether or not a character survives the coma and is stabilized (at least brought back to one hit point above zero) is determined by the roll of percentile dice. If the player rolls two successful recovery rolls out of three tries, the character breaks out of the coma and is no longer in danger of dying. This also means that he is brought up to one hit point above zero. Recovery of hit points from that time on is standard; see *Recovery of Hit Points.* **Note:** This can be attempted every hour.

Recovery Ratio (roll 2 out of 3)

- Treatment from non-professional character who has no medical skills whatsoever: 1-20%
- Treatment from a character who has the first aid skill: 1-40%
- Treatment by a professional surgeon or holistic doctor: 1-65%
- Treatment from a healer or priest with psionic or magic power to heal: 1-75%
- Treatment from a god or other supernatural being: 1-88%; may be increased to 100% depending on the power of the creature and/or the type of magic used.

Optional Damage Rules

A character receives severe physical damage when he loses a great amount of hit points (80% or more). The following are *optional* tables that list side-effects from serious physical injury. The effects of the damage are generally temporary and cumulative. Thus, if a character suffers severe damage during several different battles within a short period of time, he or she will suffer the multiple effects from that damage. Roll each time severe damage is endured.

Optional: Minor Injury Table

Note: None of these effects are permanent or life threatening. Minuses apply to that one limb. Speed minuses affect the whole body. Remember, symptoms and penalties are cumulative; roll each time the character is badly hurt.

Duration is typically about 1D4 days unless indicated otherwise

01-14 Minor bruises and lacerations. -2 on Spd and -1 to dodge.

15-29 Severely bruised and battered muscles. -1D4 on Spd **and -1 to** P.P. and P.S.

30-44 Damaged (sprain, pulled, cut, etc.) arm or shoulder. -3 to P.P attribute and -2 to parry. Duration of injury is 3D4 days.

45-59 Damaged leg or hip. Speed is reduced by half and the character is -2 to dodge. Duration is 3D4 days (unless magically or psychically healed).

60-74 Damaged hand and/or wrist. -1 P.P., -2 P.S., cannot lift weight of more than 10 lbs (4.5 kg) with that hand, and the character is -10% on all skills that require the use of the hands.

75-89 **Head Injury:** -5% on all skills and -1 on Spd.

90-00 Damaged back or pelvis. -1 to P.E., reduce attacks per melee round by one, and Spd by 50%. Furthermore, the character cannot lift or carry more than 10 lbs (4.5 kg) without excruciating pain (double penalties from the pain). Duration is 3D4 days (unless magically or psychically healed).

Optional: Side-Effects from Physical Damage (Hit Points)

Roll on this table when 80% to 95% (almost all) of your hit points are depleted. Impairment is temporary, but lasts 1D4 weeks.

01-10 Severely battered and bruised. Reduce Spd by half, combat bonuses by -2 points, and -3 to dodge.

11-20 Torn arm muscle. -3 to P.P., -2 to P.S., -1 attack per melee round, -2 to strike or parry, and the character cannot lift or carry more than 10 lbs (4.5 kg) without excruciating pain (double penalties from the pain).

21-29 Torn leg muscle. Reduce Spd by half and -2 to dodge.

30-39 Fractured bone: arm. Reduce P.P. and P.S. by 40%, -5 to strike or parry, and the character cannot lift or carry more than one pound (0.45 kg) without excruciating pain (double penalties from the pain).

40-49 Fractured bone: leg. Reduce Spd by half (if in a cast; -80% if not) and -4 to dodge.

50-59 Fractured bone: ribs or pelvis. -2 to P.E., reduce attacks per melee round by one, and Spd by 50%. Furthermore, the character cannot lift or carry more than 5 lbs (2.3 kg) without excruciating pain (double penalties from the pain).

60-69 Broken bone: ribs or pelvis. -4 to P.E., reduce attacks per melee by half, and Spd by 80%. Furthermore, the character cannot lift or carry more than 5 lbs (2.3 kg) without excruciating pain (double penalties from the pain). Double duration unless healed by magic or psychic powers.

70-79 Punctured lung. -4 to P.E., reduce attacks per melee by half, and Spd by 80%. Furthermore, the character fatigues three times faster than normal.

80-89 Weakened immune system and fever. The character is weak, has caught a virus and suffers from a constant low-grade fever, chills, and fatigue. Reduce P.E. by half, P.S. and P.P by 25%, reduce attacks per melee round and combat bonuses by half, and Spd by 40%. Furthermore, the character fatigues twice as quickly as normal.

90-00 Severe concussion. Reduce attacks per melee and all combat bonuses by half, reduce speed by half, and the performance of all skills are at -30%.

Optional: Recovery Side-Effects From Near Death (Hit Points)

For a sense of additional realism, a player can roll on this table when a character has lost all (reduced to zero or below) of his/her hit points and has been near death (coma). *Impairment is permanent* as a result of the grave physical damage. **Note:** This is not a mandatory table, but is left up to the Game Master's discretion. Furthermore, magic restoration may be used to eliminate these otherwise permanent disabilities.

1-10 No permanent damage; lucked out!

11-20 Major stiffness in joints; reduce P.P. by 2 points.

21-39 Minor stiffness in joints; reduce P.P. by 1 point.

40-55 Legs impaired; walks with a limp, reduce Spd by 2 points.

56-70 Major scarring; reduce P.B. by 2 points.

71-82 Chronic pain; reduce P.E. by 1 point.

83-92 Minor brain damage; reduce I.Q. by 1.

93-00 Major brain damage; reduce I.Q. by 2 and M.E. by 1.

Step 3:

How to Determine Psionics

There are two ways of getting a character who has psionic powers. The first, and simplest way, is to select one of the psychic Occupational Character Classes, like the Mind Mage O.C.C. **A master psionic** is the most powerful of all natural psychics and is available only from one of the psychic character classes. A psychic character class automatically gets psionic abilities. Each specific O.C.C. will explain the character's background, orientation, and psi-abilities. However, while the psychic is strong with psi-powers, he is limited in skill development.

The second way to get a character with psionics is to roll percentile dice on the following random table. Most characters of any O.C.C. may possess psionic powers, although some of the non-human races, like the troll and orc, do not have any psychic powers as a result of their genetic make-up.

Random Psionics Table

01-09 Major Psionics
10-25 Minor Psionics
26-00 No Psionics

In the **Palladium World,** psychic powers are comparatively common. Even an average person *may* have some degree of psychic power.

A minor psionic selects two powers from any *one* of the following psionic categories: *sensitive, physical,* or *healer.* Two psi-powers, even spectacular ones, are considered inconsequential and the character must select an O.C.C., without modification. The number of Inner Strength Points (I.S.P.) is determined by taking the number from the M.E., rolling 2D6 and adding both numbers together. This is the base I.S.P.; add the roll of 1D6 per each level of experience.

A major psionic is a character who has an impressive amount of paranormal abilities. Unlike the minor psychic who can only select from one category, this individual can select a total of eight (8) powers from *one* category, or a total of six (6) from any of the *three* categories available. The categories from which a major psionic can select includes *sensitive, physical,* and *healer.* This means the psychic can have a combination of power types. However, the development of extra-sensory abilities means that a certain amount of time and energy was expended on the development of those abilities and not on formal education. The major psionic must select an O.C.C., but all skill bonuses are reduced by half (round down fractions) and the number of "other" skills are also reduced by half. Secondary skills are not affected.

The number of I.S.P. for a major psionic is determined by taking the number from M.E., rolling 4D6, and adding both numbers together. This is the base I.S.P.; add the roll of 1D6+1 per each level of experience.

Note: A player may skip step three entirely if he or she does *not* want a character with psionics.

Step 4:
Selecting a Race and O.C.C.

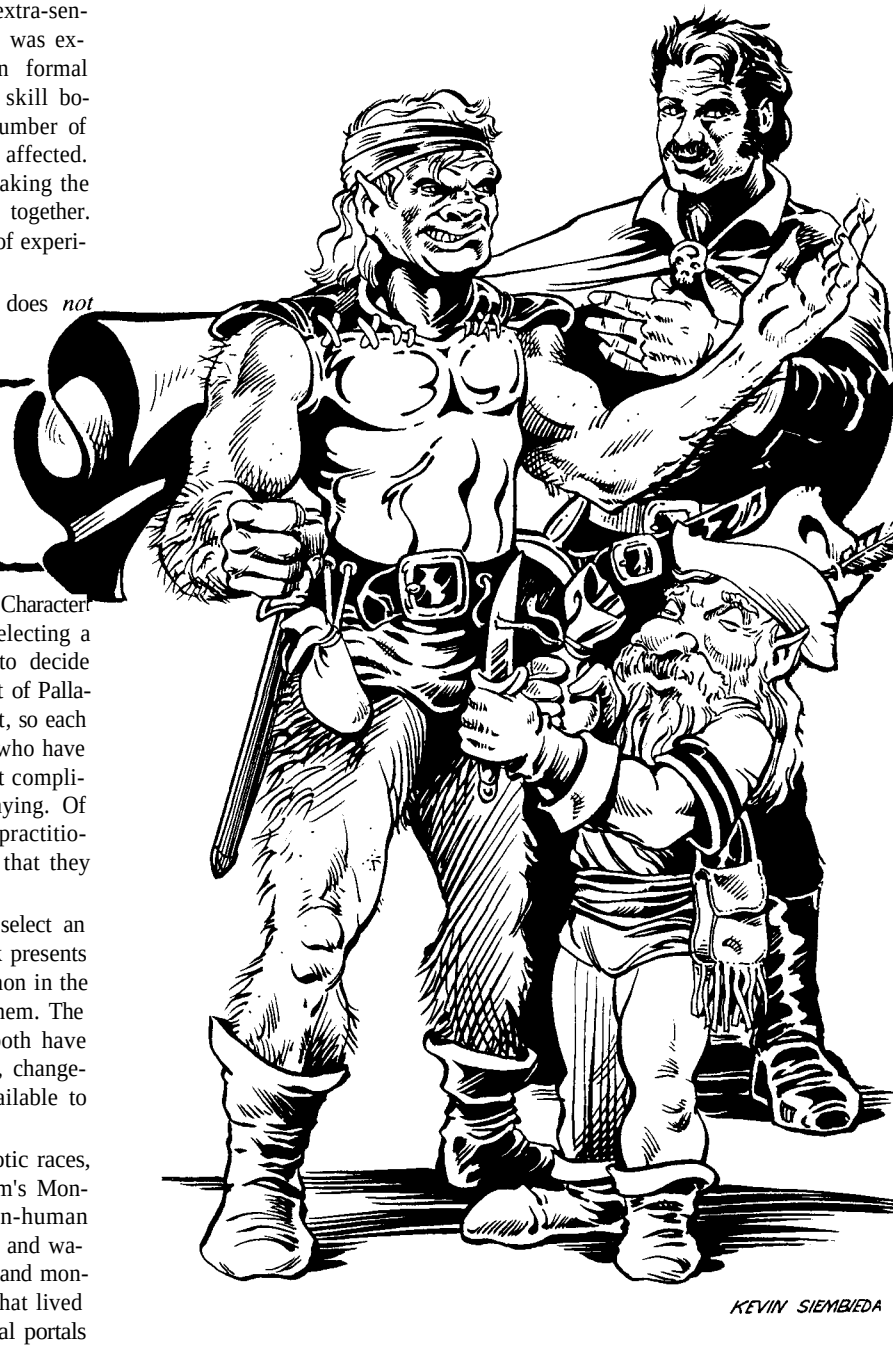
It is suggested that readers skim over the Occupational Character Classes (O.C.C.) and sections on the different races before selecting a character. The dilemma many players encounter is trying to decide which one they want to play first. In designing this and most of Palladium's RPGs, I try to make each character unique and different, so each one will have a distinctive flavor and be fun to play. Players who have never played before may find the *men of arms O.C.C.s* the least complicated and easiest to play until they get the hang of role-playing. Of course, I've also known a lot of people who jumped in with a practitioner of magic and did fine. Players should select a character that they find exciting or challenging.

The player must select a particular *race* before he can select an O.C.C. — not all O.C.C.s are available to all races. This book presents the major races that are currently the most dominant and common in the Palladium World today. A player can select and play any of them. The most common and dominant races are *human* and *wolfen;* both have built expansive kingdoms. However, elves, dwarves, gnomes, changelings, orcs, ogres and others are also quite common and available to players.

Players and/or Game Masters looking for additional or exotic races, mutants and monsters to play should take a look at Palladium's Monsters & **Animals Second Edition** for a large variety of non-human player character races, from bearmen and ratlings to the sphinx and waternix. The Palladium World has a long, rich history of magic and monsters. Many of the intelligent beings and monstrous predators that lived 50,000 years ago still walk the land. Furthermore, dimensional portals or *Rifts* frequently allow beings from other worlds to step upon Palladium soil, hence the trouble with so-called demons, dragons and faerie folk, among others. Some are otherworldly visitors come to plunder or explore and leave, some are champions of Light, others come to conquer or destroy.

Whether or not a particular non-human race from supplement books is available to the player as a player character is left completely to the sole discretion of the Game Master. If the G.M. says no, please don't argue or try to bully him into changing his mind; he must have his reasons, accept it — there are a lot of great characters to play.

For the sake of simplicity, each player selects one race and one Occupational Character Class (O.C.C.). Each character class will describe the hero's background, orientation, typical views of life, his/her position in society, special powers (if any), special training, O.C.C. skills and the selection of additional other skills. Note: Half-breeds, like half-human and half-troll, are not possible because the two are completely different species. Only humans and ogres are similar enough to mate and bear offspring.



O.C.C. Requirements

The selection of an O.C.C. is limited only by the minimum attribute(s) required for that occupation and the player's personal taste. Some O.C.C.s have higher requirements than others and generally reflect the strenuous or intellectual demands of that particular profession.

Skills and Skill Selection

Each O.C.C. has three skill categories: O.C.C. skills, O.C.C. Related skills, and Secondary skills.

O.C.C. skills are the areas of expertise and training that all characters receive when they select that profession. The bonus in parentheses reflects that specialized training.

O.C.C. Related skills are "other" skill areas of formal training and knowledge. In many cases, these skills will also reflect the character's occupation and interests. Not all skill categories are available for skill selection; these will be marked "none." Many of the skill categories that are available will indicate specific restrictions (if any) and possible skill bonuses (usually as it relates to the character's occupation). Skill bonuses will be indicated in parentheses. The skills that most relate to one's O.C.C. have the highest bonuses.

Secondary skills are things that have been learned without formal training. They are hobbies, interests, and abilities that a person has learned himself by reading, or watching others and practicing what he has seen. These skills are also selected from the list of available skill categories. However, no skill bonuses are applicable! The bonus indicated in parentheses applies only to O.C.C. related skill selections. Thus, all secondary skills start out at the base skill level. All skills increase as the character grows in experience.

Skill Bonuses

The base skill level is denoted in each skill description. Bonuses received by one's O.C.C. are added to that base skill. This is a one-time skill bonus.

Characters may also have an I.Q. attribute bonus and this too is added to the base skill level as a one-time bonus.

Skill proficiencies increase as characters grow in experience. This is not so much a bonus as it is a designation of increased mastery over one's abilities. The amount in which the skill proficiency increases per level of experience is also noted in each skill description. **For example:** The *prowl* skill has a **Base Skill:** 25% +5% per level of experience. This means that a first level character without O.C.C. or other bonuses has a base skill proficiency of 25%. At second level, +5% is added to increase the skill to 30%. At third level it increases to 35%, at fourth 40% and so on. If the character gets a +10% bonus, he or she starts at 35% +5% per level of subsequent experience (40% at level two, 45% at level three, and so on).

Maximum skill level is limited to 98%, because there is always a margin for error no matter how skilled or smart a person may be.

Multiple Character Classes

Multiple or split O.C.C.s are not an option at this point. A future supplement may address the possibility of changing one's O.C.C., but a player can never change his race.

Step 5:

Equipment and Money

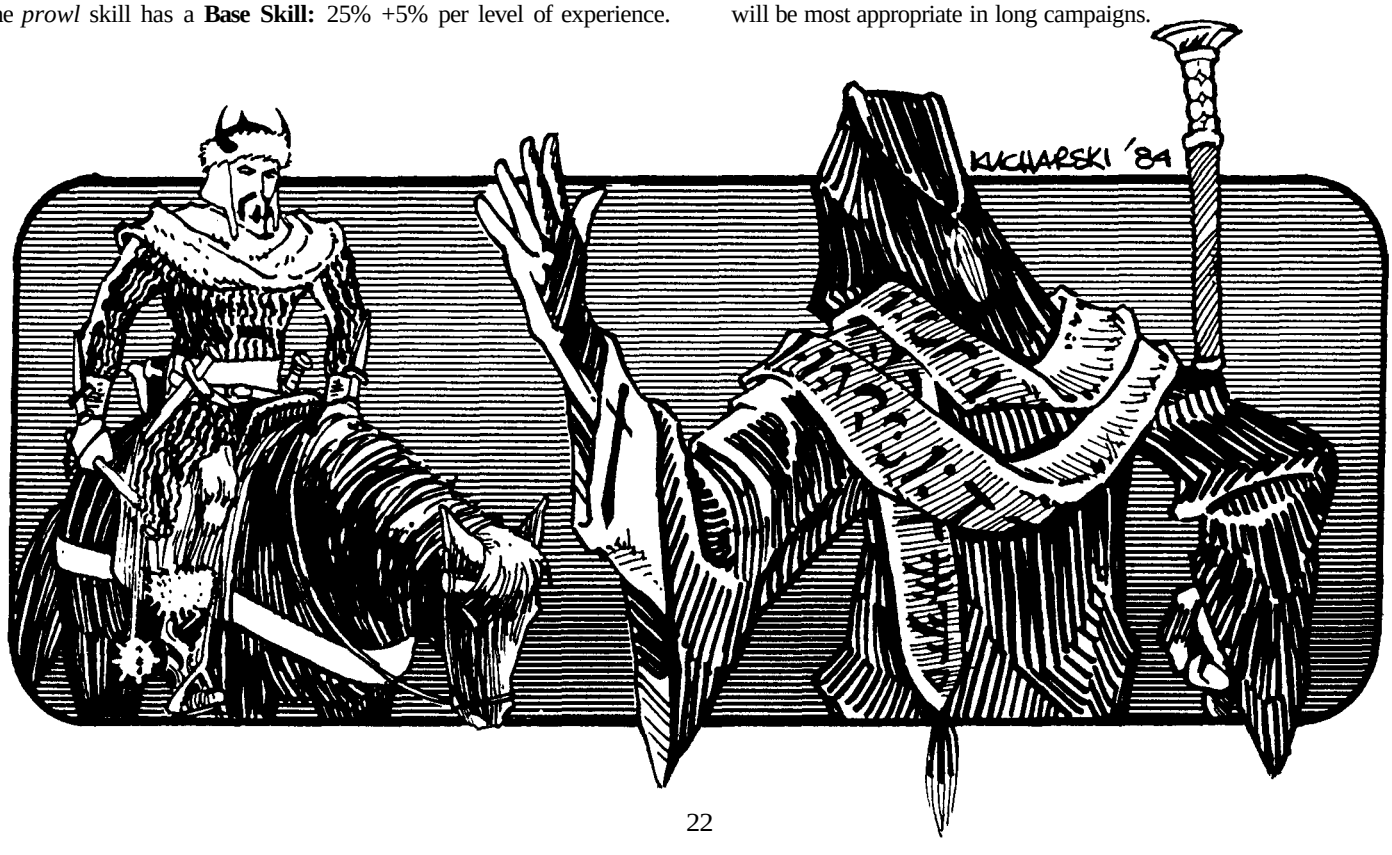
All characters are given a basic list of standard equipment typical for that O.C.C., likewise, each character has a certain amount of money in the form of gold and/or saleable items or artifacts. This means that the character starts out with the basics and some cash. Poor but far from destitute.

Money is a great motivator for action in a role-playing scenario, so it is intentionally kept limited at the start. Needing a roof over one's head or food in one's belly can lead a character to consider taking jobs or actions that can develop nicely into an adventure. As always, a character can spend the money immediately for additional equipment or save it for later use.

Step 6:

Rounding Out One's Character

The final step is to add color to your character. The only mandatory requirement is the selection of an **alignment** and understanding how the **experience levels/system** applies to you. Everything else is optional, including insanity and background data. Use it or do not. Insanity rules will be most appropriate in long campaigns.



Alignments

The Alignments

Good: Principled and Scrupulous

Selfish: Unprincipled and Anarchist

Evil: Miscreant, Aberrant and Diabolic

ALL players must choose an alignment for their character.

Alignments are an important factor in developing a character and a crucial aspect of "role" playing. Whether we are consciously aware of it or not, every person has his or her own code of ethics and morals as well as a sense of justice and what constitutes good and evil, right and wrong. It is this sense of right and wrong that helps to build our moral fiber and mold our behavior and reactions to people, events, and circumstances in the world. It is this code that makes the thought of stealing or hurting somebody abhorrent to one person, but acceptable to another.

So it is with the player and non-player characters in Palladium's role-playing games. The *alignment* of a character is his or her view of the world, justice, honor and the value of life. Alignments should be regarded as a guideline for the character that will indicate how he or she is likely to react to any given situation, violence, and good and evil.

It is natural to have conflicted emotions and want to give in to hatred or anger and kill or hurt, but characters of a good alignment are not likely to give in to such dark emotions. Similarly, a selfish or evil character may, to his surprise, suddenly find compassion, or a sense of loyalty to another character, and find himself wanting to help him (which he may or may not do). Moral dilemmas and the conflict they bring are part of life. It is natural to have such feelings even when *playing* a fictional character. It's also what adds to the drama of a situation and part of what makes role-playing fun.

Players should try to stay in alignment and act accordingly. However, a player may find himself slipping (or slipped) out of character. The G.M. should stop the game for a moment and, as the referee/director of the story, point out that the player's intended actions goes against the character's alignment. The G.M. should then warn that moving forward will cause the character to change alignment. **For example:** A principled good character acting in hatred who deliberately tortures another being is likely to drop to the *anarchist* or even miscreant alignment. A principled character who decides to steal or "bend" the law is likely to drop to a scrupulous or unprincipled alignment. Meanwhile, a miscreant evil character who has learned the value of friendship and begins to perform acts of good and compassion, or forsakes his evil/criminal ways, may go up to anarchist or unprincipled (and eventually, even higher). Note that it seems easier to give in to cruelty and dark emotions, and thus drop in alignment, than it is to become (or stay) good. A single terrible act of evil can plummet a good character's alignment, but it should take numerous acts of kindness and goodness to climb back to a good alignment (often going up one notch at a time). Playing a character in harmony with his alignment can be a challenge, but loads of fun.

Neutral

First of all, there is no such thing as an absolute or true neutral. All people tend toward good, evil or self-gratification. An absolute true neutral could not make a decision, go on an adventure, kill, or take any action of any kind without leaning toward good, evil or self-gratification. It is humanly impossible and is, therefore, eliminated in the context of this game. (I realize that some of the philosophers out there may disagree with this, but that's a topic for philosophical debate and not a factor of this game. Sorry, no neutrals).

GOOD ALIGNMENTS

Principled

Scrupulous

Because a character is of a good alignment, it does not make him/her a saint. Good characters can be just as irritating, obnoxious, arrogant and even prejudiced and full of quirks, as the next guy. However, life and freedom are of the highest priority. Such a person can always be trusted in a life and death situation.

Principled (Good)

Principled characters are, generally, the strong, moral character — the "Boy Scout" or do-gooder palladin of the group. He or she is usually compassionate, caring, cooperative and sincere.

Principled Characters Will...

1. Always keep his word.
2. Avoid lies.
3. Never kill or attack an unarmed foe.
4. Never harm an innocent.
5. Never torture for any reason.
6. Never kill for pleasure.
7. Always help others.
8. Work well in a group.
9. Respect authority, law, self-discipline and honor.
10. Never betray a friend.
11. Never break the law unless conditions are desperate. This means no breaking and entry, theft, torture, unprovoked assaults, etc.

Scrupulous (Good)

Scrupulous characters value life and freedom above all else, and despise those who would deprive others of them. This type of hero is typically portrayed in many Clint Eastwood and Charles Bronson films; the person who is forced to work beyond the law, yet for the law, and the greater good of the people. They are not vicious or vindictive characters, but are driven to right injustice. These characters will always attempt to work with or within the law whenever possible.

Scrupulous Characters Will...

1. Keep his word to any other good person.
2. Lie only to people of selfish or evil alignments.
3. Never attack or kill an unarmed foe.
4. Never harm an innocent.
5. Never torture for pleasure, but may use muscle to extract information from criminals or evil characters.
6. Never kill for pleasure; will always attempt to bring the villain to justice alive no matter how vile he may be.
7. Always help others.
8. Attempt to work within the law whenever possible.
9. Bend and, occasionally, break the law when deemed necessary. This means they may use strong-arm techniques, harass, break and enter, theft, and so on.
10. Distrust authority.
11. Work with groups, but dislikes confining laws and bureaucracy (red tape).
12. Never betrays a friend.

SELFISH ALIGNMENTS (But Not Necessarily Evil)

Unprincipled (Selfish)

This, basically, good person tends to be selfish, greedy, and holds his/her personal freedom and welfare above almost everything else. He dislikes confining laws, self-discipline and distrusts authority. This is the Han Solo character from Star Wars. The guy who is always looking for the best deal, associates with good and evil characters, is continually tempted to lie and cheat, and hates himself for being loyal and helping others.

Unprincipled Characters Will...

1. Have a high regard for life and freedom.
2. Keep his word of honor.
3. Lie and cheat if necessary (especially to those of anarchist and evil alignments).
4. Will not kill an unarmed foe (but will take advantage of one).
5. Help those in need.
6. Not use torture unless absolutely necessary.
7. Work with a group, especially if profitable.
8. Never harm an innocent.
9. Never kill for pleasure.
10. Dislike authority.
11. Never betray a friend.

Anarchist (Selfish)

This type of character likes to indulge himself in everything. He is the insurgent, con-man, gambler and high-roller; the uncommitted free-booter seeking nothing more than self-gratification. This character will, at least, consider doing anything if the price is right. These people are intrigued by power, glory and wealth. Life has meaning, but his has the greatest meaning. Laws and rules infringe on personal freedom and were meant to be broken. An anarchist aligned person is always looking for the best deal, and will work with good, selfish or evil beings to get it; as long as he comes out of the situation on top. The anarchist is continually teetering between good and evil, rebelling against and bending the law *to fit* his needs. Mercenaries and thieves often fall into this category.

Anarchist Characters Will...

1. May keep his word.
2. Lie and cheat if he feels it necessary.
3. Not likely to kill an unarmed foe, but will certainly knockout, attack, or beat up an unarmed foe.
4. Never kill an innocent (but may harm or kidnap).
5. Not likely to help someone without some ulterior motive (even if it's only to show-off).
6. Seldom kill for pleasure.
7. Use torture to extract information (not **likely** to torture for pleasure).
8. Does not work well in a group (this is the cocky loudmouth who is likely to do as he damn well pleases).
9. Have little respect for self-discipline or authority.
10. May betray a friend.

EVIL ALIGNMENTS

Miscreant
Aberrant
Diabolic

All evil characters are not bent on universal genocide or domination over all living creatures. They are not all maniacal fiends actively seeking to harm innocent people. Nor are all evil characters sadistic and untrustworthy. Many evil characters may actually seem kind or likable.

There is nothing wrong with playing an evil character, although he may not survive too long if he betrays or harms too many people. This is fantasy role-playing, not reality. You can play any type of character you desire, just continue to play in character.

Evil alignments are a step beyond the self-gratification of the selfish alignments. Evil characters are ruthless individuals who are willing to say or do anything to achieve their goal. Human life has little meaning to them, and friends tend to be (but not always) people to use and discard when they are no longer of value. Evil aligned characters do not automatically slay any good aligned person because of different ethics and philosophy. All the better to use good to achieve their own goals, for the end always justifies the means.

Miscreant (Evil)

This self-serving, unscrupulous character is out only for himself. Power, glory, wealth, position, and anything that will make his lift more comfortable are his goals. It matters not who gets caught in the middle, as long as he comes out smelling like a rose. This person will lie, cheat and kill anyone to attain his personal goals.

Miscreant Characters Will...

1. Not necessarily keep his word to anyone.
2. Lie and cheat anyone; good or evil.
3. Most definitely attack an unarmed foe (those are the best kind).
4. Use or harm an innocent.
5. Use torture for extracting information and pleasure.
6. May kill for sheer pleasure.
7. Feels no compulsion to help without some sort of tangible reward.
8. Work with others if it will help him attain his personal goal.
9. Kill an unarmed foe as readily as he would a potential threat or competitor.
10. Has no deference to laws or authority, but will work within the law if he must.
11. Will betray a friend if it serves his needs.

Aberrant (Evil)

The clich6 that there is "No honor among thieves" is false wha dealing with the aberrant character. This is a person who is driven to ittain his goals through force, power, and intimidation. Yet the aberrant character stands apart from the norm, with his own, personal code of ethics (although twisted ethics by the standards of good). He expect! loyalty from his minions, punishing disloyalty and treachery with a swift, merciful death. An aberrant character will always keep his word of honor and uphold any bargains. He will define his terms and live by them, whether anyone else likes it or not.

Aberrant Characters Will...

1. Always keep his word of honor (he is honorable).
2. Lie to and cheat those not worthy of his respect.
3. May or may not kill an unarmed foe.
4. Not kill (may harm, kidnap) an innocent, particularly a child.

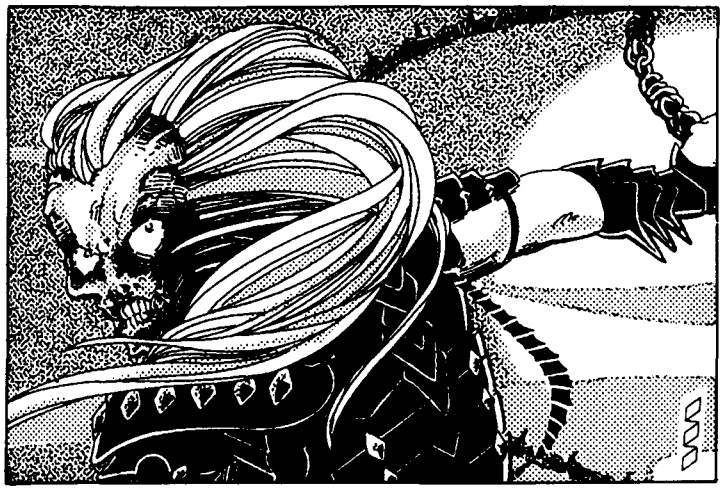
5. Never kills for pleasure.
6. Not resort to inhumane treatment of prisoners, but torture, although distasteful, is a necessary means of extracting information.
7. Never torture for pleasure.
8. May or may not help someone in need.
9. Work with others to attain his goals.
10. Respect honor and self-discipline.
11. Never betray a friend.

Diabolic (Evil)

This is the category where the megalomaniacs, violent, and most despicable characters fall. This is the cruel, brutal killer who trusts no one and has no value for anyone or anything that gets in his way. Aberrant aligned characters find these dishonorable people more revolting than a good aligned character.

Diabolic Characters Will...

1. Rarely keep his word (and has no honor).
2. Lie to and cheat anyone.
3. Most certainly attack and kill an unarmed foe.
4. Use, hurt and kill an innocent without a second thought or for pleasure.
5. Use torture for pleasure and information.
6. Kill for sheer pleasure.
7. Likely to help someone only to kill or rob him.
8. Not work well within a group (consistently disregarding orders to do as he pleases).
9. Despise honor, authority, and self-discipline.
10. Associate mostly with other evil alignments.
11. Betray friends (after all, you can always find friends).



Supernatural Creatures

Supernatural and demonic creatures (especially villainous NPCs) must have an alignment. Most will be evil; especially miscreant and diabolic. ALL supernatural creatures, whether they are ghostly entities or slithering monsters, will radiate their alignment. This psychic emanation is part of its nature and can not be hidden or disguised. To a psychic sensitive the emanations of evil are as distinctive and recognizable as a pungent odor.

Human practitioners of magic for their own evil purposes, or individuals who associate with evil supernatural creatures, do not, themselves, radiate an unnatural evil aura. However, those who knowingly and willfully use such dark forces are always of evil or anarchist alignment. These are the vengeful, greedy or power hungry fools who will stop at nothing to achieve their goals. Goals they will attain even if it means calling upon horrible, evil forces from another world to prey on their own kind.

Insanity

Insanity rules have proven to be a favorite among RPG players for years, so I've included a new and improved insanity section in this Second Edition. However, the inclusion of insanities is entirely *optional* and left up to the Game Master.

In the context of this game, we will assume that all player characters are mentally and emotionally sound. Any insanities developed from this point forward will result from physical or psychological (emotional or mental) trauma. A psychological trauma may result from a violent, emotional experience or shock. As adventurers, the characters will be *somewhat* prepared and hardened to seeing the horrors of war, man's inhumanity to man, frightening monsters, and unnatural or bizarre experiences, so a trauma that results in an insanity will have to be quite horrible, frightening or magically or psionically induced.

Game Masters may want to use the insanity tables as an additional table to establish player characters with quirks, but I don't recommend this. What I do recommend is having the characters roll on the insanity tables after experiencing a terrible and/or traumatic experience. The G.M. should consider the character's level of experience (the lower the level, the less likely the character will be prepared to deal with a traumatic situation) and his or her M.E. attribute (the higher the mental endurance, the less likely the character is to succumb to mental and emotional duress and shock). Insanities should not be handed out like candy at a party. The human mind is really quite resilient.

Please note that this section is not meant to be a medical thesis on mental illness or intended to make light of mental health. It is included to add color, flavor, character, drama and pathos to a campaign.

Trauma

I've found that having a character roll on the insanity tables after a terrible trauma is very appropriate/realistic and fun; adding a new element to the game and dimension to the character. What constitutes a traumatic experience is, in part, up to the G.M. and the actual situation. In all cases, the Game Master should use his or her discretion as to whether or not an insanity roll is appropriate. The tables on the following pages are a guideline for using and playing insanities, however, the G.M. can modify, delete or add to them as he/she deems appropriate — just be fair and maintain game balance.

The following is a guide to some traumatic situations requiring a roll on the insanity tables.

Long period of physical and/or mental torture: Two to eight weeks: roll once on the *Random Insanity Table.* Nine weeks to months: roll once on the *Random Insanity Table* and once specifically on the *neurosis table.*

Drug or magically induced hallucinations that were particularly terrifying, hideous, or realistic: roll once on the *phobia table.* If extremely traumatic, lengthy or reoccurring hallucinations, roll on the *Random Insanity Table.* A real-life encounter with the subject of the traumatic hallucination is likely to cause more trauma; 1-70% chance of developing another insanity — roll on the Random Insanity or Phobia Table (whichever seems most appropriate).

Witnessing or experiencing a shockingly grotesque atrocity. Roll once on Phobia table.

Terribly frightening or unusually terrible brush with death. Roll on Random Insanity table.

Dying and being magically resurrected. This is as close to death as one can get, and miraculously returning to the living to tell the tale. Roll once on the *Random Insanity Table* and the *Phobia Table.*

Severe physical disability. 1-60% chance of alcoholism or drug addiction. 61-80% Neurosis, 81-00% Affective Disorder.

Possession. 1-60% likelihood of developing a phobia toward the type of creature or the specific person/character who had possessed the character.

Being the direct or indirect cause for the accidental death of several innocent people. 1-80% chance of insanity for characters of a good alignment, 1-40% chance of insanity for characters of a selfish alignment, and only a 1-20% chance for characters of an aberrant or miscreant alignment (diabolic won't care). In all cases, roll on the *Random Insanity Table.*

Insanity Tables

Random Insanity Table

01-10 Reborn: Alignment reversal; good becomes evil, evil becomes good and selfish becomes principled or scrupulous.

11-20 Neurosis: Roll on the table that follows.

21-25 **Compulsive Liar:** Constantly tells lies and tall tales, even if of a good alignment.

26-30 Kleptomaniac: A compulsion to steal, even if of a good alignment.

31-40 Obsession: Roll on the table that follows.

41-50 Phobia: Roll on the table that follows.

51-60 Psychosis: Roll on the table that follows.

61-70 Fear of Animals: See neurosis.

71-75 **Recluse:** The character prefers to be alone. He is quiet and unobtrusive.

76-80 Hypochondriac: The character is constantly concerned about sickness, disease and poisoning. He exaggerates the slightest discomfort and illness he may suffer and is constantly under the belief that he is "coming down" with something. He *may* avoid others who are sick even with the common cold, may blame others for his illnesses (so and so coughed in my direction yesterday) and is likely to have a half dozen "quack" cures for every ailment imaginable; most taste terrible, or are ridiculous, and none of them work!

81-90 Affective Disorder: Roll on the table that follows.

91-00 Neurosis: Roll on the table that follows.

Affective Disorders Table

01-19 Frightened by loud noises to the point of cowering and wetting self.

20-35 Disgusted by anything sticky and will go to any length to avoid touching it.

36-54 Obsessed with cleanliness and must clean up any area he/she is at for more than a few minutes.

55-75 **Outraged** by acts of violence,to the point of becoming violent himself; 72% chance of going berserk and attacking the perpetrator of the violent act without regard for self. Bonuses: +1 to strike and +2 to damage.

76-86 Hates music and musicians; and will try to destroy or stop the source of those terrible noises.

87-93 Sadistic; derives pleasure from inflicting or observing pain.

49-00 Intimidated by spoken language; cannot speak meaningful sentences (must use sign **language** or written communication); has difficulty understanding long sentences.

Neurosis Table

Neurosis is any of a variety of illnesses that affect the mind or emotions without an obvious physical/organic reason, and involves depression, phobia/fear, compulsion, anxiety, hysteria and other abnormal patterns of behavior.

01-10 Fear of Animals: More than a simple phobia, this character has been so traumatized (perhaps chewed on by the family pet while a little nipper) that he avoids all animals, will push away the cutest pet, run away when confronted even by tiny animals like a mouse, and will kill them whenever he feels cornered by them. Insects, fishes, sea-life and humanoids (i.e. wolfen, ratlings, werebeasts, etc.) are not included in this irrational fear.

11-20 Fear of the Dark: Spent too much time locked in closets, to the point that the character becomes a gibbering zombie when locked or placed in dark, confined areas (only one melee attack/action, no combat bonuses, no skill capabilities, speed is reduced by half). Will collapse (unconscious) after 2D4 melee rounds and will remain catatonic until removed from the darkness or a light is lit. Has trouble sleeping at night.

21-30 Cannot tell the Truth: Compulsive liar, even if of a good alignment. Most lies are harmless, but they can be annoying and can get the character and his fellow adventurers into trouble.

31-40 Personal Cleanliness: Compulsive need to be clean. In fact, the character will wash his hands and face 2D4 times in a row before he "thinks" he is clean, as well as wash clothes whenever he can, and bathe frequently. He hates being dirty or engaging in something that will make him dirty and tries to avoid it (changes into clean clothes whenever he can and apologizes for being dirty).

41-50 Invasion of the Body Snatchers: Acute anxiety and paranoia toward all aliens, mutants, other races, or beings from other worlds, and creatures of inhuman/uncommon appearance. "They're out to get you! They could be anybody!! Even ... you!?!" The character is nervous, a bit jumpy and suspicious of all beings who are either a different race than himself or not human (even if he's not human himself — in this case, he trusts humans in general, but not others. Even members of his own race are suspect).

51-60 Fear of Heights: Uncle Goober used to dangle the character, by one foot, out of windows. Now the character is terrified of heights to the point of being frozen when above the second story; character is fine as long as he can't see how high up he may be.

61-70 Thinks He's Being Followed: Another compulsion motivated by an unfounded fear that one is being followed. The character finds himself frequently stopping to look and see whether or not he's being followed. This includes checking behind himself, looking around, constant sideways glances, checking to see doors are locked (checking the same doors 1D6 times each) and similar compulsive, paranoid behavior. Note, the character is not paranoid in the sense that he thinks people are out to get him or conspiring against him (the character is likely to have numerous trusted friends), it's just that he has this constant feeling or *anxiety* that he may be followed or is being watched.

71-80 Fear of Success: "Mom always said I wasn't any good." The character will sabotage himself at critical moments. The following minuses apply during critical, or high pressure moments (battle, danger, watched by others, etc.): -15% to all skills, -3 to hit, dodge, parry, initiative and damage.

81-90 Psycho-Reliance (luck fixation): In this age of magic and the supernatural, the character becomes convinced that his "good fortune" is because of a particular item, a "lucky charm." The character touches, taps, or kisses the charm for good luck before entering battle or tackling any difficult situation. If the character loses the item he suffers the following penalties until either the item is recovered or he can find a replacement "good luck" charm (completely psychosomatic). Penalties: -5% on the performance of all skills, -3 to save vs horror factor, -3 on initiative and -1 on all combat bonuses. Any

other coincidental misfortune will be attributed to the loss of the lucky charm.

Note (optional): If the character is a practitioner of magic or a psionic, he may believe his powers come from his "lucky charm" or that an ordinary object (rusty old knife, ring, medallion, or even a pebble, etc.) gives him his powers. Without it, he is powerless and cannot cast magic, or use his psionics, at least until he recovers it or can find a new enchanted item to empower himself.

91-00 Hysterical Blindness: When under pressure (battle, an important opportunity, watched by others, etc.), the character loses his sight until the pressure is removed; 1-89% likelihood of happening — roll for each situation. -9 to strike, parry and dodge while blind; no initiative and skill performance is half.

Psychosis Table

A psychosis is any severe mental disorder in which the person partially or completely withdraws from reality — delusional. Their behavior is often anti-social and violent.

01-15 Fascination with death in all its forms. The character examines and studies ways one can die and kill, as well as implements of death, how the human (and nonhuman) body reacts/responds to the threat of death/fear reactions, tolerance to pain, survival responses, and even the philosophical concepts of death, the soul, life after death and so on. It's interesting to note that the character is not afraid of death and is not morbid about it, simply fascinated. Others may find him to be disturbingly callous and ghoulish.

16-20 Paranoid: A general suspicion that everybody is out to get you, so the character tends to trust no one, is a bit secretive, is careful about what he says in front of whom, and keeps to himself. Roll to determine alcoholism or drug addiction: 01-30% is yes, 34-00, no.

21-30 Manic depressive: Alternate severe depression one week (nobody loves him, he's a loser, incompetent, and is going to die if he isn't careful; -10% on all skills, and reduce all combat bonuses by half), followed with a manic episode the next week (everything is great, he's the best there is, life is grand! +5% on all skills and +2 on initiative, all bonuses are normal).

31-40 They're out to get me (paranoid schizophrenic): Voices tell the character that most everybody, human and nonhuman, men and gods, hate and/or fear him. Thus, he believes "they" are out to get him (torture, kill, imprison, hurt, cheat, discredit him, etc.). As a result, he has trouble sleeping (because he's vulnerable to "them"), is constantly jumpy/nervous and is suspicious of others, sometimes even of long-time friends. The character blames all of his misfortune on others and sees conspiracies everywhere. Tends to be a loner and distrusts everybody except his closest comrades. Roll to determine alcoholism or drug addiction: 01-50% is yes, 51-00, no.

41-45 Superman syndrome: The character thinks he's stronger, faster, smarter, more handsome and better than anybody else. He tends to respect only brute strength, power, ruthlessness and strong beings. As a result, the character accepts foolish challenges, takes dangerous risks and often underestimates his opponents or the chance of failure/defeat. If it's any consolation, the character is usually cheerful, helpful and positive.

46-50 God syndrome: The character believes he is "god," the voices in his head tell him so. As "god," the character believes he is above the law, judgement, and comprehension of all creatures. Consequently, he ignores the laws of any place he visits. The character isn't necessarily mean about it, nor blatant or deliberate about breaking the law, he just doesn't think about them and refuses to pay the consequences when accused of breaking them. The least offensive characters are cocky, arrogant, bossy, condescending and trivializes everything that does not directly involve them (they are the center of their universe). The most extreme believe they are truly a superhuman "god" and act accordingly as directed by their alignment, so some are reasonably benevolent "gods" while others are cruel, vengeful or malicious.

51-60 Hysterical aggressive reaction: The character reacts in anger and violence to a particular thing or occurrence. This "trigger" is usually a response to accusations and criticism about his appearance, courage, honor and virtue, such as being called a coward, sissy, wimp, cheater, ugly, stupid, crazy, etc. However, the reaction may also be a response to the actions of others that reminds the character of something that was traumatic in his own life (may tie to other insanities). This can include things like a child being beaten, acts of torture or cruelty, seeing someone attacked by an animal, a particular threatening monster, and so on. In most cases, the character flies off the handle, ranting and raving like a lunatic, shoving, threatening or challenging his accuser or the perpetrator of the "trigger" action — i.e. "How would you like it if I slapped you around like that, punk!" The slightest act of antagonism, aggression or intolerance toward him, like pushing him away, a smart remark, ignoring him, etc. will send the character into a fury and attack the person or thing that set him off.

61-70 Hysterical aggressive reaction to fear/phobia: In this case, the "trigger" is something the character has a phobia about, except instead of cringing in fear, he lashes out to destroy the object of his fear. This is usually a tangible thing like spiders, snakes, a particular monster, etc. For example, a powerhouse knight with a phobia about spiders sees an itty bitty spider dangling from the shelf behind the bar in a saloon. He's likely to shout something like, "Oh my god! Look out! Get out of my way," leap over the bar and chop at the spider with his weapon, shouting, "Did I get it? Did I get it? God, I hate spiders." Of course, in the process he may have caused a panic (after all, what has frightened this brawny knight to such a degree?) or caused damage by his extreme actions. If the phobia is something like a fear of the dark, he will fight anybody (to the death) who tries to put him someplace dark or who tries to take away his light, and he'll do just about anything to get out of it.

Remember, this is an unreasoning response driven by terror, consequently, the character's actions may not make sense. For example, the knight who is afraid of spiders will scream his battle cry and lunge into battle with a giant, monster spider even though it can be easily avoided (it may not have even seen him). Similarly, he may attack a spider-like being without the slightest provocation and kill without regret or reasoning (he can't help himself). Obviously, this can draw his fellow adventurers into some serious (and pointless) conflicts (and the reason why this phobia shouldn't include intelligent beings that are too common, like practitioners of magic, wolfen, orcs, dragons, etc.)

71-80 Mindless Aggression: Roll percentile dice again.

01-94 Semi-functional. When frustrated, angry, or upset, there is a 1-72% likelihood of going berserk and lashing out at anybody who gets in the way. The character pushes, beats and lashes out (stands and fights anybody who opposes him) until physically restrained, rendered unconscious or killed! It takes 3D4 minutes of restraint or unconsciousness before the character regains his composure.

95-00 Non-functional, homicidal maniac! Continually going berserk at the slightest provocation, as well as when frustrated, angry or upset. He fights to severely injure or kill those who upset or oppose him. The character must be confined constantly (or killed) — he has only one lucid day a week and will try to talk his way out of confinement on that day (seems completely normal and rational that entire day).

81-85 Jekyll and Hyde: The character hears a voice in his head and feels powerful emotions contrary to his original alignment. There will be moments, especially when under stress, or when angry or drunk, that the voice speaks so loudly and convincingly, that the character will respond to it. The response is the opposite of the character's normal, original personality and can be frightening, as if he

were a completely different person! When he returns to normal, the character may regret his actions and try to make restitution, but there is little he can do when his other personality takes over. This means if the character is a principled or scrupulous good character, his opposite, Hyde, personality will be one of the evil alignments. As a result, in the heat of combat, or under stress, the Hyde personality may surface and engage in acts of cruelty, intimidation, torture, belittle others, kill an unarmed foe out of anger or spite (or even sheer pleasure), and so on.

86-00 Become a psychiatrist. The character thinks he's a psychiatrist, sees ordinary quirks, legitimate fears and concerns as serious psychoses, neuroses, phobias and obsessions. They're all sick (even if only he has the perspicacity to recognize this)! The character will try to help people by counseling them and offering his "expert" or "professional" services; tends to charge stiff fees. He is especially fascinated with people who he considers extremely insane (have real insanities), but he can't help himself, let alone anyone else.

Phobia Table

Note: This table takes into consideration some of the unique creatures, O.C.C.s and forces active in the Palladium World.

01-03 Blood
04-06 Reptiles (may limit to a specific type)
07-10 Faerie Folk
11-13 Spiders (or insect of G.M.'s choice)
14-15 Water
16-19 Undead/Vampires
20-22 Ghosts/Entities
23-24 Catacombs
25-28 Confining Enclosures
29-30 Cats
31-32 Dogs
33-35 Magic Circles (may be limited by type)
36-38 Demons (or Deevils; may be limited to a specific one)
39-42 Witches
43-45 Ghouls and Zombies or Necromancy/Necromancers
46-48 Changelings
49-51 Flying (by any means)
52-55 Graveyards/Tombs/Burial Mounds
56-58 Darkness
59-62 Snakes and Snake-like Creatures
63-64 Open spaces
65-66 Spell Magic or Wizards (or Wards or Diabolists)
67-68 Clergy (may be limited to specific type or church)
69-70 Opposite sex
71-73 Mind Mage (or other psionic beings)
74-75 Dead Bodies/Corpses/Skeletons (including animated dead)
76-77 A particular monster (select a specific one)
78-80 Giants (may be limited to specific race/type)
81-85 Dragons (may be limited to specific type)
86-90 Gods (may be limited to a specific god or pantheon)
91-93 Worms (including worms of Taut)
94-96 Bats and Bat-like Creatures
97-98 Slimes and Gooey Substances
99-00 Strangers

About Phobias

A phobia is an irrational fear which may result from a horrifying traumatic experience. The object of the phobia can be anything: bugs, snakes, the dark, heights, typewriters ... anything which may have been the focus or cause of the severe psychological trauma. While there are scientific names for specific phobias, it is far easier to simply identify the object of the fear.

To determine a specific phobia, the player can roll on the *random table* or the G.M. and player can decide on a phobia which best applies to the experience. In the latter case, use common sense to determine the phobia. For example, if the character had a horrifying experience in a haunted house, walked through spider webs, descended into a dark cellar and encountered a walking skeleton, the phobia is likely to be one of the following: empty old houses, haunted houses, ghosts, the dark, spiders, skeletons, or animated dead. **G.M. Note:** Encounters with the supernatural and magic are often scary, horrifying, bizarre and deadly situations, but it is only the *most* horrifying and unexpected experiences that *may* create a phobia or other insanity. Remember, the player character will be prepared and hardened to sights, magic, concepts, and creatures that might bedazzle the mind of a normal person.

Phobic Panic

Characters who suffer from a phobia will become terrified when the object of their fear is encountered. If the character is surrounded by friends who can talk and soothe away his fears, the person may be able to contain himself long enough to safely avoid it (40% chance). However, if the character is alone, already nervous, or feels threatened, he or she will be overcome by fear. This is phobic panic.

Upon reaching the breaking point, the character's mind will defend itself by responding in one of the following ways:

01-25 Pass out/fall unconscious for 2D4 minutes.

26-80 Flee/run away at top speed! Panic-stricken, the character will ignore the outcries, pleas or needs of his companions. All the terrified person knows is that he must escape. The character will run and run until he is certain he's escaped the object of his fear, or until subdued or restrained. The person will fight only if there is no other way to escape, and then only until he can get away and run.

81-00 Paralyzed with fear, the character can only whimper, sob or scream as he faces the horror. Physically, the character will stand completely rigid or huddled in a corner, immobilized with fear. He cannot run, fight, use skills or move in any way (no attacks per melee) until the object of the fear is removed or destroyed, or he is dragged away from it.

Obsession Tables

Obsessions are either an intense, irrational love/desire of something or an intense hatred/loathing of it. The former is likely to motivate the obsessed person to obtain the object of his desire, while the latter is likely to cause the character to avoid or destroy it. The G.M. can decide which is most appropriate under the circumstances or roll once on the following table. An obsession may drive a character to incredible, even outrageous lengths to satisfy his or her irrational feelings.

Focus of the Obsession

01-50 Love/desire (select or roll for obsession)
51-00 Hate/destroy (select or roll for obsession)

Random Obsession Table

01-05 Opposite sex: If a man, the character will either love to be around women or finds fault in everything they say or do and avoids them.

06-12 Secrecy: Either prizes his secrecy above all else, or abhors even the thought of keeping a secret.

13-20 Timeliness: Either a fanatic about being on time or always late.

21-27 Wealth: Either wants it or gives it away.

28-35 Magic: Either loves to acquire and use magic/magic items or loathes them, refuses to use magic, avoids working with magic users, and may hide or destroy magic items and knowledge whenever he can.

36-43 A specific individual: Hates or loves 'em (NPC or player character).

44-50 Specific object/item or animal — wants one or hates it.

51-55 Appearance: A fashion plate or a slob.

56-63 Danger: Either loves the thrill of danger, which usually means throwing caution to the wind (the more deadly the better), or despises danger and is overly cautious; a jumpy, worry wart.

64-69 Food: Covets and pays for only the finest foods and drink (complains about common or plain food; prefers not to eat it). Or eats any slop put down in front of him, the cheaper the better.

70-75 Alcohol: Either a heavy drinker with a keen taste for the finest liquor, or a fanatical teetotaler, anti-alcohol prude.

76-80 Wolfen: The character either hates them and wants them destroyed (knows every vicious story and rumor about them), or believes that humans and Wolfen *must* learn to live together in peace and/or prefers everything Wolfen above all other cultures.

81-85 Gambling: Either loves it and bets on everything even when on a losing streak (a gambleacholic), or is an anti-gambler who never bets on anything and looks down upon those who do.

86-90 Solitude: Either loves peace and quiet, and being alone to the point of growing irrationally angry and frustrated if continually bothered or interrupted, especially during quiet times; or can't stand the thought of being left alone even for short periods of time.

91-96 Crime-busting: If of a good or unprincipled alignment, the character loves to be a hero and is obsessed with stomping out crime and evil everywhere. If an anarchist or evil alignment, the character likes to think of himself as a master con-man or criminal mastermind and engages in criminal activity and dodges the law whenever he can.

97-00 Power/leadership: Either craves power and wants to be a leader of men, or couldn't care less and prefers to be a follower.

Cures for Insanity

1. Affective Disorders & Neuroses: Therapy and counselling by a *healer* or *priest.* Requires a minimum of three months of therapy with the following results.

01-29 No effect; requires longer therapy (roll again in three months).

30-69 Half cured. The character feels the occasional return of an old neurosis or disorder when under stress; 1-48% chance.

70-00 Total cure! The insanity is gone.

Cures by a Mind Mage can be faster and more effective because the character can use hypnosis and other psionic abilities to probe and understand his patient in order to help him. The Mind Mage must be 6th level or higher. Requires six weeks of therapy with the following results:

01-29 No effect; requires longer therapy (roll again in three months).

30-60 Half cured. The character feels the occasional return of old neurosis or disorder when under stress; 1-48% chance.

61-00 Total cure! The insanity is gone.

Also see the super psionic power *cure insanity* for instant, but usually temporary, relief from insanity.

2. Curing Psychoses: Therapy and the use of hypnosis and drugs are known to control mood swings, depression, schizophrenia, paranoia and stress. Treatment by a *healer* or *priest* requires 4D4 months of therapy with the following results:

01-33 No effect; requires another six months of therapy.

34-68 Psychosis is replaced by a phobia (this could be an improvement).

69-00 Total cure.

Treatment by a *Mind Mage* has the same results but takes only three months of therapy. Also see the super psionic power *cure insanity* for instant, but usually temporary, relief from insanity.

3. Curing Phobias and Obsessions: There is no known cure for these conditions, but prolonged or repeated exposure to the object of one's fears in a controlled environment, along with counseling, can lessen the intensity of the fear, making it less irrational and manageable (scared but can still function). Treatment by a *healer* or *priest* requires 1D4 months of therapy, a *Mind Mage* one month, with the following results:

01-39 No effect; requires 1D4 more months of therapy.

40-88 Fear is lessened so that the character can function normally, but still doesn't like the object of the phobia — ugh!

89-00 Fear is intensified so that there is a 50% likelihood that the character will become completely paralyzed until the source of the fear is removed or the person is physically removed from its location.

Cures by Magic (any type of insanity). There are a variety of magical cures that can instantly eliminate mental and emotional illnesses as well as those induced by magic or magic curses. The trick is finding one. Furthermore, a magical cure does not guarantee that the same or a different insanity might not occur as a result of a new trauma.

Addiction

The Effects of Alcoholism

The alcoholic is in a total, staggering drunken state 25% of the time, intoxicated as often as possible (at least 80% of the time) and tends to drink even more during a crisis.

Penalties when totally drunk:

- -4 on initiative.
- -2 on all other combat moves/bonuses (strike, parry, etc.).
- Reduce speed by half.
- Reduce the performance of *all* skills by half.

Alcohol Withdrawal & Recovery

Alcoholism can be cured, but requires a willingness to seek aid and give up drinking, therapy, support of friends and absolute abstinence from all types of alcohol.

The following are Alcohol Withdrawal Symptoms & Penalties (Cold Turkey):

First Week: -5% on all skills, -2 on initiative, strike, parry, and dodge, and speed is reduced by 25%. Has the shakes, headaches, feels very sick and insecure. 75% chance of falling back to drinking; roll every day of the week unless alcohol is not available.

Second Week: -2% on all skills, -2 on initiative, -1 to strike, parry, and dodge, and speed is reduced by 10%. Still shaky, insecure, irritable, and craves alcohol. 40% chance of falling back to drinking; roll every day of the week unless alcohol is not available.

Third through Sixth Week: -1 on initiative. Still shaky and insecure, but feels much more confident and physically well. 15% chance of falling back to drinking; roll once a week and when under great stress.

The next six months: Now it's a battle to stay dry; 15% chance the character will return to alcohol under extreme pressure. Roll for each high pressure situation.

After six months: There is still a possibility of returning to drink, particularly when under extreme pressure or depression; 5% chance when in crisis. If the ex-alcoholic should ever drink again, there is a 1-43% chance of becoming addicted again. Roll for each glass drunk. A character can attempt to fight alcoholism repeatedly.

The Effects of Drug Addiction

Drug addiction is generally more severe in its effects and initial withdrawal symptoms than other addictions. However, once detoxified, the person is less likely to return to drugs than an alcoholic. In the Palla-

dium World, most drugs are herb derivatives (roots, leaves, mushrooms, etc.) and occasionally derivative of animals (venoms, gland secretions, blood). A variety of cocaine based drugs, hallucinogens, barbiturates (downers) amphetamines (uppers), and mood altering chemicals, as well as drugs from other worlds/dimensions are occasionally available.

Availability is usually limited to large cities at drug dens, alchemist shops, herbalists, seedy parts of town, and places of healing. Of all the known kingdoms, drug use is prevalent only in the decadent and ancient Western Empire and among some tribes of sub-humanoids like goblins, orcs, and ogres. Elves, dwarves, kobolds, changelings and Wolfen rarely use drugs for any reason.

Roll on the following table for random effects of drugs on the character's disposition while intoxicated.

01-10 Quick tempered, argumentative; +1 on initiative.

11-20 Totally passive and a bit disoriented, just wants to be left alone and enjoy the high. The character will not fight unless forced into it, and is -5 to parry, dodge or roll with impact; no initiative.

21-30 Extremely paranoid. Trusts no one, not even friends; +1 on initiative.

31-40 Disoriented, has difficulty following the movement of others; -2 to initiative and strike, -4 to parry and dodge.

41-50 Hallucinations! Totally oblivious to the real world; 1-50% chance of not recognizing a friend or foe, or of attacking a friend or innocent stranger, thinking him an enemy. -4 to initiative, strike, parry and dodge.

51-60 Withdrawn, quiet — spaced out. -3 to initiative, strike, parry and dodge, -6% on all skill performance.

61-70 Secure and confident, but only when high despite the fact that he is -5% on all skills and -1 on initiative.

71-80 Depressed, pessimistic; -8% on all skills, -2 on initiative.

81-90 Hyper, agitated, always moving, distracted; -2 on initiative and -2% on all skills.

91-00 Reoccurring hallucinations/flashbacks when under severe pressure or life and death combat! Loses sight of the real world. Roll percentile dice for the character's response: 1-33% chance of not recognizing a friend or foe and attacks whomever he believes is his enemy. 34-66% fights in a frenzied blood lust, shows no mercy and will not stop until all his enemies are slain (real or imagined), unless restrained; +1 to initiative, strike and parry. 67-00% the character knows things are not right, that he's experiencing a hallucination and consequently is tortured and confused by it; -2 to initiative, strike, parry and dodge, and -10% on the performance of all skills.

Some general notes about drugs:

- Takes 10-20 minutes to take effect, unless magical.
- Effects last 45 minutes to two hours.
- Remains in system even after the high is gone for 48 hours.
- Addicts *need* a continual supply, taken at least twice a day.

Drug Withdrawal & Recovery

Drug addiction can be cured, but requires a willingness to seek aid and being slowly weaned off its dependency. Total withdrawal, or going "cold turkey," is the sudden abstinence from an addictive drug.

The following are Withdrawal Symptoms & Penalties of going "Cold Turkey":

First Week: -35% on all skills, reduce speed by 50%, -8 on all combat skills. Violently ill with fever, body tremors, vomiting, headaches, and convulsions, as well as feeling helpless, angry and desperate (needs his fix). 75% likelihood of taking drugs if available; roll every day of the week unless not available.

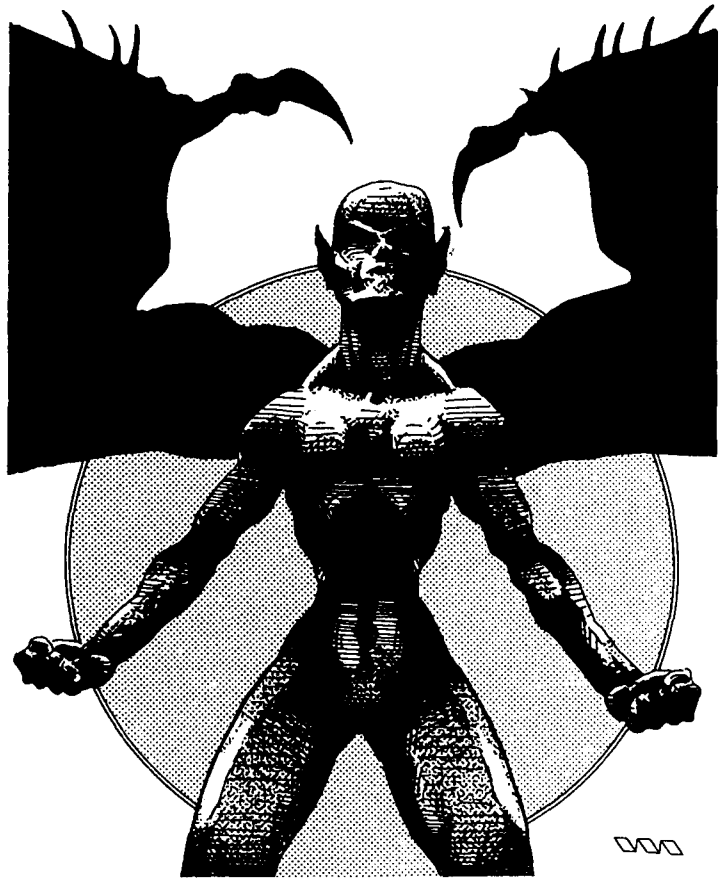
Second Week: -20% on all skills, -4 on all combat skills. Still feels sick with fever, chills, nausea and all the rest. Feels angry and depressed, extremely volatile temper. 50% chance of taking drugs if available; roll every day of the week unless not available.

Third Week: -10% on all skills, -2 on all combat skills. Feels weak and insecure, but considerably better. 28% chance of taking drugs if available; roll every day of the week unless not available.

Fourth Week: Completely detoxified, only psychological dependence remains; needs continuing support from friends (possibly therapy). 14% chance of taking drugs if available; roll once a week.

The Next Six Months: This is the battle to stay clean; 10% chance the character will return to drugs under extreme pressure or depression. Roll for each high pressure situation.

After those Six Months: There is still little chance of turning to drugs even under extreme pressure. A character can attempt to fight addiction repeatedly.



Experience Points

Except in specially devised scenarios and tournaments, there is no winner in a role-playing game. The accumulation of heroic deeds, friends, prestige, weapons, equipment, knowledge, and skills, can be construed to be the results of winning. If a character survives and meets with success in his endeavors, that is winning. However, there are rewards besides the acquisition of material goods and reputation, such as developing your character's skills, knowledge, and abilities. This is accomplished through the gathering of experience points.

Why An Experience Point System?

The reason I use an experience point system is because I find them extremely realistic, practical and fun. Training is useful, but there is no

substitute for experience. I don't know how many times I have read a comic book with the main character thinking to himself, something like "Only my years of experience enabled me to beat him." or "He's good, but lacked the years of experience and training to handle the situation." I hear these same comments about athletes and in business. It's a fact of life that experience breeds expertise, provided one learns from his or her mistakes. Practical experience in the field is an important factor in the development of a player character.

The experience system is specifically designed so that characters will mature fairly rapidly, tapering off as they reach higher levels of experience (around fifth and sixth level).

Why do the experience levels only go to level 15? Because characters are not likely to ever reach that level, even after years of regular play. In my original **Palladium Role-Playing Game** play-test campaign, after two and a half years of regular, weekly, long (averaged 9 hours) playing sessions; the characters averaged 7th to 9th level and progressing, ever so slowly, toward tenth level. Realistically, a high level character is not necessarily all that much fun to play unless the campaign maintains a high level of challenge and adventure. Even "power gamers" eventually get tired of beating everybody and always winning with ease. Remember, you're building a story and characters, it is through challenge, adversity and triumph that the characters truly grow and develop.

Experience Points and Their Application

It is difficult to devise a point system by which a Game Master can judge and reward his players fairly. The ultimate purpose of experience points and experience levels is to provide a means by which the player's character can grow and develop. Many fantasy role-playing games have their own unique system, charts, equations, and computations for distributing experience points. You may want to adapt one of those systems to this game if that's what you're more comfortable with. Many games avoid the whole question of experience points by a system in which points are pumped back into the powers, but this leaves skills undeveloped, as well as being pretty drab.

The *subjective* method of observation and logic introduced in the **Palladium Role-Playing Game** has been so well received that I'm not only keeping it in the *Second Edition,* but I've successfully transplanted it into *Heroes Unlimited*™, *Rifts*®, *Nightbane*™ and all of our games. I feel that any twit can punch-out or blast a villain that just crawled out of the woodwork. Most experience systems concentrate on the "kill factor," but what about the thought process? What about the decisions, plans, or motives behind a particular action? Doesn't cleverness and a cool head count? Aren't these the true ingredients of good role-playing? Shouldn't the brilliant medical student playing a character with an I.Q. of 4 (and staying firmly in character, saying and doing things as the character would, even though he realizes the foolishness or stupidity as a player) get experience for playing in character? Hell Yes!!! Considering how flexible and subjective most of the other role-playing conditions and rules are, I don't see the logic in having a strict, limited experience point system.

Each player's character involved in a given situation/confrontation should receive the appropriate experience points. The Game Master should make a list of his players at the beginning of the game and jot down each player's experience points as they gather them throughout the course of the game. At the end of the game, the Game Master totals each player's points and gives them the total so that *they* can keep track of their growing experience and skills.

The difficulty with this system of determining experience points is the subjectivity. The Game Master must utilize the proceeding experience outline with some thought and try to be fair and unbiased. Example: Eight third level characters brimming with magic and armed to the teeth attack and subdue one, lone, fourth level villain or minor monster. The eight players should receive experience points for subduing a minor menace. After all, the poor guy didn't have a chance and presented no real threat to the characters. However, if one or two first or second level characters subdued the same villain, they should receive experience for subduing a major or even a great menace (depending on how powerful it was), because the threat and ingenuity involved were much greater.

I have found this method stimulates imaginative playing instead of promoting slash and kill gaming. **Warning:** Game Masters, don't be Santa Claus, heaping wonderful amounts of experience points; be fair and tolerant. Let your players truly earn their experience points, growing in skill, knowledge and power. If you have a group of players rising rapidly in experience levels, you will know it's because they are clever and imaginative players. And that's what this game is all about!

Character Experience Levels

Each character class has a listing for levels of experience. A character involved in an adventure gains experience points for his thoughts, actions and deeds. As these experience points accumulate, the character will reach new plateaus, indicating his continual growth, development, and mastery over his powers and skills. Each time a player's character accumulates enough experience points to reach the next level of experience, his skill increases accordingly. In most instances, magic and special powers also increase in range, duration, power/damage, and scope.

A clever plan, a quick attack, all earn experience points. The more experience points a character receives, the higher the level he attains and the greater his abilities. **Players,** be certain to keep a careful record of the experience given to you at the end of each game. When a character attains a new level, be certain to tell the Game Master so that the skills and hit points can be increased accordingly.

Experience and Hit Points

Each time a character reaches a new level of experience the player gets to roll one six-sided die (1D6) and adds the number rolled to the character's hit points. This indicates the physical development and maturity of the character as he develops.

Per Level Of Experience

Per level of experience, or per each level of experience, or per level of the spell caster, indicates that the person can perform a skill, magic power, or ability at his highest level of experience. This often indicates the amount of damage that can be inflicted or a duration of an effect.

EXPERIENCE POINTS TABLE

Experience Points	The Action
25	Performing a skill (successful or not).
25	Clever, but futile idea.
100	Clever, useful idea or action.
100	Quick-thinking idea or action.
200	A critical plan or action that saves the character's life and/or a few comrades.
400-1000	A critical plan or action that saves the entire group or many people.
100-300	Endangering the character's own life to help others.
500-700	Self-sacrifice (or potential self-sacrifice) in a *life and death* situation (like leaping in front of a fireball meant for someone else to save that person, even though he/she is likely to die, or offering his/her own life to save the group or another).
100	Avoiding unnecessary violence.
100-200	Deductive reasoning and/or insight.
50	Good judgment.
50	Playing in character bonus.
50-100	Daring (clever or not).
25-50	Killing or subduing a minor menace.
75-100	Killing or subduing a major menace.
150-300	Killing or subduing a great menace.

Character Background

All the following tables are *optional.*

Birth Order

01-25 First Born
26-35 Second Born
36-45 Third Bom
46-55 Fourth Born
56-65 Sixth Born
66-75 Last Born
76-85 First Born of Twins.
86-00 Illegitimate

Weight

01-10 Skinny; underweight.
11-30 Thin
31-55 Average
56-74 Husky
75-89 Potbelly
90-00 Obese; very overweight.

Height

01-30 Short
31-70 Average
71-00 Tall

Note: Average height for a human male is six feet (1.8 m); five feet, seven inches (1.65 m) for a female.

Age

Note: Multiply the ages given below by two if an elf, dwarf or changeling character. In the alternative, a player can also elect to pick any age that they feel most appropriate or desirable for their character.

01-10 17 years old.
11-30 19 years old
31-45 21 years old
46-60 24 years old
61-75 26 years old
76-85 28 years old
86-95 30 years old
96-00 32 years old

Disposition

01-10 Mean or bitter, suspicious and vindictive.
11-15 Shy, timid, tends to be a loner.
16-23 Gung-ho, guts and glory type who sees himself as a hero; likes combat and challenges.
24-29 Worry wart, nervous and cautious.
30-35 Hot-head, quick-tempered, emotional, but basically nice.
36-43 Schemer, gambler who likes to take chances.
44-48 Blabber-mouth, nice guy, but talks to much.
49-54 Wild man, cocky, overconfident, takes unnecessary risks.
55-61 Nice guy, friendly, courteous and hospitable.
62-67 Arrogant, feels superior to others; may underestimate others.
68-75 Tough guy, lone wolf; cocky and self-reliant.
76-81 Braggart, may be a nice fellow, but likes to brag about his or her abilities and exploits.
82-86 Paternal, overprotective of others, tends to be overbearing, especially toward young characters.
87-91 Easy going, laid back; trust almost anyone until they are proven unworthy of trust.
92-95 Complainer; constantly aggravated about something.
96-00 Paranoid, trust no one.

Land of Origin

01-05 Ophid's Grasslands (North)
06-07 Algor or other Northern Mountains (North).
08-12 Kingdom of Bizantium (North)
13-14 Phi Island (Eastern Territory)
15-17 Lopan (Eastern Territory)
18-24 Timiro Kingdom
25-34 Eastern Territory
35-44 Old Kingdom (mountains or lowlands).
45-55 Western Empire
56-66 The Great Northern Wilderness
67-75 The Land of the South Winds
76-84 The Yin-Sloth Jungles
85-89 The Baalgor Wastelands
90-91 The Land of the Damned
92-94 Floenry Isles or other Southern Islands.
95-96 Isle of the Cyclops or the Four Sisters.
97-00 Other world, dimension or time.

Type of Environment

01-15 Small wilderness town.
16-30 Large farming community or ranch.
31-40 Little farm community.
41-60 Small to medium city.
61-70 Medium to large town or city where magic and/or psionics or the supernatural were commonplace.
71-80 Large, bustling city; may have grown up in a city slum.
81-90 Small fishing, river or sea community.
91-95 Small to medium tribe or clan.
96-00 Religious community (large or small) with strong ties to a particular church, cult, pantheon or god.

Social or Family Background

01-05 Sailor/Fisherman
06-15 Craftsman
16-25 Serf/Peasant Laborer
26-35 Peasant Farmer
36-45 Fanner and Landowner; not rich but well off.
46-55 Men at Arms or Warrior Clan.
56-65 Scavenger, Thief or Vagabond.
66-75 Merchant or Businessman; not rich but well off.
76-85 Scholarly and educated; could be rich or poor.
86-92 Magic or Religious; could be rich or poor.
93-00 Noble; could be wealthy or poor (fallen from power).

Racial Hostilities/Biases

Looks upon one of the following with disgust, contempt and/or hatred. Monster races can substitute humans, elves, dwarves, gnomes, titans and wolfen (a lot of different people don't like or fear wolfen).

01-05 Ghouls and Bogie men.
06-10 Kobolds (or ratlings if from the Western Empire)
11-15 Trolls and giants.
16-20 Faerie folk
21-30 Wolfen and coyles.
31-40 Orcs, goblins and hob-goblins.
41-50 Changelings
51-55 Elves
56-60 Dwarves
61-70 Ogres
71-80 Dragons
81-90 Supernatural; may include gods, spirits and demons.
91-95 Other of choice (lizard men, bearmen, ratlings, etc.)
96-00 Suspicious of everybody, humans and non-humans alike! Tends to be a bit paranoid, because "In these times you never really know who's human and who's not. Even humans can have dangerous powers these days."

Notes on Aging

The life expectancy of the average person in the Middle Ages was about 40 years of age! You were an old guy if you lived longer, and ancient if you were over 60. In our modern times, life expectancy is high — about 72 years, and that's likely to increase to 90 and even 100 and beyond in the next few decades. This is a reflection of our technology, science and medicine, and how it has made our lives easier, more comfortable and, thus, longer.

The modern athlete is probably the cl9sest example I can think of to compare with the fantasy warrior and adventurer. In most physically demanding sports, like football and boxing, an athlete is "old" by age 35. Most retire before the age of 40. Heavyweight boxers are considered to be in their absolute *prime* at 27-30, although many fight to age 40. George Forman made boxing history when he became Heavyseight Champion of the World at age 44. I saw that fight, and even though he won by knockout in a late round, Big George took a beating.

As the professional athlete gets older, like all of us, the body just becomes physically less capable as it begins to wear down. In sports, as in combat, even if reflexes slow down and/or stamina and speed are reduced by even a small fraction, it can mean the difference between winning and losing (or life and death). The aging athlete/warrior becomes more susceptible to injury, recovers/heals slower, fatigues more quickly, and finds it increasingly difficult to "keep up" with younger competition. This is especially true if one's opponent is younger and stronger.

Let's think about injuries for a moment: an athlete or warrior can suffer from torn ligaments, pulled muscles, broken bones, shattered knees, damaged spines, fractured skulls, concussions, other head injuries, and so on. In our modern world, these injuries can often be repaired (and in a fantasy setting, magically healed), but even so, a crippling injury will take the athlete or warrior out of the conflict for the moment or result in more serious injury if the individual continues to play/fight. Furthermore, the trauma of the injury *may* have lasting side effects, both physically and mentally. As one ages, injury and the constant strain on the body from heavy labor will take its toll, even if it means only slowing down a bit.

Less advanced civilizations were also ravaged by disease and that is another reason life was so short. A typical plague would kill 40-80% of the population in a region and could sweep across entire continents. Tuberculosis and polio claimed millions of lives for centuries and were not contained/cured until the 20th Century (and continues to plague many third world countries). Tens of thousands of Inca died in a matter of a few years from diseases brought to them by Spanish invaders. During the American Civil War, in the 1860's, thousands of soldiers injured from gunshots, bayonets and swords died from blood loss and infection, rather than directly from their wounds. Likewise, many limbs had to be amputated because the surgeons lacked the knowledge, medicine and technology to save them — and many died as a result of it.

In the context of the Palladium Fantasy RPG, we will ignore reality and stretch the realms of possibility when it comes to old age, as well as injury. After all, there are exceptions to every rule, and we assume our *heroes* are such exceptions — they are a notch or even a quantum leap, above the average warrior. Consequently, the physical

and mental effects of aging really don't apply to most player characters. First, most characters are usually young, healthy and in the prime of their life. It will be decades (and years of playing time) before they reach an age where modifications for age are even a consideration, so it's a moot point.

Considerations and modifications for age are much more likely to apply to *non-player characters* (NPCs). For example: Without any modifications, an 82 year old, 10th level, human wizard will be as spry, strong and powerful as a 20 or 30 year old, with as many as 70 hit points, a pile of S.D.C. and outstanding attributes. Not likely!

The consideration of age (and its subsequent wear and tear on the body and mind) is one that applies to all the races. Granted, a 400 year old elf is far from being frail or even elderly (he's about the equivalent of a 40 year old human), but a 700+ year old elf is getting on in years (roughly equal to a 70 year old human), and is likely to be frail and less physically capable than the 400 year old elf or a 40 year old human. Meanwhile, a 70 year old wolfen is downright ancient.

The question, then, is how does one modify a character's attributes for the passage of time and old age?

Modification Rules for Old Age

The following should provide a pretty good rule of thumb for all races based on their proportional age. *All statistics are given in human standards.*

I.Q./Intelligence: Loss of one point of I.Q. for every 5 years beyond the age of 60 is possible (600 years and every additional 50 years for elves): 1-50% chance. Roll percentile dice once for every 5 years beyond 60. This penalty reflects the possibility of mental deterioration from trauma, stress, disease and/or brain damage as a result of old age and years of adventuring. **Note:** A character can remain mentally sharp and capable at an extreme age. I.Q. cannot be reduced below 3.

M.E./Mental Endurance: 1-50% chance for every five years beyond 60. Reduce M.E. by one point for every five years beyond the age of 60.

M.A./Mental Affinity: Not affected.

Physical deterioration is much greater than mental, and the most obvious.

P.S./Physical Strength: Reduce P.S. by one point at the age of 50 (500 for elves), and another one point for each subsequent five years (50 for elves) after the age of 50 (55, 60, 65, etc.) until the P.S. is *half* its original number.

P.P./Physical Prowess: Reduce P.P. by two points at the age of 50 (500 for elves), and *one* point for each subsequent five years after the age of 50 (55, 60, 65, 70, etc.). Stop when the P.P. is *half* its original number. Skills requiring prowess, agility, and dexterity, such as picking locks, prowl, juggling, acrobatics, and so on, are reduced by -5% per every 5 years beyond the age of 50. Weapon Proficiency (W.P.) bonuses are reduced by half at the age of 60 and half again at 80 (600 and 800 years of age for elves).

At 60 (600 for elves), reduce the amount of weight one can lift and carry by 1D6xl0%.

Reduce the number of hand to hand attacks by one at age 50, 70, 90 and 120 years of age (proportional for other races).

P.E./Physical Endurance: Reduce the P.E. by one at the age of 50 (500 for elves), and an additional one point for every 5 years (50 for elves) after the age of 50 (55, 60, 65, etc.). Stop when the P.E. reaches half its original number.

Reduce S.D.C. points by 20% (can be reduced down to zero) and hit points 5% (can be reduced down to 20 points). Repeat for every five years of age beyond 60 (600 for elves).

The aging character also loses stamina: Fatigues 20% more quickly at age 50, 70, 90, and 100.

P.B./Physical Beauty: Reduce by one for every 5 years beyond the age of 50 (500 for elves), up to half the original number.

Speed: Perhaps the most dramatic change is in the character's speed. Reduce speed by 10% at age 40, 50, 60, 70, 80, 90, 100 and 120 (always round up).

Notes on Technology

The Palladium Fantasy World is comparatively primitive. The most advanced places are roughly equivalent to medieval Europe or Asia, circa 12th or 13th Century A.D. Much of the known world is unclaimed wilderness and populated by tribes and clans of hostile people — often inhuman monsters. War is commonplace, technology is low, and life is hard.

In this environment, the *average* farmer, craftsman, laborer and warrior endures great physical challenge and labor. Only the presence of magic can make a man's toils lighter, save him from a crippling or life threatening injury, and create miracles. It is the presence and use of magic, be it through a wizard, priest, god, or monster, that gives the people of the Palladium World an edge, and serves as a type of technology. However, magic is not as well understood or widely used as it once was thousands of years ago. If it continues to fade, the people of Palladium may turn to technology in similar ways as Earth, but such a development is pure conjecture and thousands of years away, if it happens at all.

Tips on Role-Playing

This section is written primarily with new gamers in mind, however it should be a fun read even for the experienced gamer.

If role-playing games are *new* to you, they may seem a bit complex and intimidating, but don't let yourself be intimidated. Role-playing games are actually pretty simple and loads of fun.

Once you get an understanding of the basic rules and concepts, everything else falls into place.

Don't feel bad if it takes you a while to get the hang of role-playing either. When I first started playing an infamous fantasy game, I was a bumbling geek! It took me about six months, playing every Saturday evening, before I was able to remember which dice to roll and when. Thankfully, I had a Game Master and fellow players who didn't make fun of me and patiently helped me along. Furthermore, the first three times I played, I didn't enjoy the game very much. I think I was so worried about figuring out the rules and not looking like an idiot, that it marred my enjoyment of the game.

My advice to beginners is "don't worry, watch your fellow players, focus on the *story*, and have fun." Look at me, after such an inauspicious introduction to role-playing, not only did I fall in love with role-playing games and become a Game Master, but I ended up designing my own games! Not bad for a guy who couldn't remember which dice to roll. Now, I'm not saying you're going to become professional games designers (heck, I don't need the competition), but if you relax and play to have fun, you'll fall in love with role-playing too. There really is nothing like it.

Role-Playing

I've often compared role-playing to *improvisational theater* with rules and dice, because there is no set script with the exact same characters or story. *You* and each and every player help to *build* an epic story of heroism and adventure through the portrayal and actions of your fictional character. This is true even if you use the *outline* of a published adventure. I've seen 20 groups play the same basic adventure, but every single one is somewhat different (sometimes dramatically different) because of the characters, players, group interaction, player reactions and the Game Master. That's part of the beauty of role-playing. Its like a snowflake, each game session is similar but no two are ever identical. That's what makes role-playing such a personal experience too.

The *Game Master* is, in effect, the theatrical director and writer. He helps the players create and visualize their *characters* and gives them some sense of motivation. He also establishes the basic *setting, antagonists* and *plot* elements, as well as helps to keep the players "in character." The *story* evolves and crystallizes through the actions of the characters. It is the spontaneous actions, reactions and interactions of the characters that breathes life into the plot and can carry it to places that even the Game Master/director may never have dreamed.

The Game Master (also known as the G.M.) is the player who has it the toughest, because this poor fool has to have a very good understanding of the rules, be a reasonably good storyteller, and be friendly, but firm and fair in regard to regulating the game, enforcing rules, and dealing with the players. It can be a demanding position, especially for a new Game Master — but more on them later.

Role-playing games are truly different from other games. Unlike card games and board games, role-playing games build a unique story, and you, as a player, use your character to shape and contribute to that story. Your character may be the guy or gal who saves a child from a burning building only to be attacked and chased away by the villagers who fear the character because he or she is a practitioner of magic or a member of one of the "monster" races (wolfen, changeling, ogre, etc.). Your fictional character may be the one to uncover (and stop) an insidious evil that threatens the countryside or even the world. Or you may inadvertently unleash an evil force upon the world and must undo the damage you've caused. Whether you are the hero or the goat, the clever one or the goof, you are a key element in a continuing and exciting story.

When you're done with a gaming session, you'll sit back and remember it as if you had just read an exciting series of comic books, a novel, or seen a great movie. But the best part about it all, you, through your character, were part of the action and contributed directly to the heroic tale. If you weren't there, and your fictional character hadn't done this or that, the events of the story may have unfolded very differently. Storytelling and true interaction of the players is the *magic* of role-playing.

Also, unlike traditional board and card games, there is *typically* little or no *competition* between the players. The players are *NOT* out to beat each other in some sort of contest. There is no *one* winner or loser of the game. Instead, the players work together, using their characters and cunning to defeat villains, thwart danger, protect the innocent, help each other, and/or to acquire wealth, glory or power.

In most cases, the characters will work as a *team.* In fact, if they don't, they are much more likely to be defeated and/or killed by the many antagonists they must face! The player "group" *wins* if their heroes save the day — in some cases, winning will be scraping by with the skin of their teeth, or to regroup and try again. Although there may be many individual goals and subplots, the ultimate goal of the game is for the characters to triumph! Triumph may be sheer survival, self-sacrifice, discovery, coming of age, upholding ideals, or overcoming an evil antagonist(s) or even oneself (the hero overcomes his own fears, lust for revenge, or base desires and/or weaknesses) — all while weaving a memorable story of courage, cunning and daring-do. The stuff of heroic adventure whether it be tales from Greek mythology, stories of the Knights of the Round Table, Superman or Star Wars.

If there is a tangible reward, it comes from the fictional *characters'* triumph, treasure (enabling the characters to make repairs, purchase better equipment, etc.), respect, fame, growth in experience (making the characters more capable), and similar character and story elements. For the real-life players, the reward is the self-satisfaction of playing their characters well, meeting the fictional challenges, beating the bad guys, helping the good guys or the innocent, group camaraderie, and memories of an exciting adventure.

Most characters in a group will not be sterling heroes who are confident, suave, debonair, and always ready for action. Just like in film, comic books and other literary heroes, there will be bumblers, snobs, leaders, followers, and a host of other personalities that compose the group of characters. It is likely to be the group's overall goals and strengths that ultimately win the day. Some groups of heroes will function like a well oiled machine and characters may even seem to anticipate the needs of each other instantly. Others may have a dynamic leader that the other characters follow (and who may be lost without him). Still others may have no *one* strong leader but work through committee and general consensus, or squabble constantly but pull together when under pressure, or operate under pure anarchy and dumb luck. One character in the group may be bossy or arrogant, one may be a "boy scout," another a sullen loner, or a show-off or troublemaker. All

of this is okay. All of this is role-playing. Whether intentional or accidental, all these character quirks, elements and interactions are part of the story and create the dynamics between each other and the Game Master. Even the best heroic *teams* may have their share of personality conflicts. The style of play and personalities involved may differ from one group of characters (and players and G.M.) to another. This is to be expected and welcomed. No two groups of characters or players are ever the same, making each and every gaming experience unique to that particular group of players and Game Master.

Unleash the power of the imagination

Players of *any* role-playing games are limited only by their imaginations. The rules and text of a specific game only serve to establish a basic playing field, characters, approach, guidelines and suggested setting — it's the Game Master and his/her players who truly breathe life into it.

Palladium Books tries to provide a dynamic setting, with exciting ideas, strong characters and a catalyst for adventure. Furthermore, since all of Palladium's games use the *same basic* set of rules, it is a simple matter to draw on ideas, and characters from any of Palladium's other games, be it **Heroes Unlimited™, Nightbane™, Rifts®** or one of the many others. This means the Game Master can pull characters, settings and ideas from one game and drop them into another with little or no modifications.

The **Palladium Fantasy Role-Playing Game** establishes the foundation for your gaming pleasure, it's up to you to build something fun out of it. Players can stick tight to the *Palladium Fantasy Universe,* using its heroes, villains and settings, or they can depart from it to create their own vision of that universe, or something completely different. With a little bit of effort, imagination and time, players and Game Masters can create characters to fit into their game world from *any* source (even the competition)! Heroes, villains, magic, weapons, equipment, gimmicks, plots, adventure ideas and other elements can be found in other role-playing games and supplements, comic books, novels, television, movies, cartoons, live plays, history, science, magazines, newspaper articles, conversations with friends, and daydreaming. Draw from them to add color and excitement to your games. So unleash your

imagination and let it carry you, new worlds of adventure. Just remember, as fun as it is to imagine and pretend, don't lose sight of reality. The *Palladium Fantasy Role-Playing Game* its magic, powers, weapons, monsters, characters and worlds are *fictional* creations spun from imagination, dice and paper. It's not real.

Game Sessions

Each time you play is considered a game or gaming session. A game session can last a couple hours or half the day; however, a typical game *runs* about 3-4 hours. A game session can be a complete story/adventure in itself, like a single adventure comic book story that begins and ends with that session, or a "chapter" in a much larger and continuing story, like a novel, series of novels or TV series.

A game session that has several "chapters" or related adventures that build into an epic adventure is called a *campaign.* A campaign has a continuing story line that runs like a multi-issued comic book or soap opera style TV show like **ER** or **Star Trek.** These multi-part stories can last for two or three game sessions or run for a dozen. Game Designer, Erick Wujcik, has run a **Dungeons & Dragons®** "campaign" for over 10 years with the same group of players and characters! Now that's an epic campaign! The original Palladium: Defilers campaign ran every Saturday for nearly three years and a typical game session lasted 8 hours (but we were young and insane back then).

These epic "campaigns" are usually more complex than a typical "one night" or "two-part" adventure. Both types can be fun, and even a series of "one nighters" are likely to build into a series connected with subplots, interaction and growing relationships between the characters, returning villains, and guest appearances of other heroes.

The Game Master & the Art of Storytelling

One of the cool things about being a player in a role-playing game is that you don't need to know *everything* about the game. That daunting task falls to the Game Master (G.M.).

I, personally, prefer to be the Game Master. As G.M., I play *all* the villains, troublemakers, innocent bystanders, well-meaning bumblers, victims, authorities, other heroes, etc. I like the responsibility of keeping the story moving and thinking up new plot twists, angles, and intrigue that will tantalize and challenge my playing group. I like to build the foundation for exciting and memorable adventures.

Game Masters, don't wilt under the pressure. Relax, take a deep breath, and remember that you have a rather thick rule book to use as your reference and guide. I've found it useful to tag key sections and important references with *Post-lt-Notes* for finding important rules and tables quickly. Even as the G.M., you don't have to know *every* single rule and stat — although there is inevitably a "rules lawyer" in every game group.

A "rules lawyer" is a player who seems to have memorized every word of the damn rule book (and often supplement books as well)! Don't be thrown by these self-proclaimed *experts,* take their comments in stride and react appropriately — correct your mistake, explain that you've *modified* the rule, and so on. It's okay to modify rules.

A note to "Rules Lawyers": Okay, maybe you know everything there is to know about the game, but cut the Game Master some slack, especially if he or she is *new* at being a G.M.; this isn't an easy job, although it can be incredibly fun. Also try to bear in mind that the G.M. may be bending the rules or considering various story elements, like pacing, and so on, rather than focusing on rules. Don't be a rude, snide or condescending know-it-all, try to be polite and helpful. Don't nit-pick. Remember, role-playing is a very social game with a group of people. A game session should NOT become a contest of who knows more about the game rules, nor should it be a rivalry of the Game Master vs the players. If it deteriorates into either of these, you have some problems that need to be adjusted or you will see the fun of the game diminished dramatically. Try to work/play together.

Telling the Story

New Game Masters may be surprised to learn that the real art in being a good G.M. is not memorizing rules, but telling a good story. Ultimately it's the story, character/player interaction and the measure of fun that these things bring that makes a game session a success. If it ain't fun, it ain't worth doing. Here are a few fundamental things to remember:

1. This is a game! The idea is to have fun. If it's not fun, something's wrong. As the G.M., its your job to try to get the game back on track and make it entertaining. Entertaining means good pacing and giving every player his or her fair chance at playing time. However, not everybody wants to be as active, while others would like the spotlight on them constantly. Don't force the former and don't cater to the latter. You'll need to work out a balance between the personalities of your players, yourself and the story you're trying to tell. Every playing group is different so this is something you'll have to work out on your own.

2. Create an adventure that will be fun and challenging. Use all the elements of drama, intrigue, mystery, spookiness, misdirection, pacing and humor (never underestimate humor) that you see in film, television, literature, and the best comic books.

3. Keep the story going, skip over the dull stuff; i.e. if nothing dangerous is going to happen at the camp overnight, or while travelling from point A to point B, skip it, saying something like, "Other than a few animal noises during the night, there is no sign of danger and the night passes without event. Its morning. What's your character doing?" If a particular set of details slow down the story to the point of boredom, you don't need it.

4. If history, background data or details are *not* important to the story or our cast of characters, throw them out. Your players won't care and why slow the pace or confuse the story with unnecessary clutter?

5. Create interesting non-player characters. Make 'em scary, dangerous, mean, arrogant, brash, shy, cute, sarcastic, funny, etc. Give that shop clerk some personality — it will liven things up and create a more vivid gaming experience. This means villains too!

Especially villains!!

6. An interesting and diverse playing group will often act as a catalyst for adventure. Recognize this and use it. Pander to your players, give them what they want — but throw in a few curves to keep them on their toes and to keep things from becoming predictable. See *Reactions & Consequences.*

7. Draw ideas from everywhere! Movies, TV, comic books, cartoons, magazine articles, history, science, etc!

8. Be flexible. I've found it's best to have a story outline with the basic plot, subplot ideas, a setting, people, antagonists and conflicts fleshed out, rather than a very rigid story. This way, the players can take their characters in different directions and you are prepared to respond appropriately. Likewise, you can gently and subtly nudge them into the best direction for the story or into one of the subplots/conflicts or villains you have in store for them.

This is where the *improvisation* element of role-playing comes into play. Go with the flow. If a character's actions or comments suggests a good story, or is likely to set off a series of chain reactions that will create a good conflict/story, run with it. I milk these situations for all they are worth. You can always go back to your initial or main story line at any point, so enjoy the free ride when your players hand it to you.

Likewise, if some part of the story you planned isn't working or is going too slow, or way off your intended direction, fix it. As the Game Master, you are effectively the "head writer" *and* "director" of a movie. This means you can make script changes to your original *plot* at any

time. Do what you feel is necessary to make a fun adventure. This can be done in many subtle ways, as well as blatant ones (direct challenge, obvious clues, follow and NPC into the conflict, etc.); practice will make perfect.

Remember, a role-playing game is constantly growing and changing, like a living thing. You and your players will contribute to and change the story through interaction. That's the fun and wonder of role-playing, even the Game Master can't possibly know exactly what will happen next, because he can't possibly know exactly what his players are going to do.

Being flexible also gives the players the sensation that they are the masters of their character's fate, a feeling that makes the game all the more personal, exciting and fun.

9. Not all game sessions are equal. Like anything else you do, some days you're hot and some days you're not. Some days everything goes your way, other days they don't. The same is true of role-playing game sessions. Some will be breathtakingly exciting and action packed, others will be good but slower, or require the building of a new story line or direction, some will be slow but fun, and some will be lousy. Don't let the bad game or slow game knock you off your stride. Reorganize your thoughts and move to your next exciting adventure. Every story line can't be epic. The bottom-line is for everyone to feel challenged and to have fun.

10. You are the referee. This means there are times when you have to pause the game action to check on rules or abilities, or to talk to your players. Like the director of improvisational theater, there will be times when the Game Master needs to remind people about their character's alignment, background, and history, as well as offer some hints for direction or point out when someone is acting out of character. Some situations also require some information for the players, like set directions in a play, to give them some perspective of what the G.M. is trying to achieve.

In other cases, you may need to pull aside and talk to a confused, disruptive, or troublesome player. Try to be fair but firm. If you are having a problem with a particular player, talk to him or her — it may be best to have serious talks in private before or after a game, so as not to embarrass the player. Likewise, try not to laugh or tease a player about a bone-head move or rules error. Remember, many of the other players will take their cue from the G.M. and will join in the teasing, making an embarrassing situation for the player even worse.

The Game Master can often diffuse a situation where one player is being maligned, teased or attacked by the others. This can be done in lots of ways and without taking sides. The best way is to jump back into the game and have the most outspoken player's character come under fire or be approached by a non-player character or situation that draws his attention back to the game where it belongs. Another is to have something fortuitous or intriguing occur as a result of the character's mistake or foolishness ("As unlikely as it may seem ..."). This is especially effective if the player who goofed-up is a nice guy and just made a mistake.

If the player is an annoying, disruptive cretin, the Game Master should still try to be unbiased. A return to action as described above is often effective. Other times the G.M. might pause the action and, again acting as a director, explain why a particular character's action is foolish and offer some suggestions on how to move on, even if it's to tell the player under fire to sit down and be quiet. There must always be consequences to one's actions, good or bad. I've played games where obnoxious players or loners repeatedly get their characters in unnecessary trouble and get killed. I usually try to give them some subtle means of escape or recompense, but if they fail to take it, ... it's adios muchachos. Players will become particularly agitated if another player's character does something that gets the rest of the group in trouble or puts them in danger. Again, this is a situation where as the G.M., you may need to stand-up and say, "Look, maybe it was foolish (or mean, or selfish, etc.) but it was in character. So this is the situation, how are the rest of you reacting" Or, "your characters aren't there so they don't know what's happening, please act accordingly." Staying in character can be tough sometimes.

Unfortunately, sometimes a player just doesn't fit in or is too mean spirited or disruptive. If you've tried your best talking to him/her and nothing works, you'll either have to put up with it or ask him/her to leave. That's a legitimate request, but sometimes it's very difficult to do, especially if the person is your friend or a friend of another player.

Dice and Chance

While there are some players and designers who prefer games *without* dice, the vast majority of role-playing games use a variety of dice, and this game is no different. Personally, I like dice because they add to the drama and create a legitimate element of *chance and luck* (good and bad). Through the use of dice rolls, especially in simulating combat, even the most experienced characters can slip or miss, or make a lucky move. You see the element of luck or chance all the time in professional sports —the fumbled football (in itself a random chance of bad luck) that takes a lucky bounce into the hands of a player, or that desperate Hail Mary throw that finds its mark, and so forth. I feel the use of dice brings that random element of chance into the game and contributes to the drama, excitement, sensation of fate, and makes the game more interesting, unpredictable, and may move into a direction not previously anticipated. In that regard, the random determination of success or failure by the roll of the dice actually becomes an important (although subtle) element of the story. If an assassin rolls a one to strike (perhaps 5 with bonuses) he is likely to miss or inflict little damage on his target. Instead of killing his foe quickly, a battle suddenly erupts and the enemy's (or the player group's) hand may be played too soon, leading to all kinds of trouble. While a natural 20 (double damage) may end a battle quickly and decisively. Likewise, the klutziest new hero in his first battle ever against a deadly foe may get lucky, make an unbelievable roll of the dice, and escape what seemed to be certain death, save a life, or defeat a powerhouse villain! Believe me, these moments can be tense and exciting. I had an entire group of players jump out of their chairs and cheer under such situations, or collectively groan or shout when a bad or unbelievably poor roll happened.

Depending on the situation, a bad roll can also be played for *laughs*. When a powerhouse or cocky character flubs a roll it can be funny, especially if the Game Master adds some descriptive details. For example, our hero accepts the challenge of a friendly fight, or becomes embroiled in a duel or brawl. He takes his first shot and misses terribly. The G.M. might describe the action like this.

"Whoa, you rolled a one to strike! Not only did you miss your opponent by a mile, but clipped the hair of (a bystander or better yet, a player character)." Or, "Sheesh, you missed your opponent by a mile, slip, and fall into a plate of stew! Roll to see if you land in it headfirst, you need to roll a 10 or higher not to. Oh, a nine. Yeah, well, you land headfirst into a bowl (or kettle) of stew (a possible aside comment: It's pretty tasty, you'll have to try some if you live long enough). In fact, when you turn around to face your opponent, you move so quickly and in such a way that the bowl is on your head like a crooked hat. All the spectators are laughing. A few place bets on your opponent."

And the action continues. It may be lighthearted or take a serious turn depending on the situation and the characters involved. The element of humor is usually up to the Game Master and can be as enjoyable as death defying combat or mystery and suspense.

Along these lines, dice will add elements that seem like "fate." Sometimes the rolls all seem to go in the player's favor —that's cool, don't feel compelled to change the situation or adjust the outcome. An easy win doesn't come often, let them enjoy it. Other times the rolls go against the players. Again, sometimes the best laid plans go awry (ask my scheduling department). Go with the flow, perhaps it's fate that they lose. When things go really bad, don't necessarily *kill* our heroes (although acts of stupidity or foolhardy bravery may lead to death), let them get the crap beat out of them, perhaps be humiliated, and perhaps the bad guys win today, but let some or all of them escape to lick their

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wounds, regroup and attack again (as happens so often in comic books). An easy or decisive defeat may make the villain overconfident, so he leaves them broken men and women to suffer through their defeat. The villain(s) may even proclaim, "Not even your greatest champions can stand against the power of (whoever). Let this be a warning to you all." The characters' humiliating defeat is likely to make things worse for those they were trying to protect, because they must now cower before the villain and do as he says, etc. Or the villain may capture one or more members of the player group, setting up the next adventure where the survivors who escaped must try to infiltrate the prison or the villain's stronghold, find their friends and rescue them — or rescue them and attack the villain. Go with the flow, take advantage of mistakes, dice rolls and fate.

Reactions & Consequences

Remember, for every action, there will be an equal and opposite reaction. Likewise, there is always some consequence to every action. The Game Master who realizes this and uses it to his advantage can weave story subplots, take the story in a different direction, and respond to any given situation. The trick is to know the non-player characters and how they will react. For example, the player group kills the leader of a villainous organization and his main three henchmen. The town is free of their tyranny, and justice has been served. Cool, but now let's think about this for a minute. There were other members of this bandit group, thieves' guild, or evil power/organization. What happens to them? Do they flee the town fearing further repercussions, or do they lay low for a while and reorganize? Crooks and scoundrels rarely vanish completely. If there is opportunity, somebody is likely to take advantage of it. Other considerations include:

1. Do one or more loyal followers seek revenge? If so, is it directed at our heroes or at the members of the town council who got the heroes to act on their behalf? What shape does this vengeance take? Is it a duel to the death or do these brigands strike from the shadows, attacking each player character when he or she is alone and unsuspecting? Perhaps they hire an assassin or mercenary to get revenge or reclaim their control over the town, and so on.

2. A rival gang or power moves in (subtly or blatantly) to take control. Maybe they're as bad or worse than the ones defeated by our heroes. A subplot for a future adventure.

3. Perhaps the person or people who enlisted our heroes' aid are themselves foul-hearted scoundrels who have used the player group as pawns for their benefit.

4. Perhaps the town turns to our heroes to lead them or to help protect them from other hostile forces.

5. Did any of the slain villains have family or friends who may seek to avenge their deaths? If so, this may be done in subtle ways (framing the group for crimes they did not commit, discrediting them, blackmailing them, tricking them into dangerous situations, and so on), or may result in a pitched battle. The plot can be complicated further by having the group unwittingly meet this "kin" in a friendly or non-threatening way, perhaps even travel or fight together, but at some point the non-player character(s) finds out that these adventurers killed his/their brother (father, sister, cousin, betrothed, partner, etc.). How does the NPC react? How do the player characters react?

6. The villains are soundly defeated and the town really is a better place. This can only enhance the groups' and/or individual characters' reputation. The question becomes, how does this reputation help and hurt them? Does trouble start looking for them? Does some political or criminal power begin to look at them as potential pawns, champions or a threat? If so, what is done about them?

This applies to just about everything. Heroes may be challenged by bullies. If a character is known to dislike another race (wolfen, ogres, elves, etc.) or is disliked by members of that race or community they may treat him or her poorly — spit on and insult him, refuse to sell to him, cheat him, betray him to his enemies, etc.

Similarly, brigands and scoundrels (especially low level ones) may respond to heroes of renown or those notorious for being tough, mean or powerful by avoiding conflicts with them, being uncommonly (even sickeningly) courteous boot-lickers, obeying their demands/requests, giving them bargains, treating them with respect and/or kindness and so on.

For every person that likes, respects, fears, or appreciates a character, there will be one who does not and that may lead to trouble. People will respond to reputation, appearance and actions. "I never liked you snooty elves anyway." Or, "The only good wolfen is a dead one." A bar fight with a two-bit bully or drunken punk may lead to retribution when it turns out he's the sheriff's son or brother. Or his family or friends might jump into the fight, creating a big brawling free-for-all. Even if our heroes didn't start the fight, they may be responsible for damages. If they hurt or kill somebody, one or more may be arrested, imprisoned and have to stand trial. The trial may or may not be fair. Mob justice might take over and the player group may have to fight to save their friend and escape from the town. Such an event is certainly going to lead to more injury, property damage and hard feelings, if not more death. Do they try to prove their innocence, just forget the matter and move on, or what? This could brand the player characters as outlaws and even murderers. A price could be placed on their heads which could send bandits, mercenaries, bounty hunters (good or evil) and even a knight after them — creating more material for adventure and game sessions.

While the above scenario could unfold, it could also happen that most of the people in the bar are good, honest folk, who are glad that somebody stood up to that bully. Instead of a brawl, the character or player group is bought a round of drinks. When the sheriff (or other authority) arrives to investigate, he demands to know what happened and who did this to his son (or whoever). He's stern and commanding, which could mean more trouble (build some tension and suspense). He lets the player character(s) explain and some of the other patrons will confirm that his son, a bully of some reputation, started the trouble. The sheriff apologizes for his son's actions, has somebody haul his drunken butt out of the tavern, but warns the group that he doesn't want any trouble from them and that he'll be keeping an eye on them (which could still mean trouble, but not for the moment).

Think about the events and the many different, possible outcomes and reactions, the disposition, emotions and prejudices of the characters involved, and respond with the appropriate consequence and/or reactions. A story can take on a life of its own when you use these simple principles of story-weaving. Enjoy the ride.

Crime & Punishment

Consequences and reactions are especially true of society and crime. I frequently run into Game Masters bemoaning the fact that one of his player's characters is out of control. Typically, the character is a brutal, destructive, homicidal maniac who does whatever he pleases. Such a character might step into a tavern, cause a ruckus, kill one or more people, and damage the establishment, maybe even burn it down, and just walk away. Nobody tried to stop him; not the fellow players, the law, nobody! This is completely unrealistic and inappropriate.

Let's get back to reactions and consequences. This kind of destruction and mayhem will not go unaddressed. If the local authorities can't handle the job, they'll make arrangements to get a knight, palladin, bounty hunter, wizard, or another hero or group of powerful (or more powerful) heroes to hunt him down and bring the scum-bag to justice! A character who commits such flamboyant crimes and murders so callously is a villain who calls out to be brought to justice.

In the fictional Palladium World, violence and aggression are commonplace. The monster races squabble and fight among themselves and with humans. Warriors and rival kingdoms struggle to defend their lands or conquer others. Law and justice are often absent (especially in the wilderness) where the strong prey upon the weak, and monsters, madmen and tyrants seem to be everywhere. Still, there is some sem-

blance of society, and with society comes morals, laws, and order (or at least organized chaos). Even in the most lawless of towns, somebody will question the murder of another person, whether it's the dead man's kin, friends, or what passes for the law. Perhaps a bribe will be required for the authorities to turn the other way or to settle the matter entirely, but something is going to happen.

In large towns, cities and kingdoms, there will definitely be a presence of law and order, whether it is through the military, a militia, police officers, monstrous minions, magic or other means. If nothing else, the powers that be will need to protect their possessions, land, and the people who serve them. Thus, even in an evil place, there will be a hierarchy of power, law enforcement (probably using extreme measures), order and consequences for those who break the law or defy the ruling powers. Some people may be exempt, and an atmosphere of oppression and fear may exist, but there will be authority and law. It is the G.M.'s duty to enforce consequences through the infinite non-player characters at his command.

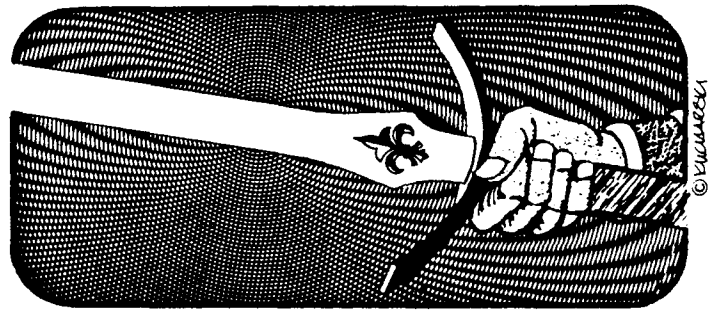
Laws and punishment are likely to be similar to the ones we have in the real world. Specific laws and punishments will vary from village and town to city and kingdom. Some may be very humane and others extreme or as violent as the crime. In the latter case, a liar or perjurer may have his tongue torn out or be tarred and feathered; a thief may be imprisoned, beaten or have his hand chopped off; a murderer may be executed, tortured and executed, or imprisoned for life, and so on. Game Masters can look toward real human societies throughout history and our modern world for guidance in these matters.

This is also a good example of how alignments come into play. If the player claims to be a good character, the G.M. should explain that a good character will not act this way (point out the guidelines) and then inform the player that his character's actions are evil and assign him a new anarchist or evil alignment. Many players are likely to squawk about this, but that's tough. In this case, the alignment change is the consequence of the player's actions/portrayal of the character. However, give him the opportunity to make amends by letting the character strive to become good again. This can be done by having the character work at controlling his temper, helping people, showing mercy and compassion, etc. A fallen hero who really wants to be a good person can get there through hard work (and strong character role-playing by the player). This can make for a fun and interesting character and story angle.

If the player doesn't care and continues his character's evil rampage, it represents a problem for the entire playing group. Unless they are all evil or anarchist, other good characters won't allow this kind of atrocious behavior and terrorism. If they can't talk sense into the character and make him answer for his crimes, they may find themselves forced to fight him, just as they would any murderous fiend who was a non-player character (NPC). In fact, the G.M. might want to take the player character and run him as an NPC villain, telling the original player to roll up a *new* character. The G.M. should also make clear why this has happened and that the good characters had no other recourse. Presumably, the *wild* character will be slain or captured and imprisoned for his crimes, either way he's out of the game.

It's important to note that it is not the fact that the character was evil that resulted in his demise, but that he was *wild* and *flamboyantly evil.* When you effectively dare somebody to come and stop you, sooner or later somebody will. The player in this example forced the issue by playing his character like a mad dog. Had he outwardly abided by the law, pretended to show concern or respect, and done foul, evil things in secret/behind the player group's back, he could have gotten away with his crimes and remained a player character for a long time. The moment the integrity and morals of the group were compromised, the other player characters were forced into an awkward moral dilemma. They either had to stop the evil or join it and all see their alignments drop to anarchist or evil, something few are likely to allow. If they are hesitant, the G.M. should point out the moral dilemma and the consequences if they do nothing. Also point out the pain and suffering that's being inflicted. Wrong is wrong.

Now, if the player is just immature and out of control himself, and insists on creating similar characters or new characters who are out to destroy the other player characters because they turned on his last one, the G.M. has a difficult problem. This is a tough spot for the G.M., because it's time to have a serious heart to heart talk with this player and explain that you expect him to work with the group and function in the context of the adventure. If he refuses, he can't play. Period. If he won't cooperate throw him out, otherwise he'll ruin the entire role-playing game experience for everybody. I've found this to be a rarity, but sometimes it has to be done. Some folks just won't come around, and role-playing really is a game of cooperation and interaction.



Mercy in Combat

Combat does not always have to be to the death. Many cowardly (or smart) villains will surrender to fight and plunder another day. Characters of a good alignment won't hurt an unarmed foe, but even selfish and evil characters may find it pointless to slaughter an opponent (taking great satisfaction in the character's grovelling and pleas for mercy).

Under these circumstances, the warrior is likely to strip his opponent(s) of valuables and weapons (keeping and selling what the warrior can), and turn the brigand over to the authorities. If the authorities are far away (as is likely to be the case in wilderness and monster territories), the warrior is likely to chastise the villain(s) and warn/threaten him (them) that next time he will not be so generous. If any of the goods confiscated are known, or likely to be stolen, the heroic character will attempt to find the owner and return it to him or donate it to the poor or a church. Others may keep or sell them for their own personal gain.

In other cases, the bad guys may turn and flee. In many instances, it may be prudent just to let them go, and hope that they learned their lesson.

Of course, mercy can come back to haunt you. A character may cross paths or swords with the same character again. Game Masters, this is very cool, because it creates great story dynamics, emotion, and story continuity. This can be true even of minor, annoying characters such as stool pigeons, petty thieves, stupid monsters, and blundering thugs. However, it is an excellent vehicle to create that epic arch-enemy who returns again and again to challenge our heroes.

Mercy can also lead to mercy in return. A foe who was once spared by the hero may spare him during a future conflict; or he may help the character in some way. Again, this builds a relationship between the characters that might grow into mutual respect and friendship, or end in tragedy someday.

Another aspect to mercy is the question of whether the punishment fits the crime. The Palladium World is often harsh and violent; demonic creatures, evil sorcerers and power-hungry warriors may inflict a terrible punishment for the slightest offense. The use of discretion, consideration for extenuating circumstances, and a sense of fair play will allow the characters to exhibit compassion by the fairness of the punishment they deliver. Such characters are likely to earn a reputation for being fair and just, perhaps even kind and forgiving. Unfortunately, some evildoers will view such compassion as a weakness and try to use the character's kind and generous nature to his own gain, or underestimate the true mettle of his opponent.

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Combat Rules

The Palladium combat system is relatively simple, quick and realistic. It has been thoroughly play tested and has appeared in a dozen different RPGs with great success. It is designed to be fast-moving and easy to understand. All combat moves (strikes, parries, dodges, etc.) are resolved by rolling a *twenty-sided die* (1D20).

STEP 1: Determine Initiative

Any time opponents square off for battle, the Game Master must determine who has the initiative. In other words, who will attack first. Successful *Sneak Attacks* or *Long-Range Attacks* will always have initiative for that melee round (15 seconds). Otherwise, whoever *rolls highest* on a twenty-sided die will attack first. In the case of a tie, reroll. Initiative is rolled only once per melee round. That roll will determine the pace for the entire melee.

STEP 2: Attacker Rolls Strike

The next step is for the first attacker to **roll a twenty-sided die. If** the result is a four or less (counting bonuses), the attacker misses. *Any roll above a four will hit the opponent,* unless the defender can parry or dodge the attack.

Body Armor

Body armor may absorb the damage from a successful strike. To hit the physical body of one's foe, the strike roll must be higher than the *Armor Rating (A.R.)* of the protective armor.

For example: Studded leather armor has an A.R. of 13, this means the attacker must roll 14 or higher to penetrate the armor and inflict damage directly to his foe's body (deduct damage first from the physical S.D.C. of the body, and when that's reduced to zero, deduct damage from S.D.C. and hit points).

A roll of 5-13 would strike, unless parried, but would only inflict damage to the body armor (studded leather armor has 38 S.D.C.). When all the S.D.C. of the armor is destroyed (reduced to zero), the armor is so tattered that it no longer affords any protection (no A.R. and no S.D.C.). Any attacks that are five or higher will strike and do damage to the character's body, unless they are parried or dodged.

STEP 3: Defender may Parry, Dodge or Entangle

Any time an attacker rolls a successful hit, the defender can choose to parry, dodge, *or* entangle.

Parrying can be done automatically by anyone trained in any form of hand to hand combat. A parry blocks the attacker's strike, preventing damage from being inflicted. *For example,* a punch can be blocked by the character's hands or arms. A weapon attack (sword, axe, mace, etc.) can be parried/blocked by a shield, sword, or other weapon or object held in the defender's hand. A weapon should only be parried with another object. Trying to parry a weapon with one's hand or arm is likely to result in a failed parry and the usual amount of damage being inflicted by the weapon. Parrying a weapon barehanded is dangerous and all such attempts are without benefit of the character's parry bonuses.

A parry can be performed without wasting a melee attack/action. Characters with no hand to hand combat training will lose their next melee attack every time they parry.

Energy attacks such as magic fire balls, dragon's breath, eye beams and so on, cannot be parried, but *can* be dodged.

Defending by dodging or entangling means automatically giving up the next melee attack. **Entangle** means the character actually pins or snares an opponent's weapon(s) or arm.

A dodge means the character physically moves out of the path of the attack. Each dodge uses up one of the character's attacks per melee round. So constantly dodging means the defender has no opportunity to attack.

Note: The defender can only defend against attacks within his line of vision. Attacks from the rear cannot be parried, dodged or entangled. The defender always wins ties when parrying, entangling or dodging.

STEP 4: Attacker Rolls Damage

If a successful strike is not parried, dodged or tangled, the attacker hits his target and rolls for the amount of damage inflicted. Each weapon description will indicate the type and number of dice to roll to determine damage. For example, a knife does 1D6 damage (roll one six-sided die), while a claymore sword does 3D6 damage (roll three six-sided dice), and a war club 2D4 damage (roll two four-sided dice).

In addition to the weapon damage, the attacker may also get damage bonuses from hand to hand combat skills, P.S. (strength), quality craftsmanship of the weapon, or magic enchantment. All bonuses are cumulative, so if the character has a P.S. of 20 he adds +5 to the damage. If he is also using a weapon that is +2 to damage that is also added, as well as +2 from hand to hand combat skill. Thus the total amount of potential damage inflicted in this example is from the weapon, say 2D6 and +9 from cumulative bonuses (x2 if a critical strike).

Critical strikes do *double damage.* Combined critical strikes, like a natural 20 and a jump attack, do triple damage. Add the damage bonus to the roll before doubling or tripling damage. A natural, unmodified 20 is always a critical strike. A normal human punch inflicts 1D4 damage; a normal kick 1D6.

A pulled punch/strike, whether with fist or weapon, inflicts as little damage as the attacker desires (down to one point), provided he was successful (rolled an 11 or better on a 1D20). A failed attempt to pull a punch means full damage, bonus and all, has been inflicted.

STEP 5: Defender May Attempt to Roll with Impact/Punch

If the attack is a physical impact attack from things like a punch, kick, club, mace, hammer, staff, thrown rock, fall, explosion, and similar, the defender can attempt to *roll with the impact/punch/fall.* In order to roll with the impact, the defender must roll a twenty-sided die and *match* or better the attacker's roll to strike. Successfully rolling with a punch/impact or fall means the character takes *half* damage! Successfully rolling with a knockout punch means the character takes double damage, but is NOT knocked unconscious or stunned. Rolling with a death punch results in the loss of half of all remaining S.D.C. or hit points if S.D.C. is less than 12. Failing to roll with impact means the character has used up one of his melee actions/attacks and still takes full damage from his attacker. Roll with impact/punch/fall counts as one melee action/attack.

Combat Sequence

The typical combat sequence goes like this:

Step One: Everybody rolls for initiative. The character with the highest initiative roll strikes first (others follow in descending order).

Step Two: The one with initiative rolls to strike and adds in any strike bonuses he may have.

Step Three: The character under attack can attempt to roll a parry or dodge. The high roll wins. Defender always wins ties.

Step Four: If the strike successfully hits, determine if the strike penetrates the armor (A.R.) and roll damage dice. Deduct damage from the armor or the physical body, depending on which is struck and damaged (must be higher than A.R. number to strike the body). The character being struck may opt to roll with impact, but to do so will count as one of his melee actions/attacks.

If successfully parried, no damage is inflicted and the defender readies himself to counterstrike.

Now it's the defender's turn to strike back: The character who was under attack follows Steps 2-4, striking back (roll to strike). His opponent may try to parry or dodge. Determine whether or not damage is inflicted (and how much) and repeat the process.

One on one combat goes back and forth like this for the entire melee round; first one strikes and one parries, then the other strikes and so forth. The melee round ends when each character has used up all of his attacks. In many cases, one combatant will have more attacks than the other. That's okay. When the fighter with the least number of attacks uses them all up, all he can do is parry. Yes, this is fair. Watch a boxing match and you will see the faster boxer will throw more punches (attempts to strike) than a slower or less experienced opponent. When both combatants have used up all their attacks (and all other pairs of combatants in the group have done likewise), that melee round is over and the next one begins. A melee round lasts approximately 15 seconds in fictional game time but can last several minutes in real, player time, especially if the player group is large.

Next melee round: Start again by having everybody roll for initiative (step one) and repeat steps 2-4. This continues until one set of combatants is triumphant over the other. This can be when one side or the other are all slain, surrender, are captured or flee.

Combat Terms & Moves

Note: The following combat maneuvers are applicable to many forms of hand to hand combat and martial arts. A specific or special "move" like disarm or jump kick, will be indicated under the particular hand to hand skill description.

Armor Rating or A.R.: The A.R. indicates what an attacker must roll above in order to strike and do damage to the character's physical body (hit points or physical S.D.C.). Any roll above the A.R. of the body armor will penetrate the armor and directly damage the person underneath. The higher the A.R. the better the protection. Any roll above four but below the A.R. hits and damages the armor only. When the armor is destroyed (all S.D.C. has been depleted), so the A.R. protection. All subsequent attacks will hit the character's body; subtract damage first from the character's physical S.D.C. and then, when all S.D.C. is gone, from hit points.

Natural A.R.: Supernatural beings like demons, and many creatures of magic, like dragons and golems, as well as various monsters and non-humans, possess a natural protective skin, armor or magical body armor. These living creatures have a natural armor rating (A.R.). Any rolls to strike *below* the creature's natural A.R. may hit and even sting (like a slap), but inflicts *no* damage! Arrows and spears bounce off harmlessly, stabbing swords skitter across the armor plates, scales or skin, and so on. Only rolling a number higher than the creature's A.R. inflicts damage. For example: If a dragon has a natural A.R. of 15, only strike rolls of 16 or higher penetrate its natural armor and inflict damage! Any rolls of 15 or below only annoy, not hurt, it. A roll of 1-4 won't even hit.

Attribute bonuses: Combat and saving bonuses gained through physical or mental strengths that give a character an extra added degree of agility, strength, endurance, etc. (See the eight attributes.)

Back Flip: The back flip involves throwing oneself backwards with the arms and shoulders, flipping the legs completely up, over, and back down on the ground into a standing position. The result is that one quickly moves backwards by a full body length. Doing a back flip counts as one melee attack/action and can be used as a dodge or for entertainment.

If used in place of a dodge, the character must roll higher than his opponent's strike roll using only the natural die roll (do not include any dodge bonuses). Failure to beat the strike means taking full damage *without a chance to Roll with Punch.* Success means avoiding the attack like a dodge.

Body Block/Tackle: This is a combination of moves that involves a body block and a knockdown attack (counts as two melee attacks). A successful body block strike does 1D4 damage plus P.S. damage bonuses, and the opponent is likely to be knocked down. A successful strike always inflicts damage (from a shoulder, elbow, or tucked head), unless his opponent dodges (no damage and no knockdown), but the victim who is hit can avoid being knocked down only by trying to maintain his balance; roll percentile dice, characters with no special balancing abilities must roll above 80% or be knocked down. Those with a special balancing ability from acrobatics or gymnastics must roll under their current skill level (if 45%, they must roll under 45, if 80%, they must roll under 80). A successful maintain balance means the victim is not knocked down but loses one melee attack, and takes full damage.

Being knocked down causes the struck character to lose initiative (if he had it) and one attack/action for that melee round, plus he is knocked 1D6 feet away from where he was standing at the moment of the attack. A roll with impact can reduce damage by half, but counts as one melee action.

Body Flip/Throw: A judo style throw or flip that uses an attacker's own momentum and leverage to "flip" or "throw" him off his feet and onto the ground. Damage is 1D6 points plus P.S. damage bonus (if any), and the victim also loses initiative (if he had it) and one melee attack. A body flip counts as one melee attack. A victim of a throw can try to *roll with impact/fall* to diminish the damage (half if successful), but other penalties are unchanged.

Combat Bonuses: All appropriate bonuses available to the character are added to the various fighting abilities such as strike, parry or dodge, as well as initiative and saving throws. High physical attributes, certain physical skills, weapon proficiencies (W.P.), the occasional O.C.C. bonus, racial bonus, and magic *may* provide one or more combat bonuses. All applicable bonuses are combined and added to the character's dice rolls. Do not combine the strike bonus with the parry bonus, and so on; each combat maneuver is considered a separate category, so only the various bonuses to strike are added to the strike roll, bonuses to parry added to the parry roll and so forth.

Critical Strike: A powerful, special or nerve shattering strike that inflicts double the usual amount of damage. Critical strike/damage can be inflicted with bare hands or with a weapon.

Death Blow: A special attack designed to kill an opponent in one or two strikes! This attack is often limited in hand to hand combat to the roll of a "natural" strike number; i.e. death blow on a natural 19 or 20. Whenever the words "death blow" are presented without limitation, the character can use a death strike whenever he desires; however, such a devastating attack counts as two melee attacks/actions.

Human vs Human: Against humans and S.D.C. creatures, the attack does double the normal damage, plus P.S. bonuses *direct* to hit points! This attack can be used with punches and kicks or hand-held weapons

such as swords, clubs, etc. It is not applicable to bow and arrows, thrown weapons or guns and does not work through armor; the armor must be removed or penetrated (the strike must be above the A.R.).

Death Blow against Supernatural Beings and Creatures of Magic: The attack does double normal damage, plus P.S. bonuses, and it is so devastating to the creature's body that it cannot *bio-regenerate* injury from a death blow for 1D4 hours! This attack is *not* applicable against animated dead, zombies, mummies, golems, living statues, or similar creatures.

Damage: The following are some of the typical damage amounts inflicted by the various types of punches and kicks. Remember to add P.S. attribute bonuses to damage.

Hand Strikes:

Backhand Strike — 1D6

Body Rip—1D6

Human Fist (punch) — 1D4

Karate Strike/Punch — 2D4

Elbow/Forearm — 1D6

Power Punch — does double damage, but counts as two melee attacks. Applicable to all hand strikes.

Foot Strikes:

Average Human Kick Attack - 2D4

Karate Kick Attack — 2D6

Jump Kick — 3D6x2

Roundhouse Kick — 3D6

Snap Kick—1D6

Wheel Kick — 2D6

Knee—1D6

Backward Sweep - No damage, but knocks down opponent if strike is successful (he loses one melee action and initiative).

Power Kick — Does double damage, but counts as two melee attacks. Applicable to all kick/foot strikes that inflict damage, except leap and jump kicks.

Disarm: The act of disarming is simply getting rid of the opponent's weapon; it does no damage. It can be used as a defensive move in place of a dodge or parry, or can be done as an attack/strike.

The disarm move is a strike, hold or grappling maneuver that causes an opponent to drop his weapon or whatever he's holding. The maneuver counts as one melee attack/action. Disarm does not give the weapon to the character making the disarm move. True, the item is forced out of the victim's grasp, but it is either knocked away or falls to the ground.

Typically an opponent is disarmed on a roll of a natural 19 or 20 when used as a defensive move. A disarming *strike* to attack requires the usual strike roll — high roll wins. A failed disarming attack does no damage and means one's opponent remains armed, is probably mad, and ready to strike.

Entangle: A defender can attempt to trap the weapon or arm of an attacker. This is done instead of parrying or dodging, and counts as one melee attack/action. An entangle is successful if the defender rolls above the attacker's strike roll. It takes one roll to entangle to keep an opponent's arm or weapon trapped/pinned every melee round. In order to get free, the entangled opponent must roll a dodge against the entangle roll; high roll wins. The character using the entangle move cannot attack without releasing his entangling hold.

Hand to Hand Combat: Fighting skills that provide the character with attacks per melee, bonuses, techniques and special moves. Characters without combat training only have one attack per melee round and have no automatic chance to parry or special moves.

Hit Points: The number of points of damage a character can take before dying.

Hold (optional): Using both hands, the attacker grabs on to some part of the opponent's body and attempts to immobilize him. If the strike is successful, then the victim is helpless until released. Holds do no damage. Neither the attacker nor the victim can attack, parry or dodge while the hold is working. It's easy for the attacker to hold the victim so that some third character can attack unopposed or from the rear.

Getting out of a hold requires agility. Both the victim and attacker roll twenty-sided dice and add in their P.P. attribute scores. The person doing the hold also gets to add in all his bonuses to hold and from the P.P. attribute (if any). High roll wins! If the attacker wins, then the hold continues. If the victim wins, then the hold is released and combat can continue.

Types of Holds Include:

Arm Hold: This involves twisting the arm around to the victim's back. Any items in the hand of the arm being held can be easily removed.

Leg Hold: The victim is on the ground with his leg held up. There's no way for him to get up until the hold is released.

Body Hold: Any number of wrestling holds. The victim can be held on the ground or in a standing position.

Neck Hold: The victim is held around the neck from behind. This leaves the victim totally vulnerable to attacks from any other character.

Kick Attack & Flying Jump Kicks: There are a whole range of foot-based attacks. Each kick attack works differently and does different amounts of damage.

Kick Attack: This is a conventional, karate-style, kick. It starts with bringing the knee, folded, up to chest level, then the foot is completely extended. Does 2D4 damage.

Snap Kick: A very short, very fast kick. Usually delivered low, striking the opponent somewhere below the waist. It works well in confined spaces and in grappling range but does relatively little damage; only 1D6.

Roundhouse Kick: By turning the body and swiveling the hips, there's tremendous power packed into this kick. Can be used only once per melee round, and no other kicks can be used in that melee round. Does 3D6 damage.

Wheel Kick: A damaging kick that involves sweeping the leg completely around the body. Cannot come right before or right after another kick. Does 2D6 damage.

Crescent Kick: A swivel-hipped kick that sends the foot out on a sweeping arc. Does 2D4+2 damage.

Axe Kick: A very high kick that goes up and over the opponent, coming down on the neck or shoulder. Can't be used in the same melee round with any other kicks. Does 2D6 damage.

Backward Sweep: Used only against opponents coming up behind the character. Does no damage, it's purely a knockdown attack. Cannot be parried.

Tripping/Leg Hook: An attack on the opponent's legs. Does no damage, it's purely a knockdown attack. Cannot be parried.

Knockout/Stun: This special attack will momentarily knockout or stun/daze its victim for 1D4 melee rounds. Usually available on an unmodified strike of 19 or 20 and can be used in place of a critical strike — player's call.

Jump Kicks are performed by leaping completely off the ground and attempting to land foot-first on an opponent. Jump kicks can be used only by those skilled in hand to hand martial arts. The advantage of a jump kick is that it works as a critical strike and doubles the normal damage inflicted. The disadvantage of a jump kick is that no other attack may be performed in that melee round (all attacks for that melee are used up in the kick). The jump kick must be the character's first attack of that melee round. For the rest of the melee round, the character can only parry, dodge or move into position.

Jump Kick: Critical strike inflicting 6D6 damage!

Flying Jump Kick: Must be made from long range. The character launches into the air, taking a position that will smash one foot into the opponent. Does 4D6 damage but counts as two melee attacks.

Leap Attack: An airborne assault where the weapon and/or fists or feet are wielded in mid-leap. An attack must be made only at the beginning of a melee round and, like a jump kick, uses up *all* attacks for that melee round. Usually only a single strike can be made during a leap attack. However, if two opponents are close together, the attacker can leap between them and strike both at the same time; roll to strike for each character. After the leap, the character may not attack again until the next melee round, but can parry or dodge or move into position. Note: Automatic parries work in mid-leaps but dodges are impossible.

Magic Attacks: Most men of magic get two spell attacks per melee round (each spell casting counts as two or three melee attacks). A spell caster actively engaged in hand to hand combat, parrying, dodging, and taking damage cannot focus enough to cast a spell. There is a 1-90% likelihood that a spell caster will lose his concentration if struck a painful blow, preventing the casting of a spell. **Note:** this applies to both men of magic and clergy.

Magic Combat: See the magic section for details.

Maintain Balance: When some kind of knockdown attack has succeeded, while the character is starting to fall over, this is his last chance attempt to recover. A successful roll (over the opponent's strike roll) means that the character will immediately regain his balance and remain standing. He can continue to fight but the act of retaining balance means he used up one melee attack/action. When maintain balance is used, roll with punch/fall/impact can't be.

Melee Action: Instead of attacking, a character can elect to do something else, i.e. look for something in his backpack, drink a magic potion, run to a different position, hide, climb a tree, etc. Each action counts as one melee attack.

Melee Attack: During combat, every attack action (strike, dodge, entangle) counts as one melee attack or action. Parries are automatic and don't count as a melee attack or action.

Multiple Attackers:There will be times when a character is besieged by more than one opponent. Unfortunately, he can only attack one at a time and may elect to divide the number of his attacks per melee between the attackers or concentrate on only one, attempting to only parry the others. The lone defender can parry all attacks that are within his *line of vision.* If an opponent slips far to one side or behind him, the defender cannot parry the strike because he is concentrating on the assailants in front of him.

No Hand to Hand Combat Skill: Characters with no combat training get only one attack per melee at levels one, six and 12. Any attempt to dodge counts as a melee action. Likewise, this character does not get an automatic parry; any attempt to parry counts as one melee attack/action. The player must announce whether his character is attempting to parry or dodge; no announcement means no parry or dodge is made. To prevent the loss of an attack, the non-fighter must hold his ground, taking any damage from the attack, and then strike back. Any bonuses to strike or parry are from what few weapon skills (W.P.) or P.P. bonuses the character may have.

Paired Weapons: Certain kinds of weapons, such as sais, nunchaku, knives, clubs and swords, can be used as paired weapons. Users of paired weapons can strike and parry simultaneously, can do twin strikes against a single target or against a pair of targets, and can parry two different opponents at the same time. In other words, warriors skilled in paired weapons often can do two actions for every one of their melee attacks (i.e. strike and parry). However, a twin, simultaneous strike with both weapons means losing the automatic parry and leaves the character open to his opponent's next attack without benefit of a parry (dodge is optional but uses up a melee action).

Penalties: Some types of magic, psionic attacks, curses, poison, drugs, illness, or fatigue will afflict a character with penalties. These are negative modifiers or minuses to strike, parry, dodge, damage, etc., that are subtracted from the die roll, decreasing the chance of a successful maneuver. Penalties can also reduce attributes and skills performance.

Pull Punch: The ability to control the force of a hand to hand attack, whether it be a punch, kick or with a hand weapon. The character can choose to inflict half damage, quarter damage, a single point of damage, or no damage at all! A character must declare a pulled punch and the player must roll an 11 or better (1D20) to successfully pull his punch. A failed roll to pull means full damage is accidentally inflicted.

Saving Throws: Occasionally, characters must roll to save against exotic attacks like poison, gas, disease, magic, curses, psionics, etc. The following are the minimum or base saving throws needed in each category.

Coma/Death: (see coma and hit points)
Harmful Drugs/Toxins: 15 or better.
Magic: Basic Spell: 12 minimum, higher against powerful wizards.
Magic Circles: 13, (Protection 16-20)
Magic Faeries' Spells: 16 or better.
Magic Fumes: 14 or better
Magic Ritual: 16 or better.
Magic Wards: 13 or better.
Poison: Lethal: 14 or better.
Poison: Non-Lethal: 16 or better.
Insanity: 12 or better.
Psionics: 15 or better for non-psionic.
12 or better for major or minor psionics.
10 or better for master psionics.

Simultaneous Attacks: Combatants can parry or dodge each other's attacks or they can forfeit any type of defensive maneuvers (probably taking damage from the opponent's strike) and strike back simultaneously. The advantage of a simultaneous attack is that while opening oneself to damage, it deprives one's opponent from parrying or dodging the counterstrike. The reason the attacker loses his opportunity to parry when the defender attacks simultaneously is that he cannot both attack and defend at the same time. Thus, both combatants may take damage from each other's blows. This tactic can be used by any O.C.C.

Sneak Attacks or Attack from Behind: *No initiative roll for the first melee round.* When someone sneaks up (prowl or attack from behind) on his opponent, he has the initiative. The opponent is unaware that he is about to be attacked and has no time to prepare. The sneak attacker has the first strike. His victim stands totally unaware and does not even get a parry for the first strike. If the opponent survives the first strike, he can gather his wits and strike back and/or parry the next strike, but still lacks initiative for that melee round.

S.D.C. Values

The following list are the basic S.D.C. values for a variety of objects and items. When an object's S.D.C. is reduced to zero, it is considered broken and worthless. Game Masters should exercise common sense in applying these values. For example, a normal human cannot break through a metal vault door with his bare fists, no matter how long he pounds on it or how many natural twenties may be rolled.

The S.D.C. of different weapons is applicable only if someone is specifically trying to break one (average weapon has 50 S.D.C.). A properly wielded sword can inflict and parry many times its S.D.C. without fear of breaking. On the other hand, using the sword to wedge open a door could easily snap the blade in half.

Arrow (to break or cut in half) — 3 S.D.C.
Book-6S.D.C.
Box or chest made of wood — 15 small, 30 medium, 50 large.
Box: Crate — 30 S.D.C. small, 60 medium, 100 large.
Box: Jewelry—10 S.D.C.
Box: Trunk — 50 S.D.C. small, 90 medium, 160 large.
Canoe or rowboat — 40 S.D.C.
Chain (to cut or snap) — 30 to 50 S.D.C.
Chair: Light —30 S.D.C.
Door: Interior Wood — 100 S.D.C.
Door: Exterior Wood — 170 S.D.C.
Door: Metal Grille/Gate — 350 S.D.C.
Door: Metal, Solid — 500 to 600 S.D.C.
Door: Metal Safe — 800 S.D.C.
Door: Metal Bank Vault Type — 5000 S.D.C.
Door Hinge: Light (metal) — 10 S.D.C. each
Door Hinge: Heavy (metal) — 25 S.D.C. each
Frying Pan — 20 S.D.C. small, 40 medium, 60 large
Glass Bottle —4 S.D.C.
Glass or Ceramic Jug — 6 S.D.C.
Hat—1-6 S.D.C.
Ladder —30 S.D.C.
Leather Belt —8 S.D.C.
Leather Strap: Light — 1-4 S.D.C.
Leather Strap: Heavy — 10 S.D.C.
Lock: Common Latch — 40 S.D.C.
Lock: Dead Bolt—100 S.D.C.
Lock: Heavy Sliding Bar — 150 S.D.C.
Lock: Light Padlock — 35 S.D.C.
Lock: Heavy Padlock — 75 S.D.C.
Lock: Small for Box or Bag — 10 S.D.C.
Lock: Trunk — 20 S.D.C.
Manacles/Handcuffs, Regular — 60 S.D.C.
Manacles/Handcuffs, Heavy — 120 S.D.C.
Manacles/Leg Irons, Light— 120 S.D.C.
Manacles/Leg Irons, Heavy — 200 S.D.C.
Rope: Light (to cut) — 6 S.D.C.
Rope: Heavy (to cut) — 12 S.D.C.
String/Twine (to cut) — One S.D.C.
Table: Small & Light — 25 S.D.C.
Table: Medium — 50 S.D.C.
Table: Heavy or Large — 150 S.D.C.
Wagon: Small/Cart — 50 S.D.C.
Wagon: Medium — 120 S.D.C.
Wagon: Large — 250 S.D.C.
Wagon: Wheel — 20 to 30 S.D.C.
Wagon: Wheelbarrow — 90 S.D.C.
Wall: Wood, light — 50 S.D.C. per sq. 10 ft (3 m)
Wall: Stockade — 150 S.D.C. per sq. 10 ft (3 m)
Wall: Light Stone — 100 S.D.C. per sq. 10 ft (3 m)
Wall: Heavy Stone — 300 S.D.C. per sq. 10 ft (3 m)
Wall: Castle/Defensive Stone — 600 S.D.C. per sq. 10 ft (3 m)
Wine or Water Skin — 5 S.D.C.

Hand to Hand Combat

Note: The basic moves of initiative, strike, parry, entangle, dodge, body block/tackle, and roll with impact are automatic to all hand to hand training.

Hand to Hand: Basic

Level

1 Starts with two attacks per melee round. +2 to roll with punch/fall/impact, +2 to pull punch.
2 +2 to parry and dodge.
3 Kick attacks: Karate style kick does 2D4 damage or Snap Kick 1D6 damage.
4 One additional attack per melee.
5 +1 to strike.
6 Critical Strike on natural 19 or 20 (double damage).
7 +2 to damage.
8 Body Throw/Flip.
9 One additional attack per melee.
10 An additional +2 to pull punch and roll with impact
11 An additional +1 to parry and dodge.
12 An additional +1 to strike.
13 Critical strike or knockout from behind.
14 An additional +2 to damage.
15 One additional attack per melee.

Hand to Hand: Expert

Level

1 Starts with two attacks per melee round. +2 to roll with punch/fall/impact, +2 to pull punch.
2 +3 to parry and dodge.
3 +2 to strike.
4 One additional attack per melee round.
5 Kick attacks: Karate style kick does 2D4 damage and any two of choice.
6 Critical strike on an unmodified roll of 18, 19 or 20.
7 Paired weapons.
8 Body throw/flip and disarm.
9 One additional attack per melee.
10 +3 to damage and an additional +2 to pull punch.
11 Knockout/stun on an unmodified roll of 18, 19 or 20.
12 An additional +2 to parry and dodge.
13 Critical strike (triple damage) or knockout from behind.
14 One additional attack per melee round.
15 Death Blow on a roll of a natural 20 (if desired).

Hand to Hand: Martial Arts

Note: This is also known as Palladin Combat.

Level

1 Starts with two attacks per melee round. +3 to roll with punch/fall/impact, and +3 to pull punch.
2 +3 to parry and dodge, +2 to strike, and disarm.
3 Kick attacks: Karate style kick (does 2D4 damage) and any four of choice, except jump kicks.
4 One additional attack per melee round.
5 Jump kicks (all).
6 Critical strike on an unmodified roll of 18, 19 or 20.
7 Paired weapons.
8 Leap attack (critical strike).
9 One additional attack per melee.
10 Body throw/flip and +1 on initiative.
11 An additional +4 to damage.
12 An additional +2 to parry and dodge.
13 Knockout/stun on an unmodified roll of 18, 19, or 20.
14 One additional attack per melee round.
15 Death Blow on a roll of a natural 20 (if desired).

Hand to Hand: Assassin

Level

1 Starts with one attack per melee round and +2 to strike.
2 Two additional attacks per melee round.
3 +3 to roll with punch/fall/impact and +3 to pull punch.
4 +4 to damage and disarm.
5 One additional attack per melee round.
6 +3 to parry and dodge, and body flip/throw.
7 Knockout/stun on an unmodified roll of 17-20.
8 One additional attack per melee round.
9 Kick attacks: Karate style kick (does 2D4 damage) and any two of choice, except jump kicks.
10 Critical strike on an unmodified roll of 19 or 20.
11 +2 to strike.
12 Death Blow on a roll of a natural 20 (if desired).
13 One additional attack per melee round.
14 +2 to damage.
15 +2 to strike.

Psychic Combat

Psychic or psionic combat is quick and simple. Each psychic attack counts as one of your character's physical attacks. Thus, if the character has four hand to hand attacks per melee round, he or she can substitute up to four psionic attacks. Of course, a player can mix the physical and psychic in any combination; three physical and one psionic attack, or two physical and two psionic, and so on. Many psychic powers are not appropriate for combat, but during a combat sequence, each physical and psionic *activity* counts as one *combat action/melee attack.* Note that some psionic abilities require time to prepare, which might make any other attacks/actions impossible.

A reminder: Most *player* characters start off with two attacks per 15 second melee round. Additional attacks may be acquired as one advances in hand to hand combat experience and from the boxing skill, special bonuses or magic. The average person, not trained in combat, will only have one attack per melee round. Experienced fighters will have an average of three to six attacks per melee, sometimes more.

Saving Throws Against Psychic Attack

Psychic attacks which assail the mind, emotions or physiology of a person can always be fought off through the force of one's own will and mental endurance (M.E.). Psionic attacks that fall into this category include: empathy, empathic transfer, telepathy, mind control, hypnosis, and bio-manipulation. Some psionic powers for which there is no saving throw are telekinesis, levitation, pryrokinesis, presence sense and see aura.

Even ordinary people have a chance of fighting or saving against psionic attacks. However, those who have psychic abilities have a much better defense against such attacks than the average person with no psychic powers.

To save against a psionic attack, a 20-sided die is rolled to mentally parry the attack. A high roll will successfully *save* against the assault, indicating that the person is NOT affected by the psi-power (no damage or reaction).

Non-psychics must roll a 15 or higher to save against psionic attacks. A roll of 14 or lower means failure to save.

Minor and major psychics must roll a 12 or higher to save against psionic attacks. A roll of 11 or lower means failure.

Master Psionics, like the Mind Mage, only need to roll a 10 or higher to save. An unlikely roll of 9 or less means failure to save.

Note: Many characters also get a bonus to save vs psionic attack. Such bonuses are usually the result of a high M.E. attribute, special powers, or magic enchantment.

Inner Strength Points (I.S.P.)

The use of a particular psionic ability draws upon the inner strength or will of the individual. Each specific power will indicate exactly how many Inner Strength Points (I.S.P) are required to perform that ability. When a psionic has exhausted all of his I.S.P., he is unable to perform any more psionic feats until he has had sufficient rest.

Recovery of I.S.P. can be done in one of two ways: total relaxation and/or sleep at a rate of two I.S.P. for every hour of rest, or through meditation. *Meditation* is a skill ability known to all psychic character classes, in which the psychic places himself in a simple hypnotic trance. This meditative trance provides maximum relaxation, recovering six I.S.P. per hour.

Note: See the psionic powers and character class descriptions for more detail.

Horror Factor

All supernatural creatures, dragons and most monsters have a horror factor (this may be more like an awe factor when it comes to gods). The horror factor represents either the hideous appearance of the monster or its overwhelming aura of evil and power (or a combination of the two). Whenever a human/mortal encounters one of these monstrosities, the character must roll a 20-sided die to see whether or not he or she is momentarily stunned by the sheer horror of the thing. This horror factor roll might be thought of as a saving throw or mental parry. Fortunately, the character only needs to roll for the first melee round of each encounter, *not* every melee of combat.

To save vs horror factor (H.F) the player must roll a 20-sided die. Just like a parry, the roll must be equal or higher than the horror factor. **For example:** A slobbering creature, with a horror factor of 10, emerges from a crypt. All characters who see it must roll to save against horror. In this case, a successful save is 10 or higher. Everybody but poor Tom rolls above a 10 and saves. Tom rolls a six, so his character is momentarily stunned with horror.

A failed roll means the character is so overwhelmed that he or she is temporarily stunned. In game terms, this means the character loses initiative (don't even roll for it), loses one attack/melee action, and cannot defend himself (no parry or dodge) against the creature's *first* attack of that melee round. Fortunately, the character snaps out of the shocked stupor quickly and can join in the combat that same melee. By the second melee round, the character has completely recovered his senses and is functioning as normal; roll for initiative and combat as usual.

Skill Descriptions

Skill List

Note: Skills are listed alphabetically by category.

Communications & Performing Arts

Cryptography
Dance
Language
Literacy
Mime
Play Musical Instrument
Public Speaking
Sign Language
Sing
Writing

Domestic Skills

Cook
Dance
Fishing
Play Musical Instrument
Sew
Sing

Espionage Skills

Detect Ambush
Detect Concealment & Traps
Disguise
Escape Artist
Forgery
Imitate Voices & Impersonation
Intelligence
Pick Locks
Pick Pockets
Sniper
Track Humanoids

Horsemanship Skills

Horsemanship: General
Horsemanship: Knight
Horsemanship: Palladin
Horsemanship: Exotic Animals

Medical Skills

Animal Husbandry
Biology
Brewing
First Aid
Holistic Medicine
Surgeon/Medical Doctor

Military Skills

Camouflage
Falconry
Field Armorer
Heraldry
Interrogation Techniques
Military Etiquette
Recognize Weapon Quality
Surveillance

Physical Skills

Hand to Hand: Basic
Hand to Hand: Expert
Hand to Hand: Martial Arts
Hand to Hand: Assassin
Acrobatics
Athletics (general)
Body Building & Weight Lifting
Boxing
Climb/Scale Walls
Forced March
Gymnastics
Juggling
Prowl
Running
Swimming
Wrestling

Rogue/Thief Skills

Card Shark
Concealment
Locate Secret Compartments/Doors
Palming
Pick Locks
Pick Pockets
Prowl
Streetwise
Use & Recognize Poison
Ventriloquism

Science Skills

Anthropology
Archaeology
Astronomy & Navigation
Biology
Botany
Mathematics: Basic
Mathematics: Advanced

Scholar, Noble & Technical Skills

Art
Breed Dogs
Gemology
General Repair
History
Language
Literacy
Lore: Demons & Monsters
Lore: Faerie Folk
Lore: Geomancy & Ley Lines
Lore: Magic
Lore: Religion
Masonry
Rope Works
Sailing
Sculpting & Whittling
Writing

Weapon Proficiencies

W.P. Archery
W.P. Blunt
W.P. Chain
W.P. Forked Weapons/Trident
W.P. Grappling Hook
W.P. Knife
W.P. Modern Weapons
W.P. Mouth Weapons/Blowguns
W.P. Net
W.P. Paired Weapons
W.P. Shield
W.P. Siege Weapons
W.P. Spear
W.P. Staff
W.P. Sword
W.P. Targeting/Missile Weapons
W.P. Throwing Weapons
W.P. Whip

Wilderness Skills

Boat Building
Carpentry
Dowsing
Identify Plants & Fruits
Land Navigation
Preserve Food
Skin & Prepare Animal Hides
Track & Trap Animals
Wilderness Survival

Education and Skills

The type and availability of skills generally reflects the needs of the various Occupational Character Classes (O.C.C.s) which, for the most part, are warriors, explorers and adventurers.

Skill Modifiers

As a rule of thumb, there should be a skill penalty of -40% when trying to figure out, operate, repair, or use *alien* magic, mechanisms and technologies. This includes ancient and forgotten magic (spells, circles, wards, symbols), magic devices, and creations of the gods, as well as ultra-modern items like an automobile, hover cycle, computer, laser rifle, etc. The item may be so different and unfamiliar, the character(s) is likely to have no idea how or why the device works at all! Thus, the adventurer may not be able to use even the simplest device. In other cases, the character(s) may be able to ascertain what a device is supposed to do, and *may* even be able to operate it to a limited degree (G.M.'s call), but he will *not* be able to repair, modify, or duplicate it. The Game Master should use his/her *discretion* when dealing with alien and high-tech sciences, magic and artifacts. **Note:** Also see W.P. Modern Weapons in the Weapon Proficiency skill section.

Likewise, trying to figure out *experimental* or dramatically altered magic or technology will have a penalty of -20% to -40%; G.M.'s discretion. Similarly, a G.M. may inflict a skill penalty of -5% to -30% when the skill is used against especially sophisticated or complex devices (like trying to pick a very complex lock) or when under a great deal of stress (a life and death situation, time is of the essence, etc.). Again, I leave the exact penalty up to the discretion of the Game Master.

Communications & Performing Arts

Cryptography: Skill in recognizing, designing, and cracking secret codes and messages. The character must study the code for two hours before attempting to break it successfully. A failed roll means the individual must study the code for an additional two hours before he can try to break it again. The character may attempt to break the code sooner, after only 10 minutes of study, but suffers a penalty of -30%. The character can also recognize legitimate runes and common mystic symbols, but is -40% to accurately interpret/read them. **Base Skill:** 15%+5% per level of experience. **Requires:** Literacy.

Dance: See the Domestic skill category.

Language: Characters with a language skill can understand and speak a language other than their own native tongue. Language is one of the few skills that can be selected repeatedly in order to select several *different* languages. Each selection gives the character knowledge of a different language and costs one skill selection each time. **Base Skill:** 40% +5% per level of experience.

When an O.C.C. refers to a character's "native" language, it usually reflects his racial background, or the geographic region where he grew up. All characters have a "native" spoken language and speak at least one additional language. Literacy is a separate skill.

There are ten distinct spoken languages (and seven written) in the *known* Palladium World, they include:

Dwarven is one of the oldest languages in the Palladium World. It is spoken by all known subterranean races, including dwarves, kobolds, gnomes, and troglodytes. It has a written language/alphabet (not practiced by most kobolds and troglodytes) and is known to many elves, but is considered a "dead" language by humans and most other people.

Elven (also known as *Dragonese)* is the universal language of the Palladium World. It is spoken by all elves, titans and dragons, many humans (particularly nobility and the educated), dwarves, Wolfen, Rahu-Men, and demons, as well as by royalty, men of magic, scholars, merchants and even dimensional travelers of all races. It is the oldest known written language in the world and is considered the "classic" language of the educated, nobility, students of magic, and merchants around the known world.

Faerie Speak is a sing-song language spoken by all faerie folk, including goblins and hob-goblins, although goblins hate speaking it (they prefer Gobblely). There is no written language.

Giantese (also known as Troll) is a rough, grunting, spoken language known to all true giant races, including the Algors, Jotan, Cyclops, Nimro, and Gigantes, as well as Trolls and some ogres. Most giants also speak Gobblely.

Gobblely is a guttural tongue spoken by all goblins, hob-goblins, orcs, and ogres. Most faerie folk can understand Gobblely at 70% proficiency, but can't speak it. It does not have a written language.

Human: Eastern: Includes the Timiro Kingdom, Eastern Territory, Phi, Lopan, and scattered clans and outposts in the Old Kingdom and Great Northern Wilderness.

Human: Southern Dialect: Includes the people from the Land of the South Winds and many of the Yin-Sloth Jungle tongues (many of the jungle languages don't have any form of writing).

Human: Northern: Spoken by the people of Bizantium, human colonies, tribes and outposts in the Northern Wilderness, and the occassional Wolfen or Algor. It is the least known of the human languages worldwide. Most Bizantians also speak Elven.

Human: Western or Western Empire: Includes humans from the Western Empire and its colonies scattered in the Baalgor Wastelands, Old Kingdom and Yin-Sloth Jungles.

Each Human language has its own form of written word. Many humans, particularly nobility, scholars, men of magic, and merchants, also speak Elven.

Wolfen: A gutteral language that also involves growls, grunts, whines, howls and body language. It is used primarily by the canine races, Bearmen, Algor giants, and some trappers, rangers and non-Wolfen people who live or work in the north. It is a difficult language to master so all races not listed above are -10 to speak it. The Wolfen's written language is also unique and difficult to master; -5% to all but Diabolists.

Literacy: In the Palladium world, literacy is a luxury, not a necessity. Many men of arms, adventurers and most common folk are totally illiterate. Even those who can read and write are not necessarily well practiced in reading and writing. Furthermore, many languages, like Gobblely, Faerie Speak and Giantese, don't use the written word; see the *language skill* for details on specific races, the tongue they speak and whether or not there is a written form. **Base Skill:** 30% +5% per level of experience.

Mime: The artful combination of two other skills, prowl and sign language, to create a form of silent entertainment. Characters who choose the mime skill *must* first select both prowl and sign language. The percentile number indicates the overall quality and acting/portrayal of the mime. **Base Skill:** 30%+5% per level of experience.

Play Musical Instrument: See the Domestic category.

Public Speaking: Training in the quality of sound, tone, pitch, enunciation, clarity, and pace in speaking to the public, loudly and distinctly. Also includes the practice of good, enticing storytelling and composition of the spoken word. The percentile number indicates the overall quality and charisma of the spoken word. **Base Skill:** 30%+5% per level of experience.

Sign Language: Because of the many different spoken languages in the Palladium world, a universal *sign* language has been developed. This means of communication has been widely adopted by merchants.

sailors, assassins, thieves, and world travelers. For every 10 words "signed," the sender of the sign language must roll to successfully transmit his message. Likewise, the interpreter must roll to interpret every batch of 10 words. A failed roll means a misunderstanding. **Base Skill:** 25%+5% per level of experience.

Sing: See the Domestic category.

Writing: The ability to write prose (stories), poems, or journalistically (reports, studies, news). Taking the skill twice indicates a professional quality and gets a bonus of +10%. Selecting it once, indicates a talented amateur. A failed roll means an awkward and poorly written work that is boring and/or difficult to understand. Try again. **Base Skill:** 20%+5% per level of experience. **Requires:** Literacy. To select this skill, one must also be literate in at least one particular language. This skill does not provide one with the ability to recite his/her written works with any level of expertise (see public speaking).

Domestic

Note: Characters can attain professional quality by selecting the same domestic skill twice. Add a one time bonus of +10% and note that the end result is of superior quality.

Cook: Skill in selecting, planning, and preparing meals. A cooking roll failure means that the cooked food is not properly prepared. It is edible but tastes bad (greasy, too spicy, sour, burnt, leaves a bad aftertaste in the mouth, etc.). **Base Skill:** 30%+5% per level of experience.

Dance: A practiced skill in the art of dancing. The character is especially smooth and graceful, a joy to dance with. Can learn new dance steps/moves much more quickly than somebody who can not dance. **Base Skill:** 30%+5% per level of experience.

Fishing: The fundamental methods and enjoyment of freshwater fishing. Areas of knowledge include the use of lures, baits, poles, hooks, and lines, as well as the cleaning and preparation of fish for eating. Also includes a basic knowledge of freshwater fish, turtles and amphibians, their habits and taste. **Base Skill:** 30%+5% per level of experience. Roll once every 20 minutes to see if a fish is successfully captured. A failed roll means it slips off the hook and escapes or it is much too small to clean and eat.

Play Musical Instrument: The character has learned to play a particular musical instrument with a fair amount of skill. The sound is generally pleasant (except when a bad roll is made). Note that each *specific* instrument requires the selection of this skill. For example: a character who can play the guitar, violin, and flute must select the *play musical instrument* skill three different times. **Base Skill:** 25%+5% per level of experience.

Sew: Practiced skill with needles and thread to mend clothing, add patches, replace buttons, and do minor alterations, as well as cut and sew simple patterns. This is not a tailoring ability, but can become tailoring if the player selects this skill twice. **Base Skill:** 25%+5% per level of experience.

Sing: The simple ability to read music and carry a pleasant tune. Of professional quality if selected twice. **Base Skill:** 30%+5% per level of experience.

Espionage

Detect Ambush: Training which develops an eye for spotting locations and terrain suitable for ambushes and being ambushed. It also provides a rudimentary knowledge of guerilla tactics used by bandits and soldiers. **Base Skill:** 30%+5% per level of experience.

Detect Concealment & Traps: This is a skill which enables the individual to spot and recognize camouflage, concealed structures, buildings, shelters, and caches of equipment, as well as concealed traps. Detecting a trap enables the character to avoid or safely "spring" it without injury to himself or those around him. He cannot otherwise deactivate or reset traps. **Base Skill:** 25%+5% per level of experience. Reduce the character's skill by half when looking for secret doors and compartments.

Disguise: The character knows how to apply make-up, wigs, skin putty, dyes, and other special effects in order to alter or conceal his true appearance or that of somebody else. The ability to disguise oneself is different than impersonation (see below). **Base Skill:** 25%+5% per level of experience. Reduce the character's skill by half when he tries to determine whether or not somebody else is wearing a disguise.

Escape Artist: The methods, principles, and tricks of escape artists. Includes muscle control (tensing and relaxing muscles), flexing and popping joints, knowledge of knots, and the ability to conceal small objects on the person. The character can try *slipping* out of handcuffs, chains, ropes, straightjackets, etc. **Note:** Picking locks is a separate and distinct skill. **Base Skill:** 25%+5% per level of experience.

Forgery: The techniques of making false copies of official documents, signatures, passports, I.D.s, wax seals, and other printed or hand made documents, crests, or seals. The forger must have an original copy to work from (or have total recall) in order to make an accurate copy. *Literacy* in one or more languages is a plus, otherwise the character is making a visual copy with no understanding of what the document says and is -15% on his skill roll. **Base Skill:** 20%+5% per level of experience. Add a bonus of +2% if the character has the *heraldry* skill and +3% for the *art* skill. **Note:** Forgers can recognize other counterfeits at -10%.

Imitate Voices & Impersonation: The ability to *imitate the voice,* accent and expressions of another person or regional dialect. This skill is common among thieves and assassins, as well as demons and other villains. The first number indicates the character's ability to change his voice and imitate accents, inflections and expressions from other regions. A successful roll means he has disguised his normal/true speaking voice and accent, and convincingly sounds like he is from another region or part of the world.

The second number indicates the character's ability to accurately imitate the voice, inflections and attitude of a *specific* person! This is much more difficult, and the character will either need to know the person being imitated very well, or have spent hours studying him/her. **Base Skill:** 36%/16%+4% per level of experience.

Impersonation Note: When combined with the disguise and intelligence skills, the character is able to completely impersonate a specific person or person of a particular occupation (soldier, knight, wizard, priest, etc.). This is likely to include knowledge of the subject being impersonated, military procedure, dress, heraldry/rank, and will usually require speaking the language fluently. This means the character can convincingly impersonate a general type of person/soldier/advisor with an accurate disguise, proper action, and language. A failed roll means some element of the impersonation is flawed, most likely some incorrect behavior or character trait, or lack of information about the person being impersonated ("Tell me again what you said that night," etc.). Such "holes" will give the character away sooner or later. Thus, the longer a character remains under the eyes of others, the more likely that something will happen to reveal the character is an impostor. This is fun to role-play, so take advantage of it.

Base Skill: 16%+4% per level of experience for a regional disguise of an average local person (farmer, laborer, vagabond, etc.), 12%+4% to impersonate a person in a specific occupation (sheriff, guard, inspector, messenger, merchant, priest, etc.), and 10%+4% per level of experience to impersonate a specific, known person.

Intelligence: This is specific training in the practices and principles of recognizing and analyzing sources of information about the enemy, observation techniques, counterintelligence measures and proper procedure. This includes the practical assessment of sights and sounds, estimation of ranges, what to report, handling prisoners of war, and handling captured documents and equipment (tagging and reporting to group leader or proper authority). This means the character will be able to accurately estimate distances, the number of enemies, direction, purpose, and assess the importance of specific information.

Further intelligence training includes a working knowledge of indigenous guerilla warfare, enemy practices, appearance, and current activities. This enables the character to recognize suspicious activity as guerilla actions and identify guerilla operatives and spies. **For Example:** A particular type or design of a booby trap, weapon, armor, mode of travel, or method of operation may be indicative of a particular race (wolfen, ogre, goblin, etc.) or a particular group of bandits active in the area. It may be up to the character to confirm the existence of the enemy and their strength, numbers, and current location.

Another area of training made available to intelligence is the identification of enemy troops, officers, and foreign advisors. This means the character learns the many distinguishing ranks and marks that identify specific military units, special forces, groups, gangs, and leaders of the enemy. Such identification can pinpoint and confirm enemy operations, goals, and movement, as well as confirm outside intervention/aid.

Note: A failed roll in any of the areas of intelligence means that evidence is inconclusive, or that the character has incorrectly assessed the information/situation and is uncertain. A failed roll involving individual clues may mean the character has dismissed it entirely as being meaningless (G.M.s use your discretion). **Base Skill:** 30%+4% per level of experience. Add +2% if the *heraldry* skill is also known.

Pick Locks: The character knows the methods and tools for picking/opening key and basic tumbler type locks. The character can also try to deactivate a trap, if he *knows* about it in advance, but does so at half his normal lock picking skill ability.

It takes 1D6 melee rounds for each attempt to pick a lock. A failed roll means the lock holds; try again. A second failed roll means that the lock is beyond the character's present skill level and cannot be opened! The character can try again after a week or so but at -10% (psyched out). He can try again at full skill proficiency after reaching a new level of experience. **Base Skill:** 30%+5% per level of experience. The character can try to *deactivate traps* without triggering them at half his normal skill ability.

Pick Pockets: An ability to remove items form a person without their being aware of it. If a pick pocket attempt fails, the item has NOT been removed and there is a 67% likelihood of the intended victim recognizing the intent of the action. **Base Skill:** 25%+5% per level of experience. The character can try to *deactivate traps* without triggering them at one third his normal skill ability.

Sniper: This skill represents special training in long-range bow and arrow attacks and marksmanship. Any type of long-range bow (300 foot/91.4 m range or better) can be used for sniping. **Base Skill:** Adds a bonus of +2 to strike on a carefully aimed shot —counts as two arrow shots.

Track Humanoids: Visual tracking is the identification of tracks, and following the path of men or animals by the signs they leave on the ground and vegetation. Tracking is a precise art, requiring much practice. The skill includes the evaluation of tracks, indicating whether the person being tracked is loaded down with equipment, running, moving slowly (by measuring the space between steps), and so on. By this means, the tracker can estimate the person's rate of movement, apparent direction, the number of persons in the party, and whether the person knows he is being followed. Other methods of tracking require recognizing other telltale signs, such as blood and other stains, broken and displaced vegetation, overturned rocks, waste, litter (such as bits of clothing, empty bottles, butts or ash from cigars or pipes, food scraps and bones, wrappers, soiled bandages and signs of a campfire), and even odors carried by the wind.

Likewise, the tracks of riding animals and wagons can reveal much, such as the size and type of the animal or wagon, the weight of its load, speed, direction, etc.

Counter-Tracking techniques are also known, such as covering one's trail, misdirection, parallel trails, avoiding obvious pitfalls like littering and so on.

A failed roll means that the signs are inconclusive, vague or misleading. Additional signs must be found to verify or clarify (roll again). Three consecutive failed rolls means the tracker has completely lost the trail. Roll once every 40 yards/meters when following a trail, unless it is very obvious (like a caravan of wagons, or company of soldiers/120+ troops). Characters attempting to follow a skilled tracker who is deliberately trying to conceal his trail suffer a penalty of -25% to stay on him. However, the character engaged in counter-tracking techniques travels at slow speeds, about half that of a casual rate of speed (or 1/4 his maximum speed).

Base Skill: 25%+5% per level of experience for both the tracking and counter-tracking abilities. The character trained in tracking humanoids can also attempt to track animals but at half his normal skill ability.

Horsemanship

There are three ranges of horsemanship skills: General, Knight, and Palladin. Each indicates a certain degree of training and expertise. The individual O.C.C. will indicate which of the three applies to that occupation (general knowledge is most common). Each type of horsemanship has the following skills and areas of knowledge. The higher the skill percentage the better the skill or ability. **Note:** To avoid being thrown from the horse when jumping, charging, kicking or performing some other difficult maneuver or trick, the character must roll under his percentage to remain in the saddle and in control of his animal.

Ride & care of horses: The first percentile number indicates the character's riding ability and a fundamental knowledge of feeding, caring, and grooming of horses.

Recognize quality/breed: The first percentile number also indicates the success ratio of recognizing the breed quality, age, strength, speed, health, and general attributes/capabilities (race horse, workhorse, warhorse, etc.) of the animal.

Breed horses: The second percentile number indicates the knowledge in the raising, breaking, training and breeding of horses. It includes shoeing horses, giving birth, and curing minor ailments and injuries.

Jumping: The second percentile number also indicates the success ratio of NOT being thrown from the horse when jumping, charging, kicking or performing some other difficult maneuver or trick, character must roll under his percentage to remain in the saddle and in control of his animal. Damage from being thrown off a horse is typically 1D6.

Racing: The second percentile number also indicates the success ratio of maintaining control and getting maximum speed while racing at full gallop. A failed roll means the horse runs quickly but 10% short of its maximum speed attribute. A successful roll not only means running at maximum speed, but the rider can coax that little extra spirit and speed out of the animal. Once every four minutes, the rider can get the horse to kick into overdrive and run at 25% faster than its normal maximum. However, this speed can only be maintained for one minute at a time and cannot be done more than three times in a 15 minute period. Maximum running speed can be maintained for a period of minutes equal to the horse's P.E. attribute. Pushing the horse beyond its endurance will cause it to slow down by 30% and after 4D4 minutes, collapse from exhaustion (requires at least a half hour rest and light activity for another hour).

Combat: All bonuses are in addition to other combat skills, weapon proficiencies, or attribute bonuses. Applies to the rider, not the horse. The rider gains a combat advantage from the height and speed of being mounted.

Horsemanship: General: All the basic skills as noted above. **Base Skill:** 35%/20%+5% per level of experience.

Combat: All bonuses are in addition to other combat skills, weapon proficiencies, or attribute bonuses. Applies to the rider, not the horse. The rider gains a combat advantage from the height and speed of being mounted.

- +1 to parry or dodge while on horseback.
- Inflicts +1D4 to damage when on horseback.
- Charge attack (running horse) with a lance, pole-arm or spear: +1D6 damage. The attacker must roll under the second percentile number to avoid being dismounted. Charge attacks count as two melee actions/attacks.
- Horse attack: This indicates that the rider is skilled enough to remain saddled while he attacks and has his horse rearing or kicking in simultaneous attack (roll under second percentile number). Damage from the kick of a horse will vary with the size and breed of the animal; generally 2D6 from the front legs and 4D6 from the rear legs.

Horsemanship: Knight: Base Skill: 40%/30%+5% per level of experience.

Combat: All bonuses are in addition to other combat skills, weapon proficiencies, or attribute bonuses. Applies to the rider, not the horse. The rider gains a combat advantage from the height and speed of being mounted.

- +1 on initiative when on horseback.
- +1 to roll with fall or impact when knocked from a horse.
- +2 to parry or dodge while on horseback.
- Inflicts +1D6 to damage when on horseback.
- Charge attack (running horse) with a lance, pole-arm or spear: *+2D6* damage. The attacker must roll under the second percentile number to avoid being dismounted. Charge attacks count as two melee actions/attacks.
- Horse attack: This indicates that the rider is skilled enough to remain saddled while he attacks and has his horse rearing or kicking in simultaneous attack (roll under second percentile number). Damage from the kick of a horse will vary with the size and breed of the animal; generally 2D6 from the front legs and 4D6 from the rear legs.

Horsemanship: Palladin: Base Skill: 45%/40%+5% per level of experience.

Combat: All bonuses are in addition to other combat skills, weapon proficiencies, or attribute bonuses. Applies to the rider, not horse. The rider gains a combat advantage from the height and speed of being mounted.

- +1 on initiative when on horseback.
- +2 to roll with fall or impact when knocked from a horse.
- +2 to parry or dodge while on horseback.
- Inflicts +6 to damage when on horseback.
- Charge attack (running horse) with a lance, pole-arm or spear: +3D6 damage. The attacker must roll under the second percentile number to avoid being dismounted. Charge attacks count as two melee actions/attacks.
- Horse attack: This indicates that the rider is skilled enough to remain saddled while he attacks and has his horse rearing or kicking in simultaneous attack (roll under the second percentile number). Damage from the kick of a horse will vary with the size and breed of the animal; generally 2D6 from the front legs and 4D6 from the rear legs.

Horsemanship: Exotic Animals: Basically the same as the *general horsemanship* skill, except that the character is experienced in riding other types of "tame" animals. This can include elephants, camels, lamas, pegasus, gryphons, dragondactyls, melech, giant insects, and other monstrous beasts trained (or willing) to be riding animals. Wild, untamed creatures cannot be ridden (except by druids and others with special animal skills). **Base Skill:** 30%/20%+5% per level of experience.

Note: Characters with the traditional "horsemanship" skill for riding horses and other very horse-like animals can quickly figure out how to ride exotic and alien riding animals, but at a skill penalty of -12% to ride ground/running animals and -16% to ride flying or tree climbing and leaping animals. Similarly, beings from other dimensions not familiar with riding the fast and sleek Earth horse are -10% to ride them.

Medical

Animal Husbandry: This area of study provides the character with a knowledge of the care, feeding, breeding, reproduction, treatment and behavior of domestic animals. This includes cattle, sheep, goats, horses, ducks, chickens, and similar creatures (see horsemanship for breeding horses). The percentile number indicates the degree of knowledge and skill one has about animals and their care. Reduce the skill ability by half when caring for captive or injured wild animals. **Base Skill:** 35%+5% per level of experience.

Biology: Basic understanding of anatomy, physiology, reproduction, animal behavior, how to identify and classify new organisms, and the location, identification and function of known internal organs in man and many humanoids, monsters and animals. The character can also perform autopsies and remove and preserve specimens. **Base Skill:** 30%+5% per level of experience.

Brewing: Is the making of fermented alcoholic beverages from grains or fruits. This specifically includfes wine, mead, ale, beer and moonshine. Stronger alcohol, such as brandy, rum, and whiskey, are not included, nor are champagnes or fine wines. The first percentile number indicates the chance of success (a failed roll means a ruined batch of booze). The second indicates the quality of the brew — the higher the number rolled the tastier the drink). **Base Skill:** 25%/30%+5% per level of experience.

First Aid: Rudimentary medical treatment which includes how to stop bleeding, bandage wounds, administer CPR/artificial respiration, and the treatment of fevers, rashes, minor burns and minor cuts, bruises and injury. **Base Skill:** 30%+5% per level of experience.

Holistic Medicine: Training in the recognition, preparation, and application of natural medicines usually made from plants and their parts (roots, leaves, fruit). The holistic doctor is basically a natural pharmacist and naturalist who creates drugs from vegetation and studies common ailments. The character can find and use plants to create salves, balms, ointments, and lotions to soothe burns, boils, rashes, and insect bites, and reduce swelling, as well as create local anesthetics, and to heal wounds faster (twice as quick as normal). Potions and tonics are created to settle upset stomachs, reduce pain, negate poison, and induce drowsiness or hallucinations. The individual can also make alcohol, herbal poisons (hemlock and mandrake for example), and antidotes for herbal poisons.

The student of herbology also has a good knowledge of plant lore, when and where to find healing plants, edible fruit, berries, roots, and bark, as well as how to use and/or avoid dangerous flora. The character can also preserve foods and knows how to set and mend bones, bandage cuts, stop bleeding and suture cuts.

Note: Plants are seasonal and the right root or leaf may not be readily available at certain times of the year/season, or may be found exclusively in remote regions or distant places. Game Masters should use a certain amount of common sense and drama with this skill. **Base Skill:** 30/20%+5% per level of experience. The first percentage number is the herbologist's ability to accurately diagnose the problem. The second percentage number is the healer's skill at successfully treating the problem with herbs and make healing teas, tonics and salves. A failed roll means the treatment or concoction did not work. **Modifiers:** -10% to treat disease, infection, and poison, -20% to treat internal injuries, -15% to cauterize, -10% to treat monster races (wolfen, ogres, trolls, etc.), -30% to treat alien creatures; cannot perform surgery or amputation. **Bonus:** This skill provides a bonus of +10% to the *brewing* and *preserve food* skills.

Surgeon/Medical Doctor: The surgeon of the Palladium World is a primitive version of our own modern, medical doctor. The character is a trained *surgeon* with a knowledge of anatomy and a basic under-

standing of infection, the symptoms of disease and biology (also see holistic medicine).

Areas of training include: medical disciplines, code of ethics, physiology (muscle, tissue/skin, bones, respiratory system, blood, body fluids), basic pathology (disease, its structure and function; very limited compared to modern medicine), rudimentary pharmacology (use, reaction, and interaction of common herbs, ointments and potions), and techniques and methods of data collection. However, the main focus is on surgery.

Surgery includes the precision use of knives and scalpels for medical purposes, sewing cuts closed, removing warts and growths, delivering babies (by C-section if necessary), realigning and set broken bones, amputating limbs, cauterizing wounds, surgically removing foreign objects (i.e. arrows, etc.), stopping bleeding, surgically stop internal bleeding, repair internal injuries, and the general treatment of wounds and disease.

Base Skill: 30/20%+5% per level of experience. The first percentage number is the surgeon's ability to accurately diagnose the problem. The second percentage number is the doctor's skill at successfully treating the problem. **Modifiers:** -20% to treat disease, -15% to treat internal injuries and infection, -15% to amputate and cauterize, -10% to treat monster races (wolfen, ogres, trolls, etc.), -30% to treat alien creatures. Reduce skill ability by half when trying to use or negate poisons and herbs (not applicable if holistic medicine is known). **Requirements:** Must take the biology skill; mathematics and holistic medicine are helpful but not required.

Military

Camouflage: The skill of concealing a fixed base position, campsite, wagon, crates, siege weapons, equipment or individual, using natural or artificial materials. A fair amount of time is involved in the preparation of a large position. Large nets, rope, cut branches and underbrush are used most often in camouflage. This skill is also used to conceal traps. **Base Skill:** 20%+5% per level of experience. Sounds or odors coming from the place of concealment will negate even the best camouflage and lead enemies right to it.

Falconry: The art of training and handling falcons, and other birds of prey. The use of these animals is much more limited than many fantasy gamers would believe. Falcons were used specifically for the entertainment of the rich and hunting game fowl. A standard hunt would entail a game bird, such as a quail, pheasant, duck, etc., being flushed out into the air by dogs, and the falcon released to strike it down.

Players take note! For game purposes, let us presume that these avian predators can be trained to pursue and attack any, visible, flying foe or target, strike down other birds, and return it to its master. Let us further suppose that they can be trained to strike at any "moving" target that they are directed at. This means a falcon could be sent to fly in the face of an opponent and slash at him with its claws for up to two attacks per melee round before returning to its master or flying into the sky. These trained birds respond to hand signals and whistles. They are trained to strike and return, little more. Under no circumstance can these birds fly alongside its master or follow even simple instructions — this is a dumb bird, not a dog with wings.

Note: Falcons or any uncaged bird *cannot* be taken into underground dwellings or inside buildings without panicking. This is one reason they are always blinded with a leather hood. Another reason is that they instinctively attack any small, moving prey and are easily startled. Furthermore, it is impossible to engage in combat with a falcon on one's wrist or shoulder without injuring the falcon or oneself.

Trainers must roll two out of three successful rolls to succceed in training their bird. Failure means that the animal cannot be broken of bad habits and training is a general failure. **Base Skill:** 30%+5% per level of experience.

Field Armorer: This is a somewhat simplistic version of a weapons engineer and assistant blacksmith. A competent field armorer can maintain, fix, and modify body armor (a successful roll and 1D4 hours of work with a blacksmith facility restores 30% of lost S.D.C.). In addition, the field armorer can patch holes in armor or metal pots, make arrows and arrowheads, sharpen blades/weapons, and make horseshoes and basic metal items (including nails, spikes, chain links, simple rings, and horseshoes). He can also deactivate, reset and fix simple traps (roll for each attempt). **Base Skill:** 30%+5% per level of experience.

Heraldry: A surprising number of players have inquired about heraldry or coats of arms, so we include a brief description courtesy of Michael Kucharski:

The heraldry skill is really two-fold. First, it offers political knowledge regarding ruling governments/powers, kingdoms and royal families. The heraldry symbols are often .genealogical and political stamps that can reveal a great deal to those familiar with world politics and political intrigue. Such emblems can reveal at a glance what kingdom the wearer represents, his royal family, social status, reputation, military strength, wealth, etc.

The second is the ability to correctly create (or devise) or blazon a heraldic mark in accordance to the rules of the land and court. Punishment for stealing or forgery of another's insignia can be quite severe, and can lead to lengthy imprisonment, torture, or death at the hands of an irate noble, knight or royalty.

Base Skill: 15%/20%+5% per level of experience. The first number indicates the character's ability to recognize and interpret the political significance of a coat of arms (as described above). The second number indicates the character's ability to recognize whether the emblem is correctly emblazoned, as well as to make a proper coat of arms himself (as described below). Add a +5% bonus if the character also has the *intelligence* skill.

The Arms of a Realm and its monarch are the same and one. Such arms are called "Arms of Dominion." As these are the arms of the living symbol of a people, new dynasties abandon their family arms and assume those of the realm. Arms of Dominion mark the public authority of the crown and must not be used by private citizens.

Occasionally, dynasties retain family arms and combine them with The Arms of Dominion. This is more often done by those given one of the following:

A. Large Territorial Fiefs

B. Positions at Institution

C. Appointments (chamberlain, butler, etc.)

In cases of disputes, the king would give authority to the Lord High Constable and/or the Earl Marshall to judge such matters. Aside from the army, who may bear the kingdom's arms, only the king's heralds, in the performance of their duties, or sometimes greater nobles, wear their master's coat.

Family Crests: A noble/knight in full armor is unrecognizable, so each wears a badge, coat, flag, etc., by which he can be identified as friend or foe. When it is a coat/cloak worn over one's armor, it is called his "Coat of Arms." This identifying decoration or emblem is also frequently displayed upon banners, wall hangings, shields and horsecloths.

The rules of Heraldry are simple:

1. No two men in the same region can wear the exact same coat of arms (as these are personal symbols, marking an owner's possessions and rank).

2. Even a legitimate son cannot wear his father's "arms," but must put a mark upon it, altering it slightly. Upon the father's death, the eld-

est son inherits the father's coat of arms from him. Younger sons and their descendants have to make some sort of permanent change at this time; this is called *differenceing.*

- Changing Colors
- Changing colors to metal and metals to color.
- Adding a new device/emblems or border or both.
- Any combination of the above.

Illegitimate offspring must have a special mark of difference or an entirely new coat alluding to their sire's. Daughters and wives are allowed to wear their father's coats when they marry. They place their arms besides their husbands on his shield (this is called *impaling).*

If a son wishes to use his mother's "arms" without modification, he must also take her surname or he must "quarter his shield"; equally exhibiting the arms its owner has inherited.

If no sons are born, daughters become heir to the arms, which can be placed in the middle of their husband's shield. This is called *Escutcheon ofPretense.*

If a man had several daughters but no son, then all his grandchildren could eventually quarter his arms with their father's. The shield may be quartered (evenly) indefinitely.

Interrogation Techniques: This skill is common among policemen, intelligence officers, and assassins/spies/bounty hunters. The character knows the techniques to get information from (typically unwilling) subjects. This includes such old methods as "good cop, bad cop" (one interrogator is threatening and intimidating, the other is sympathetic and friendly), deceiving and misleading the subject into giving away information, and similar methods. The character also can judge if the subject is lying (the game master might assess bonuses and penalties depending on how good a liar the subject is, and/or on the victim's M.E., M.A. and P.B; the higher any or each of these, the more convincing the lies). This skill also includes some basic knowledge on methods of torture, from basic tactics like depriving the subject of sleep, to the old "medieval" instruments, and drugs. **Note:** Only evil characters will engage in torture routinely. **Base Skill:** 20%+5% per level of experience.

Military Etiquette: This skill grants a basic understanding of the way the military works, including basic rules of behavior (when to salute, how to address superiors/subalterns, etc.), common routines, basic military procedures, standard issue weapons, common attack and defense formations, the chain of command and how to deal with military bureaucracy, who to contact to get things done, and other useful information. **Base Skill:** 35%+5% per level of experience.

Recognize Weapon Quality: The ability to determine the level of a weapon's quality, including craftsmanship, weight, balance, edge, metal strength, and so on. The character can also recognize if the weapon is crafted by a dwarf, kobold or other master weaponsmiths, and if it *may* have bonuses to strike, parry or damage, or other special (magic) properties. Although the person may be able to tell that a weapon is superbly crafted, with bonuses, it is impossible to determine *exactly* what these bonuses are until used in combat or intense practice. **Base Skill:** 25%+5% per level of experience.

Surveillance: The study of the operation, methods, and techniques used in surveillance and taking a strategic position. Including the use of common magic items, magic potions, and magic scrolls/spells. This skill also includes the art of *tailing,* or following someone without being noticed, and includes stake-out procedures and some basic stealth practices (same as prowl). A failed surveillance roll indicates that the tail was spotted and the subject of surveillance is aware of being followed/observed. **Base Skill:** 25%+5% per level of experience. **Bonuses:** +5% to recognize others in disguise, and +5% on the following skills (if known): disguise, detect ambush and imitate voices/impersonation.

Physical

Special Note: One of the unique aspects of this RPG system is that the player can build and increase his or her character's physical attributes (P.S., P.P., P.E., Spd., S.D.C.) by selecting physical skills that will build and develop the body's muscles and endurance. ALL attribute and skill bonuses are accumulative. However, a specific physical skill may only be chosen once, including hand to hand combat skills.

There are four major kinds of fighting techniques available to the characters. Boxing and wrestling adds to the techniques and power of a specific hand to hand training. **Note:** Characters without combat training start with only one hand to hand attack per melee round, but get a second attack at level one, six and twelve.

Hand to Hand: Basic: Provides elementary fighting techniques and methods of attack and self-defense as taught in military basic training or in self-defense classes. See the combat section for a listing of specific abilities.

Hand to Hand: Expert: An advanced form of self-defense and unarmed combat usually taught to commandos. See the combat section for a listing of specific abilities.

Hand to Hand: Martial Arts: This is a form of extensive combat training that teaches advanced hand to hand combat, often learned from an early age (similar to oriental fighting regimens like karate, kung-fu, etc.). Martial arts training is typically limited to monks, palladins and a handful of other men at arms O.C.C.s. See the combat section for a listing of specific abilities.

Hand to Hand: Assassin: This is an advanced form of combat with an emphasis on immobilizing or killing one's opponent quickly. Typically, the character must be evil or anarchist to select this skill. See the combat section for listing of specific abilities.

Acrobatics: Aerial feats of agility and strength, such as walking a tightrope, high wire, trapeze, and stunts performed above ground. Other physical abilities include rolls, somersaults, leaps, and falls. Provides all of the following:

Automatically gets climb/rappel skill; +5% to rappel.
40%+5% per level — Sense of balance
30%+3% per level — Walk tightrope or high wire
30%+5% per level — Back flip
+1 to roll with punch, fall or impact.
+1 to P.S.
+1 to P.P.
+1 to P.E.
+1D6 to S.D.C.

Athletics (general): Training in, and enjoyment of, vigorous exertion for competitive sports, exercises, and contests of strength, endurance, and agility. Provides the following bonuses:

+1 to roll with punch or fall.
+1 to P.S.
+1D6 to Spd.
+2D4 to S.D.C.

Body Building & Weight Lifting: The building of muscle tone and body strength through weight lifting and exercise. Provides the following:

+2 to P.S.
+10 on S.D.C.

Boxing: The classic art of fighting with fists. Training helps build the body and reflexes. Skilled boxers will automatically knockout opponents on a roll of a natural twenty. The victim of a knockout will remain unconscious for 1D4 melees rounds. Unlike normal knockout/stun, the player with the boxing skill does not have to announce that he is trying

to knockout his opponent before making a roll to strike. The following bonuses are provided:

+One additional attack per melee round.

+2 to parry and dodge.

+1 to roll with punch or fall.

+2 to P.S.

+3D6 on S.D.C.

Climb/Scale Walls: Knowledge of the tools and techniques for climbing up sheer surfaces, be they natural mountains or man-made. Players should roll once for every 20 feet (6.1 m) of a vertical climb. If the roll fails, it means he is losing his grip; however, every "skilled" climber gets a chance to regain his grip, roll again. Two consecutive failed rolls means the character falls. **Base Skill:** 40%+5% per level of experience.

Rappelling is a specialized, rope climbing skill used in scaling walls, towers, and cliff facings. For game purposes, rappelling will include ascending and descending climbs. **Base Skill in rappelling:** 35%+5% per level of experience.

Forced March: Practiced training in uniform marching with a full field pack and weapons. The marching is done at an even pace and rhythm that enables the marchers to cover great distances on foot at a faster than normal pace. Increase the normal physical endurance rate as to *how long* an activity like marching can be maintained by five times; applicable only to forced marches/travelling. Maximum speed on a forced march is roughly 60% of one's speed attribute and enables a large group of dozens to hundreds of soldiers to travel at the same consistent pace; suitable for everybody in the group (never less than a speed of 8). Likewise, this skill trains soldiers to make coordinated charges and maneuvers, including spear runs, spear and shield placement, and so on.

Gymnastics: Learning to do falls, rolls, tumbles, cartwheels, somersaults and to work the parallel bars and rings. This sport builds great upper body strength, grace, and balance. Provides all of the following:

Automatically gets climb/rappel skill.

Kick attack at first level; does 2D6 damage.

30%+5% per level — Sense of balance

30%+3% per level — Work parallel bars & rings

40%+5% per level — Back flip and somersault

+2 bonus to roll with punch, fall or impact.

+1 P.S.

+1 to P.P.

+2 to P.E.

+2D6 to S.D.C.

Juggling: The ability to toss "up" a number of objects, such as balls, clubs, knives, lit torches, and almost any small objects, and keep them continuously in the air with fast hand movements. It is used for the entertainment of others and to develop greater hand-eye coordination; +1 on initiative roll. **Base Skill:** 35%+5% per level of experience.

Prowl: This skill helps the character to move with stealth; quietly, slowly, and carefully. Techniques include balance and footing, short steps, pacing, body positioning, prone positions for low visibility, and crawling. A failed prowl roll means that the character has been seen or heard. If the prowl roll is successful, then the character is not seen or heard and may make a sneak attack or spy. **Base Skill:** 25%+5% per level of experience.

Running: A routine of running and exercise to build running speed and endurance. Provides the following:

+1 to P.E.

4D4 to Spd

1D6 to S.D.C.

Swimming: The rudimentary skill of keeping afloat, diving, swimming and lifesaving techniques. The percentile number indicates the overall quality of form as well as skill of execution. A character can swim a distance equal to 3x his P.S. in yards/meters per melee round 1 (15 seconds). This pace can be maintained for a total of minutes equal] to his P.E./endurance. **Base Skill:** 40%+5% per level of experience.

Wrestling: Wrestling is more of a sport than a combat skill, but it j does provide some useful combat moves and bonuses.

Wrestling Special Moves:

1. Body block/tackle does 1D4 damage (double if the wrestler is 8 to 12 feet/2.4 to 3.6 m tall, and 3D6 damage if larger). The opponent must dodge or parry (push away/deflect attacker) to avoid being knocked down. If knocked down, the opponent loses one melee attack/action and initiative for the rest of that round.

2. Pin/incapacitate on a natural roll of 18, 19, or 20. This means that the wrestler can hold his opponent in such a way that his opponent cannot physically attack or move. However, the character who is using the "pin" hold cannot attack or move without releasing his opponent.

3. Crush/squeeze does 1D4 damage per squeeze attack (double damage if 8 to 12 feet/2.4 to 3.6 m tall, and 3D6 damage if larger). Each "squeeze" counts as one melee action/attack.

Wrestling Bonuses:

+1 to roll with punch, fall or impact.

+1 to P.S.

+4D6 to S.D.C.

Rogue & Thief Skills

Card Shark: A skill that involves the manual dexterity of hand and finger manipulation to perform tricks, palming, and other gimmicks of sleight of hand with playing cards. This includes dealing from the bottom or middle of the deck, stacking a deck (to the card shark's favor), hiding cards up the sleeve (and elsewhere), fancy and impressive methods of shuffling and dealing the cards, as well as card counting and understanding the odds. A failed roll means the character has fumbled the trick or was too obvious and is caught cheating! **Base Skill:** 24%+4% per level of experience. Add +4% if the character also has the *palming* skill.

Concealment: The practiced ability to hide small items on one's body or in hand, usually by continually moving it around from hand to hand or place to place unnoticed. Objects *must* be no larger than 14 inches in height or length, and six inches in width. The weight must also be 10 pounds or less (4.5 kg). The smaller and lighter the object, such as a knife, gem, key, credit card, etc., the easier it is to conceal (add a bonus of +5%). Larger items, such as a book, scroll, club, statue, or similarly large or heavy object, are more difficult to conceal on one's person for obvious reasons. **Base Skill:** 20%+4% per level of experience.

Locate Secret Compartments/Doors: Vaguely similar to the espionage skill of *detect concealment,* this skill focuses specifically on finding and opening trap doors and secret compartments constructed within buildings and furniture. The character is familiar with all standard types of trap doors, hidden floor and ceiling panels, secret rooms, and secret passages, as well as the usual methods of opening them. This gives the character a solid idea of where such secret doors are most likely to be found, how to identify and access them, and their typical construction and design. This knowledge also includes finding secret compartments concealed and built into furniture, boxes, toys, the heel of a boot, clothing, and other objects. It takes about 2D4+6 minutes to properly search the walls and floors of a 10 foot (3 m) square area or any one piece of furniture or object. Roll once to locate and again to open it. **Base Skill:** 15%+5% per level of experience. Add a bonus of +5% if the character also knows *carpentry* and another +5% if he has the *general repair* or *field armorer* skill. Reduce this skill by half when trying to detect camouflage and other forms of concealment. Also reduce by half if an attempt is made to deactivate or safely trigger a trap.

Palming: Simply the ability to pick up and seemingly make a small object, such as a coin, key, playing card, dagger, etc., disappear by concealing it in one's hand. Adds a bonus of +5% to the pick pocket and card shark skills. **Base Skill:** 20%+5% per level of experience.

Pick Locks: The character knows the methods and tools for picking/opening key and basic tumbler type locks. The character can also try to deactivate a trap if he *knows* about it in advance, but does so at half his normal lock picking skill ability.

It takes 1D6 melee rounds for each attempt to pick a lock. A failed roll means the lock holds; try again. A second failed roll means that the lock is beyond the character's present skill level and cannot be opened! The character can try again after a week or so but at -10% (psyched out). He can also try again at full skill proficiency after reaching a new level of experience. **Base Skill:** 30%+5% per level of experience. The character can try to *deactivate traps* without triggering them at half his normal skill ability.

Pick Pockets: An ability to remove items form a person without their being aware of it. If a pick pocket attempt fails, the item has NOT been removed and there is a 67% likelihood of the intended victim recognizing the intent of the action. **Base Skill:** 25%+5% per level of experience. The character can try to *deactivate traps* without triggering them at one-third his normal skill ability.

Prowl: This skill helps the character to move with stealth; quietly, slowly, and carefully. Techniques include balance and footing, short steps and pacing, rifle positioning, prone positions for low visibility, and crawling. A failed prowl roll means that the character has been seen or heard. If the prowl roll is successful, then the character is not seen or heard and may make a sneak attack. **Base Skill:** 25%+5% per level of experience.

Streetwise: This skill instills an understanding of the darker side of city life and the scoundrels who roam those streets. The streetwise character will be able to recognize gang members and bandits by their actions and philosophies, gang colors (emblems and clothing that denote membership to a particular organization), gang symbols and mannerisms, and dangerous locations and gangland haunts. The individual will also recognize a potential brawl situation, assess a bandit or gang member's rank/power in the organization, and know some of the hangouts, modes of operation, practices, ethics, and perhaps even notorious criminal leaders of the more infamous gangs.

This skill also includes the ability to recognize and locate fences, pawnshops, drugs and arms dealers, thieves and thieves' guilds, thugs for hire, places of ill repute, and similar criminal and illegal outfits. Base **Skill:** 20%+4% per level of experience.

Use & Recognize Poison: People with this skill are trained in the use of poisons and toxins of all types. This includes the use and preparations of poison from plants, roots, mushrooms, animals and insect venom, and other deadly substances, as well as antidotes. Types of poisons include ingestive (must be eaten), contact (is absorbed through the skin) or blood (enters the bloodstream by cut or injection). The use of poison can be dangerous. The first percentile number indicates the success ratio of using and administering poison carefully and properly. If the person fails to make his success ratio, there is a 1-30% chance of having inflicted himself (is an antidote handy?). The second number indicates the character's ability to recognize food, drink or items that have been poisoned. **Base Skill:** 24%/16%+4% per level of experience. Add +4% if the character also knows *holistic medicine.* **Restriction:** Only characters of an evil and anarchist alignment can use poison to inflict bodily harm on others. Also note that many poisons inflict damage and cause ailments and pain, but do not automatically or instantly kill the victim.

Ventriloquism: The practiced ability to throw one's voice. This can be used to create the illusion of not speaking while making a voice or verbal noise appear to be coming from someone something else, such as a puppet, a tree, box, chair, etc. Maximum range is 10 feet (3 m) away. A failed roll means the voice is not well thrown or the ventriloquist's mouth is seen moving, so the trick does not work. **Base Skill:** 16%+4% per level of experience.

Science

In the Palladium World, the majority of people can not read or write. Most of the science skills require literacy as a prerequisite skill. Consequently, most science (and many technical) skills are limited to scholars, nobility, priests, and men of magic. Anthropology (everything can be committed to memory) and mathematics are the only exceptions.

Anthropology: This is the behavioral study of man and other intelligent life forms and their environments. Studies include societies, customs and beliefs, religions, political structures, as well as rudimentary history and archaeological backgrounds. It is important to note that anthropology is more concerned with the study of modern races and societies than it is with ancient ones. This knowledge is especially important when dealing with other races and cultures in the present time, so as to avoid accidentally breaking taboos or codes of behavior. It will also tell the anthropologist whether he may be dealing with a dangerous people (hate humans, fear technology or magic, are cannibals, worship demons, etc).

Areas of anthropological study are divided into six categories. Each *category of study* requires one skill selection. 1. Humans (all), 2. Ancients (includes elves, dwarves, titans, kobolds, and changelings); 3. Wolfen (includes coyles, kankoran, and bear men); Giants (all true giants and trolls); 4. Subterranean (includes dwarves, kobolds, goblins and troglodytes); 5. Monster Races (intelligent monsters like ogres, orcs, sphinx, minotaur, etc.); and 6. Jungle People (all known races of the Yin-Sloth Jungles). **Base Skill:** 20%+5% per level of experience.

Archaeology: This is the scientific study of relics of *ancient civilizations* (including elves, dwarves, kobolds, titans, changelings, and the Old Ones) by excavation and analysis of artifacts. Studies include proper excavation (digs) techniques, preservation, restoration, and dating methods, as well as rudimentary history.

The character can also ascertain whether the item is an ancient artifact or a recent copy, and therefore authentic or a forgery. This also means he can estimate its value and in which kingdoms it might get the best price. **Base Skill:** 20%+5% per level of experience.

Astronomy & Navigation: The study of the stars and other celestial bodies, their movements, positions, cycles, alignments, and interrelations with the earth and each other (including the ebb and flow of mystic energy along ley lines). Training includes reading maps and star charts, course computation, following landmarks, and the use of navigational equipment. Includes land, air, and water navigation, as well as piloting by the stars and instruments alone. This ability is ideal for sailors and characters who can fly.

A failed roll means the navigator is off course. To determine how many miles/kilometers off course, roll...

2D6 miles when traveling on foot.

1D6x10 when travelling by horse/animal.

2D4x10 when flying or using a boat.

Roll once for every hour that one travels in uncharted territory or seas. **Base Skill:** 30%+5% per level of experience. **Requires:** Basic mathematics and literacy to use instruments, read maps, and to chart a course by the stars. Also see Land Navigation under the Wilderness Category.

Biology: See Medical Skills.

Botany: Plants, their identification, categories and functions, and growth are studied extensively. Characters will know how to farm, grow and cultivate plants, cross-fertilize and germinate plants, recognize plants and foods made out of them, make food out of plants, as well as growing experimental plants. Plus identify plants that are edible, poisonous or which are known to have herbal qualities. **Base Skill:** 25%+5% per level of experience.

Mathematics - Basic: Knowledge of basic math, including the ability to count, addition, subtraction, multiplication, division, and fractions. **Base Skill:** 45%+5% per level of experience.

Mathematics - Advanced: Knowledge of all basic and advanced mathematics, including algebra, geometry, trigonometry, calculus, and techniques for advanced mathematical formulae. **Base Skill:** 45%+5% per level of experience.

Note: Literacy, language and writing are found under *Scholar, Nobel & Technical* skills. Healing skills are found under *Medical* skills.

Scholar, Technical & Noble Skills

Art: The ability to draw, paint or do craft-work. Taking the skill twice indicates a professional quality and gets a bonus of +10%. Selecting it once, indicates a talented amateur. **Base Skill:** 35%+5% per level of experience.

Breed Dogs: The first percentile number indicates the art of raising, mating/breeding, taming and training domestic and wild canines, as well as a knowledge about canines in general.

The second percentile number is used to attempt to tame a wild canine, teach a dog tricks, or to train the animal for a specific task like tracking, retrieving, pointing, herding animals, attack on command, and so on. A failed roll means that the animal refuses to learn that particular trick or specialty. Note: These are trained work animals or pets, not familiars. **Base Skill:** 40%/20%+5% per level of experience.

Gemology: Skill in identifying and appraising the value of precious metals (silver, gold, etc.) and stones (jade, ruby, sapphire, diamond, etc.). This ability also enables the person to identify fakes, but at a penalty of -10%. A failed roll means the character cannot tell whether or not the item is fake or real, or its value is grossly under or overestimated. **Base Skill:** 25%+5% per level of experience.

General Repair/Maintenance: Not everyone can be a blacksmith or a carpenter, but many are good with their hands and capable of doing satisfactory repairs on simple mechanisms, gears, pulleys, wheels, and so on. General repair/maintenance skill includes: sharpening blades/weapons, sewing tears in sails and clothes (it may not look pretty, but does the job), replace a wagon wheel, repair furniture, paint, varnish, and assist in basic woodworking, and even do minor patchwork on armor (restores 2D6 S.D.C.).

Roll once to see whether the character can figure out what's broken, what must be done to fix it, and whether it's beyond his meager abilities. Roll again to determine success or failure in making the actual repair. If failure, the player may try again. **Base Skill:** 35%+5% per level of experience. Reduce skill proficiency by half if the item is extremely complex or alien.

History: This is a basic historical knowledge of the known world with an emphasis on the major racial groups: humans, dwarves, elves, and three of choice, as well as a familiarity with the famous *Tristine Chronicles.* A person with this knowledge is likely to recognize the activities and trademarks of these races whenever they are encountered. The elective can be chosen twice; the second time, six additional races of choice can be selected as areas of knowledge. The base skill percentage indicates the approximate degree of information the character has learned or can remember. **Base Skill:** 30%+5% per level of experience.

Language: See the description under the *Communication & Performing Arts* category.

Literacy: In the Palladium world, literacy is a luxury, not a necessity. Many men of arms, adventurers and most common folk are totally illiterate. Even those who can read and write are not necessarily well practiced in either. Furthermore, many languages, like Gobblely, Faerie Speak and Giantese, don't use the written word; see the *language skill* for details on specific races, the tongue they speak and whether or not there is a written form. **Base Skill:** 30%+5% per level of experience.

Lore — Demons and Monsters: This is the study of demonic creatures, supernatural fiends and known monsters throughout the ages and around the world. It includes the beliefs of ancient and primitive cultures, demons, deevils, vampires, were-beasts, ghosts, specters, monstrous gods and demigods, their known habits, appearance, weaknesses, strengths, powers, and abilities, as well as possession, places of magic, places of reputed demonic habitation or attraction, and legends. The master of demon lore may be able to identify a particular type of monster by hearing its description, or a description of its actions, seeing a

drawing or footprint, or by how it acted, killed, or the exhibition of its powers. **Base Skill:** 25%+5% per level of experience.

Lore — Faerie Folk: This skill is effectively the same as the previous demon and monster lore skill, except that the emphasis of the study is on faerie folk. Since as long as anybody can remember, faeries have existed. Their playful antics, pranks, magic foods and mischief are legendary around the world. This area of lore provides the character with an in-depth knowledge of faerie folk, their ways, magic, magic foods, practices, rituals, favorite pranks, likely places of encounter (wilderness areas, ley lines and nexus points), methods of thwarting their magic and keeping them at bay, and how to survive an encounter with them (with minimal damage). Faerie folk include faeries, sprites, pixies, brownies, spriggans, nymphs, leprechauns, bogies, toad stools, pucks, kelpies, mermaids, merrows, goblins, and a handful of other creatures of magic. **Base Skill:** 25%+5% per level of experience.

Lore — Geomancy or Ley Lines: A study of ley lines, burial mounds, places of power, megaliths, and geomancy beliefs, past and present. Geomancy and ley lines are the belief that certain places on earth are polarized with an unknown energy or forces that can heal, cause paranormal phenomena, attract supernatural forces, or open dimensional gateways. The study includes "known" locations of such places, as well as the many theories behind them and the legacy of legends, mysteries, disappearances and dangers linked to each. The skill will provide the character with insight about the areas and enable him/her to recognize specific, known places of power, as well as to recognize unknown megalithic markers of these revered or feared places. **Base Skill:** 25%+5% per level of experience.

Lore — Magic: This area of study does *not* give the character any magic powers or the ability to read magic symbols. What it provides is *general* information about magic, magic items of myth and legend, and creatures of magic. For example, a character with this skill knows about the general powers and abilities of infamous magic creatures such as the various types of dragons, sphinxes, unicorn, and so on. He also knows what the main types of magic are on the Palladium World, such as spell casting, summoning/circles, diabolism/symbols, rune magic, witchcraft, necromancy, and so on. Likewise, the character is likely to know about legendary and renowned magic items, weapons, places, and legends. Although the character cannot read runes or mystic symbols, he should be able to recognize whether the symbol is a real magic ward, rune, circle or warning.

The following abilities come with this scholarly *layman's* skill: **Base Skill (general knowledge):** 25%+5% per level of experience. **Recognize magic wards, runes and circles:** 15%+5% per level of experience. **Recognize enchantment:** i.e. magic items, people under charms and curses, etc.; 10%+5% per level of experience.

Lore — Religion: A comprehensive study of the world's religions, past and present, their beliefs, rituals, holy places, pantheons of deities and supernatural creatures (demons, spirits, angels), stories of creation, myths and legends. The skill will help the character recognize specific rituals, their purpose, the deity(s), icons, and similar information. A player may choose six specific religions (pantheons, churches, sects or cults) in which he has this knowledge. Selecting the skill a second time enables the character to select an additional six religions or pantheons. The percentile number indicates the degree of knowledge one has about a particular religion and his ability to remember it. **Base Skill:** 30%+5% per level of experience.

Masonry: A rudimentary understanding of the principles of bricklaying and stone construction. The percentile number indicates the success ratio of recognizing deterioration, improper construction, the intended purpose of construction, styles of masonry, approximate age or period of construction, identify dwarven and human construction, and general data about mason guilds. The character can also mend masonry and assist in construction and demolitions. **Base Skill:** 30%+5% per level of experience. The masonry skill adds a bonus of +5% to locate secret compartments when both skills are known.

Rope Works: This is a skill that takes into account the various needs and uses of rope. The character knows a variety of ways to tie knots, the advantages to various types of ropes and cords, their tensile strength and how to weave/make rope. A failed roll to tie a knot means that it is loose and sloppy and easy to untie, slip out of, or likely to unravel or snap when strained. **Base Skill:** 30%+5% per level of experience. Characters bound/tied by this character are -10% to escape/slip knots.

Sailing: A rudimentary knowledge about sailing vessels, large and small, as well as the terms and principles of sailing. **Base Skill:** 35/20%+5% per level of experience. The first number is for small sailing vessels, the second for piloting ships.

Sculpting & Whittling: The art of molding or carving a three dimensional figure, object or design out of clay, stone or wood. The percentile number indicates the quality of technique and appearance. Taking the skill twice indicates a professional quality and gets a bonus of +10%. Selecting it once, indicates a talented amateur. **Base Skill:** 30%+5% per level of experience.

Writing: See the description under the *Communication & Performing Arts* category.

Weapon Proficiencies

A note about Weapon Proficiencies (W.P.): Each W.P. provides combat training with a particular type of weapon. The result is hand to hand combat bonuses to strike and parry whenever that particular weapon is used. All bonuses are accumulative. Each W.P. counts as one skill. The character may select several W.P.s or a few. Note: Characters without a W.P. *can* use any weapon, but without benefit of the W.P. bonuses.

W.P. Archery: An expertise with the bow and arrow. Training includes the use of all types of short bows and cross bows. Note: The long bow is exclusive to the Long Bowman and Ranger O.C.C.s. Skilled archers who are *not* long bowmen can use the weapon but find it awkward, all bonuses to strike are at half, and the rate of fire is equal to the archer's normal hand to hand attacks per melee (no bonus shots from the W.P.).

Archery Bonuses: Add 20 feet (6 m) to the normal effective range per level of the character, +1 to parry with that weapon (effective at level one), and +1 to strike at levels 2, 4, 6, 8, 11, and 14.

Archery Movement Penalty: The character loses all bonuses and rate of fire is half when running and shooting, flying, when riding on horse back or from a moving vehicle, or otherwise unbalanced.

Archery Rate of Fire: Two at level one, and +1 at levels 2, 3, 5, 7, 9, and 12.

Average Ranges: Does not include W.P. bonus for range.

Bow Type and Ranges	Damage Per Arrow/Weapon
Short Bow — 340 ft (104 m)	1D6 damage
Long Bow — 640 ft (195 m)	2D6 damage
Modern Compound Bow — 700 ft (213 m)	2D6 damage
Light Cross Bow — 340 ft (104 m)	2D4 damage
Heavy Cross Bow (large) — 600 ft (182 m)	2D6 damage
Pistol Cross Bow (small) — 120 ft (36.5 m)	1D6 damage

W.P. Blunt: Training with all types of blunt weapons, including maces, hammers, cudgels, pipes, staves, and clubs. **Bonuses:** +1 to strike and parry at levels 1, 3, 6, 9 and 12. +1 to strike when thrown at levels 5, 10, and 15; not designed for throwing.

W.P. Chain: Training with all types of chain weapons, including ordinary lengths of chain, the flail, ball or mace and chain, nunchaku, and similar weapons. **Bonuses:** +1 to strike at levels 1, 3, 7, 10, and 13. +1 to parry at levels 4, 8, and 12. This weapon *cannot* be used to entangle and cannot be thrown with any accuracy!

W.P. Crossbow. See archery, above.

W.P. Forked Weapons/Trident: Includes the trident, military forks, the sai, tiger fork, and other weapons with tines. **Bonuses:** Starts with +1 to strike or entangle at levels 1, 3, 5, 8, 11, and 13. +1 to parry at levels 1, 3, 6, 10, and 13. +1 to strike when *thrown* at levels 4, 10, and 15; not designed for throwing.

W.P. Grappling Hook: Trained use of a grappling hook for climbing, scaling walls (adds +5% to that skill), boarding vessels, tripping an opponent (by hooking the foot, ankle or leg. Does no damage, but knocks victim to the ground and he loses initiative and one melee attack) and impaling (does 1D6 damage). +1 to strike or entangle at levels 3, 6, 9, and 12. This weapon *cannot* be used to parry!

W.P. Knife: Training with all types of knives. **Bonuses:** +1 to strike at levels 2, 4, 7, 10, and 13. +1 to parry at levels 1, 3, 6, 9 and 12. +1 to strike when thrown, at levels 1, 3, 6, 8, 10, and 13.

W.P. Modern Weapons (guns!): Since dimensional portals and travel is a reality (although uncommon), it is possible for a character to acquire an alien *modern* weapon, and even figure out how it works. The most common problem with such weapons, is that the character has no means of repairing it, making ammunition, or recharging it. Gunpowder, explosives and energy weapons are beyond the technology of the Palladium World (although there may be magic equivalents). Consequently, most characters are likely to consider such weapons as some sort of magic item and discard it when its ammo is used up, thinking that the magic is spent.

Using a gun by the average untrained character is relatively simple: point and shoot. Each squeeze of the trigger fires one shot and counts as one melee attack/action. Normal strike bonuses from hand to hand combat skills do *NOT* apply, but bonuses from a high P.P. attribute or the targeting skill do count. **Note:** True modern weapon proficiencies can be found in any Palladium RPG with a modern or high-tech setting.

W.P. Mouth Weapons/Blowguns: Includes blowpipes, mouth darts, and other weapons that depend on a person's lungs and aim out of the mouth. **Bonuses:** +1 to strike at levels 1, 4, 8 and 12. **Rate of Fire:** Equal to the character's normal hand to hand attacks per melee round.

W.P. Net: Primarily a gladiator or slaver's skill, the net is used to trip an opponent (same as grappling hook), parry or snare/entangle. **Bonuses:** +1 to strike or entangle at levels 2, 5, 8, 11, and 15. +1 to parry at levels 2, 4, 6, 9, and 12.

In addition to the regular *entangle* attack, there are two other types of attacks possible with a net:

Snaring an opponent's weapon: The weapon becomes entangled and is pulled out of the opponent's hand. A natural, unmodified (no bonus) roll of 18, 19, or 20 will disarm an opponent in this way, unless he can roll an equally, unmodified high parry (no bonuses).

Snare one's opponent by throwing the net over him: The intended victim must *dodge* or be netted — only characters with a spear, polearm or staff can *parry* a thrown net attack. If caught in the net, the victim is -8 to strike, -10 to parry and dodge, and running is impossible. It will require 1D4+1 melee rounds to cut free of the net.

If the character dodges or the net thrower misses, it is the net wielder who will suddenly find himself weaponless. Even if the net has a drawstring attached to it, the thrower will need one melee action/attack to pull it back to him or to grab a different weapon; the throwing of a net to capture an opponent requires the use of two hands. However, if the net is being used to parry, entangle or whip an opponent, it can be used with one hand, while the other wields a sword or other weapon; parry the same as usual. Using the net as a whipping weapon does 1D4 damage.

W.P. Paired Weapons: Users of paired weapons can:

1. Strike and parry simultaneously. In other words, warriors skilled in paired weapons can often perform *two actions* for every *one melee action/attack.*

2. Twin, simultaneous strikes against the same target. Both weapons hit, but is considered ONE melee attack/action, (roll only once to strike). The defender can only try to parry *one* of the weapons in the parry! The other will strike, unless he too is using two weapons, or a weapon and a shield, and *has* the W.P. paired weapons skill.

3. Strike two different targets (or strike one and parry the other), simultaneously; both must be within reach.

4. Parry two different attackers; one with each hand.

Weapons are limited to the one-handed types and can be used in any combination; for example, two short swords, or short sword and broadsword, sword and knife, mace and shield, etc. Two-handed weapons cannot be used as a paired weapon.

W.P. Pole Arm: Training with all types of large, bladed spear-like weapons, including the glaive, sabre halberd, runka, scythe and voulge, among others. **Bonuses:** +2 damage at levels two and eight! +1 to strike and parry at levels 1, 3, 6, 9 and 12. +1 to strike when thrown at levels 3, 7, and 12; not designed for throwing.

W.P. Battle Axe: Training with all types of large axe weapons, including single blade and double headed axes and picks. **Bonuses:** +1D6 damage at level two! +1 to strike at levels 1, 3, 5, 8, 12 and 15. +1 to strike when thrown or to parry at levels 2, 4, 8, and 12; not designed for throwing.

W.P. Lance Note: The use of the lance is limited to the Knight and Palladin O.C.C.s. It is *not* normally available to other O.C.C.s. See the descriptions under *The Way of the Lance* in each of the respective O.C.C.s.

W.P. Shield: Combat skills with large and small shields used primarily for parrying and self defense. **Bonuses:** +1 to parry at levels 1, 3, 6, 9, 12 and 15. A shield can be used in one hand and a weapon in the other. +1 to strike with a shield (1D4 damage) at levels 4, 8, and 12. No bonus to strike when thrown.

Shields! The average small *wood & leather shield* has 30 S.D.C. and costs 35 gold. A small *wood & metal plated shield* has 50 S.D.C. and costs 65 gold. Small shields can be thrown about 15 feet (4.6 m), inflicting 1D6 damage. Hitting or butting somebody with a small or large shield does 2D4 damage.

A large *wood & leather shield* has 60 S.D.C. and costs 75 gold. A large *wood & metal plated shield* has 100 S.D.C. and costs 110 gold. A large *iron shield* has 130 S.D.C., costs 180 gold, but requires a P.S. of 22 or higher to use (otherwise -4 to parry). No large shield can be thrown.

Damage to shields (optional): Subtract 10% of the damage that would normally be inflicted by a weapon when blocked/parried by a shield. When all S.D.C. is gone, the shield has too many holes, cracks and weaknesses to offer protection. The next strike will punch right through or shatter it and hit the user at full force and full damage.

W.P. Siege Weapons: An understanding of the use and mechanics of siege weapons, including balista, catapult, onager and trebuchet. +1 to strike at levels 2, 5, 9, and 12.

W.P. Spear: Combat skill with large and small spears (the use of a rifle equipped with a bayonet also falls into this category). **Bonuses:** +1 to strike and parry at levels 1, 3, 5, 8, 11 and 13. +1 strike when thrown at levels 3, 6, 10 and 14.

W.P. Staff: Combat skill with large and small staffs. **Bonuses:** +1 to strike at levels 1, 3, 7, 10 and 13. +1 to parry at 2, 5, 8, 11 and 14. +1 to strike when thrown at levels 5, 10, and 15; not designed for throwing.

W.P. Sword: Combat skills with large and small swords, including fencing type training. Includes rapiers, sabers, broadswords, two-handed, and short swords. **Bonuses:** +1 to strike at levels 1, 3, 6, 9, 12 and 15. +1 to parry at levels 2, 4, 7, 10 and 13. +1 to strike when thrown at levels 4, 8, and 12; swords are not designed for being thrown.

W.P. Targeting/Missile Weapons: Expertise with a thrown weapon and proficiency with missile weapons, such as the sling, sling-shot, bolas, boomerangs, throwing sticks, throwing axes (small), throwing knives, shurikens, javelin, and spear (the use of the bow is a separate skill; see archery). **Bonuses when thrown or slung:** +1 to strike at levels 1, 3, 5, 7, 10, and 13. Characters who select both *W.P. targeting* and *W.P. bow*, or *W.P. crossbow* (See W.P. Archery), or *W.P. spear* get the usual bonuses for that W.P., plus a bonus (from W.P. targeting) of +1 to strike at levels 2, 5, and 10. **Rate of Fire:** Equal to the character's normal number of hand to hand combat attacks. **Note:** The character loses all bonuses and rate of fire is half when riding on horseback or in a moving vehicle.

Typical Effective Range & Damage per Projectile Weapon Type:

Blow-gun: 30 ft (.19 m) — 1D4 damage
Boomerangs: 60 ft (18 m) — 1D6 damage
Bow, Short: 340 ft (104 m) — 1D6 damage
Bow, Long: 640 ft (195 m) — 2D6 damage
Cross Bow, Small (pistol size): 120 ft (36.5 m) — 1D6 damage
Cross Bow, Light (rifle size): 340 ft (104 m) — 2D4 damage
Cross Bow, Large (rifle size): 600 ft (182 m) — 2D6 damage
Dart: 30 ft (. 19 m) — One point of damage.
Javelin: 300 ft (9.41 m) — normal javelin damage +1D4
Throwing Sticks and Knives: 40 ft (12.2 m) — 1D6 damage
Throwing Irons and Axes: 40 ft (12.2 m) — 2D4 damage
Spear: 100 ft (30.5 m) — normal spear damage +1D6
Sling or Slingshot: 80 ft (2.44 m) — 1D6 damage

Note: Swords, large axes, (non-throwing) knives, hammers, clubs, maces, pole-arms and most other hand-held weapons are NOT designed to be thrown. Consequently, the average *throwing* range is a mere 20 feet (6.1 m) and the character is -1 to strike. An attacker can *try* to throw such weapons farther, but is -3 to strike for every additional 1-10 feet (3m) beyond 20 (6.1m).

Spears, javelins, slings, throwing knives/sticks/axes, and bows, can be thrown or fired by anybody without penalty at the *typical effective range* listed above.

The "Typical" effective range applies to most characters unless stated otherwise in the description of the Occupational Character Classes (O.C.C.s). Greater range and proficiency for an O.C.C. or R.C.C. is typically the result of special training or natural ability.

The average giant weapon does one additional die of damage plus P.S. bonus, and range is increased by 20%.

W.P. Throwing Weapons (small): See *W.P. Targeting.* Includes throwing knives, throwing axe, throwing sticks/irons, darts, bolas, and similar.

W.P. Whip: Skill at "whipping" or snapping with long, flexible, light weapons, typically made of leather or reeds. **Bonuses:** +1 to strike or entangle at levels 2, 4, 7, 10, and 13. +1 to damage (special) at levels 2, 4, 8, and 12. This weapon *cannot* be used to parry!

Wilderness

Boat Building: This skill enables the character to build a variety of rafts, small rowboats, large flat-bed boats, and canoes. A small raft (two man) can be made within 1D6+1 hours if the lumber or other suitable materials and tools are readily available. A large raft will take about 4D6 hours, a canoe 2D6 days, rowboat 4D4 days, large flat-bed 1D4x10 days. Time is doubled or tripled if trees must be cut down and the wood prepared. Of course, the time can be reduced if several knowledgeable people are working on the construction together. A failed skill roll means the boat has leaks. Trying to patch it will require 4D4 hours; roll again. **Base Skill:** 25%+5% per level of experience.

Carpentry: A fundamental knowledge of working with wood. The character knows how to prepare, treat, and preserve wood, recognize quality craftsmanship, can repair damaged wood and wood items, and build using wood (chests, chairs, tables, cabinets, cages, fences, houses, etc.). Adds +5% bonus to the boat building skill if both skills are taken. **Base Skill:** 25%+5% per level of experience.

Dowsing: This is the ability to locate fresh water whether it be with a divining rod or by more scientific and logical means. For some (like druids), it is a mystical ability, while for others (like rangers), it is done through deductive analysis and knowledge of nature. The percentage number indicates the success ratio of locating fresh water. A person can roll once every melee to sense water, but must roll *two consecutive* successful rolls to locate the water. **Base Skill:** 20%+5% per level of experience.

Identify Plants & Fruits: Training in the recognition of the many different types of wild plants and vegetation and where they grow. The emphasis is placed on edible, herbal, and poisonous plants. **Base Skill:** 25%+5% per level of experience.

Land Navigation: This skill enables the person to stay on course while traveling over land by means of observation. It includes mentally marking/recognizing geographic landmarks, estimating distance and movement, recognizing sounds, night travel, and other navigational tricks. The player should roll once for approximately every three miles (4.8 km) traveled. A failed roll means the character is drifting off course; 2D10xlOO yards/meters. Consecutive failed rolls means the individual does not realize that he's off course and continues in the wrong direction.

Note: A group of average men can cover about five miles (8 km) an hour at a brisk but relaxed pace through grasslands, along dirt roads or pavement. Travel at a cautious pace, with eyes open for danger, through dense forest, jungle, or difficult terrain is about one or two miles (1.6 or 3.2 km) an hour. Heavy rain or snow, fog, swamps, etc., will also reduce speed. **Base Skill:** 30%+4% per level of experience. Map reading is done by looking at symbols (not words) and is -20%. The use of navigational instruments is not possible. Literacy and math are not required to use this skill.

Preserve Food: Knowledge in the preparation of foods for storage and later consumption. Includes canning fresh fruit and vegetables, making jams and honey, drying fruit, vegetables, and herbs, drying meat and fish, plus various smoking, salting, and pickling methods. **Base Skill:** 30%+5% per level of experience.

Skin and Prepare Animal Hides: Training in the methods and techniques of skinning, tanning, stretching, and preserving animal hides as fur or leather. Adds a +5% bonus to the sewing skill. **Base Skill:** 30%+5% per level of experience.

Track & Trap Animals: This skill enables the character to identify an animal by its tracks, scent, spore, and habits. The individual can also follow the animal's tracks and other signs. This means he can also estimate how fresh the tracks are, what direction they are heading, whether the animal is hurt or sick, guess at its age, and the basic habits and habitats of animals and animal behavior. The first percentile number indicates the character's tracking abilities and the above knowledge.

The second percentile number indicates the character's ability at trapping animals by using, setting, and disarming snares, clamp traps (like the iron bear trap), pits, nets and similar traps. **Base Skill:** 20%/30%+5% per level of experience. Tracking humans with this skill is also possible, but is done with a penalty of -20%. Disarming any traps meant for use against humans is done at half the character's normal skill ability.

Wilderness Survival: Techniques for getting water, food, shelter, and help when stranded in wilderness regions: forests, deserts, mountains, etc. Characters without this skill will not be able to stay healthy for more than a few days in the wilderness after their supplies run out. **Base Skill:** 30%+5% per level of experience.

Player Characters in the World of Palladium

I find it curious that many players often seem to miss the fact that they are playing *larger than life heroes* in a fantastic world. This is particularly true of the setting in **The Palladium Fantasy Game.**

The *typical* person in the Palladium World is a farmer, fisherman, smith, carpenter, weaver, craftsman, or other hard working individual trying to support himself and his family. The *average* person is not likely to have psionic or magical powers, nor wield incredible weapons. These are ordinary people who live and struggle with the day to day hardships of life. They (and their land) are often the victims, and the treasure, in power struggles of men and monsters alike. Consequently, they are often the innocent and/or the persecuted, and as such, they can motivate the actions of our heroes and adventurers.

The *player characters* in the **Palladium World** are *not* Joe Average. Larger than life, these characters step out of the shadows and into the realm of legend. For whatever reason, they have attained knowledge, strength of character, and/or power that has set them apart from the norm. They are the *focus* in a small and continuing drama within a much larger story. They are the men and women who can make a difference — the individuals who dare to challenge what they see and hear. They are the strong who step out of the crowd to protect the weak, and are champions of ideas and ideals. They are heroes who dare to dream and are willing to fight to attain that dream.

The origin of these fictional heroes may be modest and ordinary. At first, they may seem as typical as anybody else. Their motivations may be selfish or born out of desperation. Their heroics may be deliberate or they may stumble into greatness, but ultimately, they rise above the ordinary and make their mark on the land, and perhaps the pages of history. These are the heroes. This is *their* story, and *you* are the architect of that story.

The Palladium World is one steeped in magic and legend. Its recorded history stretches back over 50,000 years. During that time and to this day, the planet has seethed with mystic energy and has attracted many superhuman and mystical beings. Incredible civilizations have risen and collapsed many times. Some of the inhabitants of this world, like the elves, dwarves, and titans, are the descendants of these once powerful cultures. However, the power and grandeur of their civilizations are a thing of the past, forever lost.

Others are nightmarish abominations created or summoned by forgotten magic. Still others, like dragons, elementals, and faerie folk, are creatures of magic not born of this world, but visitors from other dimensions or planes of existence (thus they are found on many worlds).

Supernatural forces, gods, demigods, demons and monsters, are attracted to the Palladium World by its mystic energies and playthings, like humans and other mortal races. They too come in all varieties; monstrous predators, deceivers, conquerors, forces of evil, forces of good, the self-serving, the obsessed and the insane. Some are so alien that they have great difficulty understanding fragile beings like humans and elves, and whose actions are beyond the comprehension of humans.

Thus, the Palladium World is a place of enchantment, mystery, danger, conquest, discovery and survival. Much of it is an unexplored wilderness with pockets of human and nonhuman life. Civilization is found scattered around the known world. A world teaming with strange and wondrous creatures. A place rich with a long, violent history and dark secrets.

Remnants of its shadowy and often forgotten past can be found in the ruins of ancient cities, temples, and subterranean empires. Ancient ruins that can be found almost anywhere; catacombs beneath a thriving city, a dungeon labyrinth concealed beneath a crumbing castle or temple, a subterranean city dug into the side of a mountain or underneath a surface city (its long dead architects: dwarves, kobolds, goblins or other earth dweller), and so on. Many such lost cities and civilizations are things of legend and, for at least the moment, are lost to antiquity. Some locations are known and actively excavated by scholars, adventurers and bandits, each in search of their own brand of treasure. Some have been reclaimed, occupied and renovated by people with no relationship to the former inhabitants. Other ruins of the past rest quietly under the soil of a farm, glen or forest — at least until it is disturbed. These places and the secrets, dangers, and artifacts they contain are the stuff of adventure.

Yet, perhaps the greatest danger in the world is the darkness of humankind itself. The evil fueled by greed, envy, and the lust for power; in some cases, making man as deadly a foe as any supernatural terror.

In this violent world, our heroes are wanderers and explorers who travel the land. They are likely to scavenge through the ruins of the past and sell their skills for the price of a warm meal. They may go by the unflattering titles of mercenary, rogue, thief, or wizard, but they are heroes none the less.

Money and Equipment

All characters are given a basic list of standard equipment typical for that O.C.C., likewise, each character has a certain amount of money in the form of gold and/or saleable items or artifacts. This means that the characters start out with the basics and some cash. Poor but far from destitute.

Money is a great motivator for action in a role-playing scenario, so it is intentionally kept limited at the start. Needing a roof over one's head or food in one's belly can lead a character to consider taking jobs or actions that can develop nicely into an adventure. As always, a character can spend the money immediately for additional equipment or save it for later use.

List of O.C.C.S

Clergy
Druid
Monk
Priest of Light
Priest of Darkness

Men of Arms
Assassin
Knight
Long Bowman
Mercenary Warrior
Palladin
Ranger
Soldier
Thief

Optional
Merchant
Noble
Scholar
Squire
Vagabond/Peasant/Farmer

Practitioners of Magic
Alchemist (non-player character)
Diabolist (wards)
Summoner (circles)
Warlock (elemental magic)
Witch (witchcraft)
Wizard (spell magic)

Psychics
Mind Mage
Psi-Healer
Psi-Mystic
Psychic Sensitive

Clergy

Priest of Light O.C.C.

In the Palladium world, a priest is a man or woman who has dedicated themselves to the service of a particular god or pantheon of gods. They may be members of the Church of the Realm (the official, predominant church or religion of a particular kingdom), a church with followers that span the continent (like the Church of Light), or be members of a small church, temple, monastery, cult order, clan, or organization with only a few hundred or even a tiny handful of members. Inevitably there are large churches and tiny ones. As one god, pantheon, church or religion prospers, others will wane. Thus, the player character can follow one of the popular gods or pantheons, one of those fading from grandeur but still relatively strong/large; or one so obscure that there are less than a dozen priests in the world! The popularity of a god(s) or religion is not what's important, it's the priest's dedication to that deity, pantheon or belief.

Most player characters will play a *travelling priest* determined to spread the word of a particular god or pantheon through his words and actions. As a wandering priest, the character engages in acts of good will in the name of his god(s) and church to garner support, convert new people, build temples and shrines and to raise money for the church and other good deeds. The character is likely to engage in preaching about his god(s) and beliefs, philosophical discussion, saying mass, giving sermons, offering advice, speaking out on issues of religious and moral significance, help settle disputes, bless homes, baptize children, perform weddings and religious ceremonies, and similar things. They also try to locate legendary artifacts to reclaim and preserve them. In addition, many priests tend to the sick, perform healings, say prayers, and offer other services on behalf of others. Some will even pitch in to help on a farm, mend fences, build or rebuild homes or temples, repair damage brought about by monsters or mayhem, help provide food to the hungry, donate small amounts of money to the needy, or simply cheer people up with prayer, stories, songs, music and dances. The best priests always seem to have comforting words of kindness or wisdom to enrich the lives of those around them.

Perhaps the traveling priest's greatest mission is to bring faith, relief and hope to the poor and downtrodden. Many small villages and wilderness communities don't have a local priest and rely on the traveling priest to bring them news, prayers and special services. Other people are servile chattel under the thrall of tyrant kings and heinous monsters who forbid them to worship openly and torment and subjugate them. Whether it is an enslaved village or the poverty of a city slum, these people most often cling to the hope and kindness brought to them by the travelling priest.

Others face all sorts of adversity at the hands of relentless attackers, bandits, invaders, dragons, giants, demons, marauding monsters, despot lords, evil priests, witches, necromancers, ghosts, evil spirits, and other beings who continually prey upon those weaker than them. Many of the monster races worship evil beings, demons, and bloodthirsty gods — frequently allying themselves to the forces of darkness. In fact, witches, black priests, demons, dragons and foul-hearted sorcerers often lead or advise the leaders of gangs, clans, tribes and armies of monsters or the wicked. The travelling priest is sometimes the only person around who can bring some relief to the beleaguered and impoverished vassals. That relief may be raising an army or gathering a small group of elite adventurers (like the player characters) to combat the forces of darkness. In other cases, relief may come from something as simple as a kind word.

a morsel of food, a simple healing, or the assurance their gods have not forgotten them. Often the priest represents an indomitable spirit, friend, confidant or protector whose very presence and soothing words may reaffirm one's faith or ease worries by providing some measure of hope. As a priest once said, "How can you say (god so and so) has forgotten you? I'm here! And am I not his servant?"

In some societies, priests also gain political and financial power, and can become the rulers of cities, kingdoms or entire nations, or become advisors to kings or city councils. In other situations, priests have worked outside society and have even been persecuted and attacked for teaching their doctrines.

Priest, Armor & Combat

With rare exception, priests are not trained as men of arms or in the use of weapons and armor. Hand to hand combat is not generally part of the priest's teachings, although most travelling priests learn at least basic hand to hand combat. Nor are they men of magic just because they can cast a few spells. Rather, they are considered to be theologians, philosophers, healers, men of learning, and liaisons between mortals and the gods.

Weapons can be of many varieties but most priests seem to prefer staves and blunt weapons.

In regard to armor, most priests tend to prefer light armor like padded and leather types because they offer good maneuverability and are more comfortable. Even chain mail starts to become a bit weighty and uncomfortable. The heavy types of armor are cumbersome and confining. Furthermore, covering oneself in *metal* hampers the *channelling* of magic energy! When casting an actual spell or trying to create a spell scroll (see prayers), the metal will interfere with the magic the same as with the wizard. If more than 50% of the character's body is covered in metal (chain mail, scale, plate, etc.), he/she must spend 20% more P.P.E. to cast a spell and the player rolls once on the following table to see what other negative effect may occur.

01-20 Reduce spell damage or effects by 1D4x10%.
21-40 Reduce spell duration by 1D4x10%.
41-60 Reduce the spell's range by 1D4x10%.
61-80 Reduce both range and duration of the spell by 20%!
81-00 Lucked out, no additional problems.

Of course, a priest may elect to use/wear any type of armor he or she desires, but with the considerations above and the usual encumbrance penalties: -15% to prowl and -20% to climb/scale walls or swim in full splint or plate armor. -10% to prowl, swim or climb in chain or scale mail, and -5% in studded leather.

A priest's duties, ability and training will vary depending upon the religious organization, gods, philosophical orientation and needs.

Allegiance to a God

To play a priest (a female can be called either a priest or priestess), the player must choose a god or a pantheon of gods, and/or religion to which his character can devote his life. While affiliation with an existing, formal church or similar religious organization is not absolutely necessary (and it may be better for game continuity and easier for the Game Master), the character *must* have an obvious and practiced allegiance to a particular god or pantheon! Think about it; how can you be a priest without a god? And most deities have one or more active churches and worshippers. The deity(s) selected should have a compatible alignment with the character. For example, a good character is not likely to worship a god of darkness, unless he is looking to change his alignment to selfish or evil. The only exception is when an entire pantheon is embraced. A pantheon typically represents a range of good, selfish and evil gods as well as human foibles, vices and emotions. Still, a good character may acknowledge an evil god in his pantheon, but he will not pray to him nor show him allegiance or service other than the acknowledgement. In such cases, the evil and selfish forces are used as examples of what not to do, or what to avoid in life, as well as the struggle between good and evil.

In general, priests usually swear allegiance to one or two specific gods, although they may revere, honor, and obey any or all the gods in the same pantheon. Though a priest may draw his or her inspiration and power from one or two deities, he will know about all the gods in that pantheon and how they interact. Likewise, the priest will know about his pantheon's friends, allies, enemies, rivals, and splinter groups as well as many other supernatural beings and organizations (mortal and supreme). Each religion has its own laws and moral codes, and priests are expected to follow them. Adherence to such dogma is usually strictly upheld at temples, churches and religious organizations located at cities and towns. However, the travelling priest, often away from other priests and the rigidity of the church can be more relaxed about formalities and some even "bend" some of the laws, especially to help others.

If a character disobeys, rebukes, or bad-mouths his deity(s), he will be punished, often severely, but usually fairly. In one campaign, my wife, Maryann Siembieda, was playing a priest of Light on a quest from Isis to recover some of the holy relics of Osiris. This quest led her character on several dangerous adventures and genuine adversity. Maryann played the character expertly and over the many months of gaming, saw her character grow in experience. After a particularly grueling battle, she accidentally let one of the reclaimed artifacts slip out of her possession. Isis appeared to the priest in a vision and told her she had goofed up and needed to retrieve it. This difficult request, following immediately after the long, torturous adventure and brutal combat, caused Maryann's character to grumble, "Yeah! Do you know how tough this will be?" Isis responded with, "Yes, but it must be done." To which the priest retorted, "Why should I? What have you ever done for me?!" Not a good thing to say, even in frustration!

Oh, Maryann insisted her character didn't mean it, but she certainly did say it, and Isis heard it loud and clear. Isis had supported the priest the entire time (as much as celestial beings do — mortals must, after all. learn do things for themselves) and, besides, as a priest, the issue was not what Isis could do for you, but what the priest could do for the gods of Light. Before the character could say another word, an angry Isis pronounced, "You offend your god and speak with arrogance. You need a lesson in humility. Until the lost artifact is recovered and restored to the church, you're abilities shall be diminished! And dare not call upon me until that day!!"

ZAP! Suddenly, Maryann's character was transformed from a 7th level priest to 4th level! Worse, the character's level of experience was frozen until she recovered the item. Any experience acquired along the way didn't count. Playing in character, the priest humbly apologized for her untrue and foolish statement, vowed to find the artifact, thanked Isis for her compassion, and swore her undying allegiance to her god and the pantheon of Light. Unfortunately, the religious object had been sold and was already miles away — a new adventure was unfolding.

Priests who forsake their god(s) completely are stripped of every clerical ability, skill ability and experience! The memories of experiences and people remain, but the skills and power are magically removed. The character starts from scratch with the selection of a new O.C.C. The character can even become the priest of another god or pantheon, but even if sincerely repentant at a later time, he is not likely to ever be reinstated as a priest by the deity he had forsaken (and if he is, he's likely to start at level one or two).

Special Prayers

All priests pray. Prayer serves many functions. It enables the priest to talk/communicate to his deity (one way; the priest does all the talking) and in so doing, gets things off his mind and enables him to focus his thoughts. Prayers are also used during mass and in religious ceremonies, both as a part of tradition and to focus and coordinate the participants which can number into the hundreds or even thousands.

Special prayers are pleas to the god(s) for strength, insight, and minor acts of intervention. These are typically limited to the following (some religions and gods *may* have a few other or additional prayers):

Blessings: All prayers of blessing are intended to show a god's favor on those who believe in him and/or worship him. Such short prayers usually take only one melee round (15 seconds) but should be performed on only one person or item per each prayer. To try to bless a crowd of people or numerous items diminishes the effectiveness of the prayer (no bonuses). Only a priest who is 8th level or higher can bless two people or two items per level of experience without loss of potency. Each prayer of blessing provides some small measure of protection on the faithful for a period of 2D4 weeks, unless indicated otherwise. Note: A blessing will not work if the person receiving it does not respect and acknowledge (not necessarily worship) the deity in whose name the prayer is invoked.

Blessing of Water: Transforms ordinary water into "holy" water. Blessed water has no obvious affects on most people and can be used to wash or drink without difficulty. However, to vampires, ghouls, and the occasional other supernatural menace, holy water is like acid! A single vial (6 ounces) will inflict 3D6 damage! Furthermore, a vampire or any undead cannot enter a circle drawn in holy water. Blessed water retains the blessing indefinitely.

Blessing of a person: A blessed person is +1 to save vs disease and supernatural possession.

Blessing of a home: Ghostly entities and faerie folk will find the home less appealing and must make a save of 14 or higher to enter and cause their mischief. All those inside the home are +1 to save vs possession.

Blessing of food: The food is +1 to save vs spoiling magic and disease/decay. Plus, the food will stay fresh for one extra day.

Prayer of Strength: This ritual endows the priest with additional spiritual strength: +6 to save vs horror factor, +1 on ALL other saving throws, +10% to turn dead, +20% exorcism, +1 spell strength, +1 to parry and dodge. This prayer can only be attempted twice per 24 hour period. Duration: Two minutes (8 melee rounds) per level of experience. Success ratio: 20% at first level, +7% per additional level.

Prayer of Communion: The prayer allows the priest to contact his deity or one of the gods in the pantheon. The god responds by creating an inspirational vision or dream which will motivate and encourage the priest. There is a 1-60% chance *of divination* or an omen which warns of impending danger, treachery, or good fortune (in this instance the priest will automatically correctly interpret the signs of an omen). Visions and dreams are usually symbolic and cryptic, and always concern people and matters close to the priest, his deity(s) or church. Can only be attempted twice per 24 hour period. Success Ratio: 21% at level one, +7% per additional level.

Prayer of Intervention: A powerful prayer that grants special powers to the priest. A successful prayer will give the priest *one* of the following temporary boons (player's choice):

- Enables the priest to cast ANY one spell, of any spell level, that his god(s) knows. The priest is able to cast the spell with the effects, spell strength and duration five levels higher than his current experience level! Thus, a third level priest would be able to cast a spell as if he were eighth level. P.P.E. cost for that one spell is not applicable (provided by the gods). Success Ratio: 21% at level one, +7% per additional level.
- Temporary knowledge to create a magic scroll. This ability is limited to priests of 6th level or higher and can only be attempted once per 24 hour period. The type of spell is limited to the knowledge of his god(s) and is typically equal in spell strength to the level of the priest. The exact spell level potency can be regulated by the priest who is conjuring the scroll. Success Ratio: 9% per level of experience.
- Super Healing! The priest's normal healing touch now instantly restores 2D4x10 hit points/S.D.C. (or 4D6 M.D.C. in mega-damage worlds). Duration: Two healing touches. Success Ratio (to get this boon): 21% at level one, +7% per additional level.

Miracles! Miracles are the result of direct appeals to the god(s) the priest worships for incredible acts of intervention. They are used to create supernatural effects such as changing the weather, parting bodies of water, granting temporary superhuman abilities, etc.

Note: The priest's devotion to his deity(s), sincerity, need and his god's interest in the events unfolding will often be the deciding factors of whether or not a great miracle is granted. Miracles are absolutely impossible if the deity decides that the priest or the reason for the request is undeserving. Asking for a miracle to defeat the guardian of some treasure trove the priest and his companions want will *NOT* be granted. Nor will one be granted for the priest's personal cause and even many good causes, with the lives of hundreds of people hanging in the balance, will be ignored. Deity(s) just do *not* provide miracles at the drop of a hat. Miracles are most likely to be provided when the priest is involved in a cause that his deity considers of great importance. Typically, one to a half dozen miracles may be available during a campaign instigated by the deity. Otherwise, a miracle is a rarity with rarely more than one or two being granted every 2D6 years!

Like special prayers of intervention, miracles do not require the priest to expend P.P.E. points. If the energy is not available the god himself will provide it.

Duration: Varies. Some effects may be permanent.

Success Ratio for Miracles: The Priest's M.A. attribute number plus 2% per level of experience. However, if the gods are actively monitoring the priest's progress and he is acting on the god's behalf, a deity *may* grant a miracle regardless of whether or not the character's roll was successful (this is absolutely left to the G.M.'s discretion).

Available Types of Miracles:

Miracle of Luck: The priest and up to one additional character per level of the priest's experience (but the additional characters must be a follower of that god or pantheon), receive the following bonuses: +4 on initiative, +10 to roll with impact/fall, +10 to save vs horror factor, +8 to dodge, +8 to save vs poison, +3 to save vs magic, and impervious to magic curses and charms. Duration: One minute per level of experience. P.P.E. Cost: 40 points.

Supernatural Strength: The priest is temporarily granted supernatural strength, endurance and abilities. All of his hit points and S.D.C. are temporarily tripled (in a mega-damage world the character's S.D.C. becomes M.D.C. points)! His P.S. is increased by 2D4 and becomes supernatural. Other bonuses: +1 on initiative, +1 to strike, parry and dodge, and +1 on all saving throws. While empowered in this way, the character radiates an aura of awe and power that is equal to a horror factor of 12 to his enemies. Duration: One minute per level of experience. P.P.E. Cost: 60 points.

Purification: Same as the wizard's spell.

Great Miracles: This is the most flexible ability, allowing the priest to do incredible things.

Great Miracle of Increased Power: Any known magic spells or prayers made while this miracle is in force is at double the duration, and double the power/strength. Duration: One minute per level of experience.

Great Miracle of Control Over Nature: Earthquakes, volcanic eruptions and storms (not ley line storms) can be stopped in an instant. The direction of the wind can be changed to the desire of the priest, rain made to fall (but not a storm; covers a one mile/1.6 km area per level of experience), clouds created to reduce the heat of the sun, flood waters lowered to normal, flash flood conditions dissipated, and swarms of insects/locusts sent away (unfortunately, they go somewhere else). The priest can also make a spring of fresh water appear in a desert and places without water, make flowers bloom, make bread or potatoes appear out of thin air (up to enough food for a dozen people), increase the amount of available food by three times, double the yield from crops, and repel packs of animals.

Duration: Varies. The priest has control over destructive forces of nature for only one minute per level of experience, but is able to avert

the impending disaster. The averted disaster (flood, hurricane, earthquake, volcanic eruption, etc.) will remain gone until the next act of nature — there will be at least one week of calm.

The *creation* of rain, clouds, water, etc., will remain in effect for one hour per level of experience or until the priest cancels the magic.

Miraculous Healing (by touch or glance): Heal the crippled (return to old statistics or average attributes), restore vision to the blind, give voice to the mute, hearing to the deaf, cure sickness and disease, automatically and instantly dispel possessing entities, automatically dispel magic curses and sickness, negate poison (even amounts as vast as a lake) and restore one character per level of experience to full health/hit points/S.D.C. (in a mega-damage world, M.D.C. is restored to half). Duration: The priest has the power of miraculous healing for one melee (15 seconds or three to six melee actions/acts of healing). The effects of the healing is instant and permanent.

Great Miracle of Control over Magic: Dispel any magic barrier, curses or spell, with the exception of rune magic and spells of legend. Creates an anti-magic cloud or sanctuary, instantly closes a dimensional portal, opens a dimensional Rift to the desired location (only a 10% chance of error), and calm ley line storms (reduce by half and the priest is impervious to damage or side-effects). The priest himself is also impervious to all magic transformations, charms/mind controls, curses, sickness, insanity and illusions while he has the power to control magic. Duration: The power to control the forces of magic lasts one melee (15 seconds) per level of the priest. The effects of his control/negation of magic is instant. Note: The ability to cast spells is not part of the control powers.

Knowledge & Abilities of the Priest of Light

1. Healing Touch: The healing touch restores 2D4 hit points or S.D.C. (1D4 M.D.C. to supernatural beings when on a mega-damage world). Priests can perform the healing touch once every other melee round, but cannot use it on themselves.

Selling the Healing Touch: Clergy may offer their ability to heal others *for free* or may charge a fee depending on circumstance, church edict and needs. Fees run as low as five gold per laying of hands to 1D6x100 gold per touch. However, the average fee is about 25 or 30 gold per touch.

2. Exorcism: A successful exorcism will drive out/banish any entity or demon from a possessed person, animal, dwelling or area. The exorcised creatures cannot return to the place or person for at least 6 months and are likely to NEVER return (86% likelihood of never returning). A successful exorcism performed in an area such as a graveyard, tomb, etc., will destroy all animated skeletons, corpses, and mummies which inhabit the area of exorcism. Ghouls and zombies will be banished for 10 months, while the greater supernatural creatures, including lesser devils and demons, vampires, ghosts, wraiths and specters, are banished for 6 months.

The Rite of Exorcism requires 1D6 hours of prayer and meditation to perform the rite, depending on the strength of the possessing/inhabiting force. The holy symbols of the priest's religion are necessary and it is wise to have assistants and bodyguards should fighting be necessary. Success ratio: 7% per level of experience. An exorcism can be attempted as many times as the priest wants to try.

3. Remove Curse: This ritual is similar to exorcism except that it removes magic curses. If successful, all the effects of the magic or god-induced curse are removed (of course, new curses can be placed on the character). Unfortunately, while the priest can remove a curse from a person or animal, he cannot remove curses placed on/in rune weapons, magic items or sacred/supematural places. It takes 1D4x10 minutes to perform the remove curse ritual. Success Ratio: 7% per level of experience. The priest can only perform remove curse ONCE per each curse on the same person. However, he can perform this ability on innumerable different people and other priests can try to remove a curse on those another priest has failed to help.

4. Resurrection: This is one of the most awesome of all the priest's powers, to actually breathe life into the recently deceased. Impressive as

it may be, there are a number of limitations and conditions. The body must have all of its parts; small body parts like fingers and toes may be missing, and will remain missing after the resurrection. The deceased should not have been dead for more than 2 to 4 weeks (refrigeration can add up to 6 months to the four week limit). A penalty of -3% is applied to each month beyond four weeks from the time of death. Deceased over one year old has only a total of a 5% chance for a successful resurrection. Ratio of Success: This ability can only be attempted by priests of fifth level or higher. At fifth level, the priest has a 10% chance to perform a successful resurrection, plus 3% per each additional level beyond five. **Note:** A resurrection can only be attempted *ONCE* on the same character by the same priest. A failed roll means the character remains dead.

5. Turn Dead: This rite is similar to exorcism, but it can be enacted in only two melee rounds (30 seconds). It affects only animated skeletons and corpses, mummies and ghouls. This ability enables the priest to turn/repel the dead by commanding them to leave in the name of his deity(s). The dead will stop what they were doing and go away. Vampires, ghosts, wraiths, and specters may be temporarily kept at bay, hesitating for one or two melee rounds, but will not be otherwise affected. Demons, deevils, gods and most other supernatural beings are not affected at all! Success Ratio: 20% at first level, plus 5% per additional level of experience.

6. Penance and Sacrifice: The techniques used for *self-denial* and the exploration of one's self and environment include meditation, fasting, vows of abstinence, and vows of silence. As a result, priests can resist thirst for two days per level of experience, and resist hunger for three days per level of experience. Although the priest is able to ignore the pain and discomfort, and function at close to normal, the physical body does suffer damage from dehydration, starvation, etc.

7. Spell Casting: Priests gain their abilities directly from their deity(s) and their faith. The spells and spell effects are identical to the spell magic of wizardry. The difference lies in how the spells are attained, not how they function. Priests are *endowed* with the ability to cast spells by their god(s). It is not a learned nor practiced skill. Most clergy know nothing about the ways of magic. The spells of a priest are invoked by the chanting of their god's name and the type of spell needed.

A priest begins to acquire spells starting with third level (prayers and most other abilities start at level one). At third level, the priest automatically gets the spell of *tongues* and *one* additional spell selection from wizard magic levels 1-3. For each subsequent new level of experience, one additional spell can be selected from levels 1-3. Priests cannot be taught nor purchase additional spell knowledge.

Permanent P.P.E. Base: 6D6 plus P.E. attribute number and 1D6 per level of experience. A priest is not a practitioner of magic, so his or her level of personal P.P.E. is limited.

Spell Strength: Starts at 12 and is +1 at levels six and 12.

Note: Each particular church, religion and/or god is likely to have its own laws, practices, dogma and rituals. Only a handful require celibacy, most allow its priests to wed and have a family. Only about 50% are gender specific (male or female).

Travelling Priest O.C.C.

Attribute Requirements: None. The priest needs only faith and dedication to his gods. A high M.E. and M.A. are helpful but not necessary.

Alignment: Any; typically reflective of the pantheon the priest worships. Priests of the Gods of Light typically start as good or selfish alignments.

Race: Any; although some gods/pantheons may restrict their priests to be members of a particular race or races, and some will be favorites of monsters and humans.

O.C.C. Skills:

Dance (+20%)

Languages: Native tongue at 98% and two languages of choice (+20%).

Literacy: One of choice (+20%).

Basic Math (+20%)

Lore: Demons & Monsters (+15%)

Lore: Religion (+20%)

Land Navigation (+10%)

Wilderness Survival (+10%)

W.P.: One off choice, may reflect pantheon.

Hand to Hand: Basic

Hand to hand: basic may be changed to expert for the cost of two other skills or to martial arts for the cost of four other skill selections.

O.C.C. Related Skills: Select a total of seven other skills. Plus two additional skills at levels four, eight, and twelve. All new skills start at level one proficiency.

Communications: Any (+5%)

Domestic: Any (+10%)

Espionage: None.

Horsemanship: General or Exotic only.

Medical: Any (+15%)

Military: Heraldry and Interrogation Techniques only (+5%).

Physical: Any, except Acrobatics, Gymnastics, Boxing & Wrestling.

Rogue: Any

Science: Any (+5%)

Scholar/Technical: Any (+15%)

Weapon Proficiencies: Any, except Siege, Targeting, Large Axes, Pole Arms and Lance.

Wilderness: Any

Secondary Skills: The character also gets to select four secondary skills from the previous list at level one, and two additional skills at levels two, five, seven, ten and thirteen. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parentheses. All secondary skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in the list.

Starting Equipment: A set of traveling clothes, a traveling robe or cloak with a hood, a ceremonial robe, boots, belt, bedroll, backpack, a medium-sized to large purse/satchel, four small sacks, a water skin, one or two symbols of the priest's god or pantheon, a large silver cross, four wooden spikes, a small mallet, 30 feet (9 m) of rope, 1D6 vials of holy water, a silver chalice, small mirror, a tinder box, and food rations of 2D4 weeks.

Armor: Starts with soft leather (A.R. 10, S.D.C. 20).

Weapons: Any, but most seem to favor staves, blunt weapons, chain weapons, spears, and swords. Starts with two of choice. All are basic S.D.C. weapons of good quality. Magic and holy weapons and other items must be acquired later.

Money: The character starts with 150 in gold. Additional money will come from payment for services rendered and/or the acquisition of booty. Some priests like to live a rich life style and strive to gain money, possessions and power. Others live a modest life, have little desire for wealth and often give their money to the poor or spend it on food for the hungry, to build or maintain shrines and temples, and other good deeds. The typical priest gives the church at least 50% of the money he earns.

Priests of Darkness

Priests of darkness or black priests are clergy who worship and serve evil and selfish gods, demon lords the Old Ones and other forces of darkness. These dark gods include the lords of the underworld, bringers of death or pestilence, gods of vengeance, war, gluttony, sloth, and all the other vices. Many are monstrous and terrible to look upon, while others are deceptively attractive. The priest of darkness is just one of their minions or insidious agents working to bring pain, suffering, despair and chaos into the world. Most are selfish and cruel, festering souls who delight in the suffering and enslavement of others and/or who crave power, wealth and fame (usually fear and awe rather than respect). Like other priests, they can be members of sprawling worldwide organizations or a tiny cult.

Priests of Darkness are generally best used by the Game Master as Non-Player Characters (NPCs) — villains and instigators of evil deeds. Black priests are often the leaders of death cults, secret organizations (both religious and political), as well as churches dedicated to evil, vindictive and destructive gods.

More so than other clergy, the priests of darkness are consumed with raising money to build glorious shrines, temples and palatial churches which feed their egos and satisfies their gods. These petty miscreants often measure a man's worth by his possessions and the respect (fear) he breeds in others, consequently, they engage in ludicrous displays of pomp, power and riches so that "lesser" beings may envy them.

Priests of Darkness spread the word of their particular god or pantheon through their teachings, lies, fears, and acts of terrorism. Wandering black priests instigate trouble wherever they go, often egging bullies and sociopaths into deadly action. They pander to the dark side of people and encourage acts of destruction, cruelty, debauchery and wanton evil. Most share the philosophies of an "eye for an eye," "the end justifies the means," "get the other guy before he gets you," and similar foul viewpoints. Most regard mercy, valor and honor as weaknesses. Terror and intimidation are among their favorite tools, along with lies, deception and manipulation. They exploit the desperate, hate-filled and downtrodden to their advantage and subjugate the helpless and hopeless. The Gods of Light are their eternal enemies and regarded with contempt and viewed as weak, meddling fools. Black priests tend to respect power, cunning, treachery, duplicity, and force of will.

Priestly duties include the usual things like building temples, getting money for the church, saying mass, giving sermons, cultivating new followers, preaching about the dark gods (usually focusing on power, vengeance, wealth, glory, and tangible rewards), philosophical discussion, offering advice, speaking out on issues of religious, political and moral significance, settling disputes (often to *their* advantage), and performing religious ceremonies. A dark priest will also tend to the sick, perform healing, say prayers, and offer other services on behalf of their followers and supporters. They also come to the defense of the worshipers and minions of their evil Masters. Such "defense" often takes the form of plotting and/or extraction of revenge (often cruel and terrible) and plaguing the enemy or rivals with all sorts of trouble; curses, sickness, spoiled food, slander, cruel pranks, vandalism, arson, robbery, attacks, extortion, etc.

Where a church of darkness holds great power, the black priest may command human, inhuman and/or supernatural legions to engage in search and seizure, torture, human sacrifice, purges and wholesale slaughter to extract retribution against those *suspected* of plotting or acting against them. Atrocities and degradation are common at places where the forces of darkness wield power. In addition, these villains often support, shelter and advise criminals, murderers, assassins, witches, death cults, monster races, supernatural beings and other denizens of the underworld.

In addition to service as priests, these characters often have their own agenda, although some are fanatical servants of evil. Many black priests make open bids for political power and economic control or boldly function as the head of evil churches. Some become the rulers of cities, kingdoms or entire nations. Many advise and support tyrant kings, ruthless sorcerers, witches, necromancers, and all manner of fiendish monsters, vice and decadence. All too often a black priest is the silent power behind the throne or the insidious corruptor of that which is good. Many of the monster races worship bloodthirsty gods, alien intelligences, and the forces of evil. Goblins, Orcs, Ogres, Giants and Trolls seem to be especially anxious to ally themselves to dark forces and frequently turn to priests of darkness for guidance and leadership. Kobolds, Coyles, Ratlings and other races also seem to lean toward evil, selfish and aggressive gods.

In other situations, dark priests have worked outside society and are condemned, persecuted and attacked for teaching their doctrines. These malefactors work in secret, serving as the heads of evil churches, cults, criminal guilds, gangs and even small armies of evil humanoids, monster races, demons and other foul creatures. Others act covertly as saboteurs, assassins, instigators and agitators.

Special Prayers

All priests pray. Prayer serves many functions: it enables the priest to talk/communicate to his deity (one way; the priest does all the talking) and in so doing, gets things off his mind and enables him to focus his thoughts. Prayers are also used during mass and in religious ceremonies both as a part of tradition and to focus and coordinate the participants which can number into the hundreds or even thousands.

Special prayers are pleas to the god(s) for strength, insight, and minor acts of intervention. These are typically limited to the following (some religions and gods *may* have a few other or additional prayers):

Prayer of Strength of the Damned: This ritual endows the priest with dark inspiration and strength: +6 to save vs horror factor, +2 on ALL other saving throws, +10% to turn dead, +1 to spell strength, +4 to damage, +1 to parry and dodge and +8% to summon the Minions of Darkness. This prayer can only be attempted twice per 24 hour period. Duration: Three minutes (12 melee rounds) per level of experience. Success ratio: 16% at first level, +8% per additional level.

Prayer of Communion: The prayer allows the priest to contact his deity or one of the gods in the pantheon. The god responds by creating an inspirational vision or dream which will motivate and encourage the priest. There is a 1-60% chance of *divination* or an omen which warns of impending danger, treachery, or good fortune (in this instance, the priest will automatically correctly interpret the signs of an omen). Visions and dreams are usually symbolic and cryptic, and always concern people and matters close to the priest, his deity(s) or church. Can only be attempted twice per 24 hour period. Success Ratio: 16% at level one, +8% per additional level.

Summon the Minions of Darkness: A prayer in which the black priest petitions his evil deity for help in the form of a demonic servant or protector. The priest can summon forth one *lesser* deevil, demon, or gargoyle (sub-demon) per level of experience to aid him. The creature's) will faithfully serve him for five minutes per each level of the priest's experience and then vanish from whence they came.

As to whether a devil or demon or gargoyle should be summoned depends on the priest's gods, orientation and demonic affiliations. Some gods even have their own minions/creatures of servitude that would be summoned. All such creatures obey the priest without question. Such a summoning prayer can only be attempted twice per 24 hour period.

Success Ratio: 10% at level one, +8% per additional level of experience.

Curses: Black priests are infamous for placing curses upon their enemies as a means of revenge and in anger. All curses are debilitating and potentially deadly. Curses can be cast upon a person, place or object by speaking a short prayer of vengeance and invoking his deity's name. When placed upon the latter two, anyone using that place or object will feel the full effect of that curse. If the cursed place or object is abandoned, the person will return to normal within 24 hours. Curses cast directly on another character will last 1D6 months.

Success ratio: 10% +6% per each level of the priest's experience. This is considered the casting of magic, but the P.P.E. is provided by the evil deity. High level priests can add their spell strength bonuses to the potency of the curse, meaning the victim needs to roll 15 or 16 or higher, depending on the level of the priest. A failed roll means the character's god did not hear him and there is no curse. Even if the curse is successful, the intended victim gets a saving throw vs magic.

Saving Throw: All living things, including trees, get a saving throw, but must roll a 14 or higher to save vs magic (bonuses are applicable). Ordinary objects do not get to save, but rune weapons get the same save as living creatures. Places also get an automatic save, but have no bonuses and the curse will last only 1D4 weeks.

Range: The target of the curse must be clearly visible (line of sight) and within 30 feet (9 m) of the angry priest.

Limitations: The dark priest can only attempt to inflict a curse a maximum of two times a day (24 hours). Only one person or object can be affected *per level* of the priest, so a fifth level priest could curse as many as five people or items. Only one *place* up to 200 feet (61.5 m) in diameter can be cursed.

The priest can inflict any the following curses:

Pox curse: Within 24 hours after the curse was cast, the victim will break out in open, running sores which will cover both face and body. The sores are ugly, puss-filled, and itchy. Physical beauty (P.B.) and S.D.C. are reduced by half and P.E. is -3 points. The curse will disappear within 1D6 months or immediately when a successful remove curse is performed. Healing touch and magic potions or salves *cannot* cure sores or ease the pain and itching.

Fever curse: A debilitating curse which causes its victim to suffer from a constant, low-grade fever that impairs sleep, eating, thought, and activities. As a result, the victim is -1 on all combat bonuses, speed is reduced by 25% and skills suffer a -10% penalty (has difficulty concentrating and tires easily). The curse will disappear within 1D6 months or immediately when a successful remove curse is performed. No other remedies can cure or relieve the symptoms or penalties.

Luck Curse: Same as the wizard spell.

Minor Curse: Same as the wizard spell.

Or cold, insect attraction, stink, or spoilage as described in the Alchemist section under *Curses: Optional;* in this case, all curses last 1D6 months.

Powers of Darkness For Dark Priests

1. Healing Touch: The healing touch restores 1D6 hit points or S.D.C. (1D4 M.D.C. to supernatural beings when on a mega-damage world). Priests of Darkness can perform the healing touch once every other melee round, but cannot use it on themselves and usually reserve it for the minions of their foul Master.

Selling the Healing Touch: These evil clergy often sell their healing touch for as low as five or ten gold per laying of hands to 1D6x100 gold per touch. However, the average fee is usually 50-100 gold per touch.

2. Exorcism: Same as the priest of Light. Success ratio: 7% per level of experience; +10% if the possessing force is a servant of the same dark god or pantheon. An exorcism can be attempted as many times as the priest wants to try.

3. Remove Curse: Same as the priest of Light. Success Ratio: 7% per level of experience. The priest can only perform remove curse ONCE per each curse on the same person. However, he can perform this ability on innumerable different people and other priests can try to remove a curse on those another priest has failed to help.

4. Resurrection: Same as the priest of Light.

5. Turn Dead: The same as the priest of Light. Success Ratio: 20% at first level, plus 5% per additional level of experience.

6. Penance and Sacrifice: Most priests of darkness seldom engage in abstinence or self-denial, although they do pray, meditate and occasionally fast (no special bonuses). They are much more likely to sacrifice human life and other intelligent beings in blood rituals to draw on their victim's P.P.E. or in honor or tribute to their foul deity(s). This can be the ritual murder of a single character or a massacre in the name of the deity.

7. Spell Casting: Similar to the priests of Light. The black priest gains his abilities directly from his deity(s). The spells and spell effects are identical to the spell magic of wizardry. The priest is *endowed* with the ability to cast spells by his god (which can include demon and deevil lords and other supernatural beings with god-like power). Most clergy know nothing about the ways of magic and cannot be taught or purchase additional spells. The spells of a priest are invoked by the chanting of their god's name and the type of spell needed.

A priest begins to acquire spells at third level (prayers, curses and other abilities start at level one). At third level the priest of darkness can select one of the following. One additional spell can be selected for each subsequent new level of experience.

Agony
Befuddle
Calling
Compulsion
Constrain Being
Control & Enslave Entity
Detect Poison
Domination
Escape
Fear
Fire Touch
Fool's Gold
Mystic Portal
Paralysis: Lesser
Sickness
Spoil
Tongues
Or any spell from level one.

Permanent P.P.E. Base: 6D6 plus P.E. attribute number and 2D4 per level of experience. A priest is not a practitioner of magic, so his or her level of personal P.P.E. is limited.

Spell Strength: Starts at 12 and is +1 at levels six and 12.

8. Animate & Command Dead: This ability is the same as the wizard spell with the following distinct differences. Success ratio: 9% per each level of experience. Duration: This ability can be maintained as long as the priest concentrates on it and does not engage in other activities, thoughts, spells or prayers. P.P.E.: The priest must expend 10 P.P.E. to use this magic.

In addition to the black priest being able to animate and command/control 1D4 dead per level of experience, the villain can try to seize control of dead things animated by *another* character! The priest can keep such creatures at bay (not turn or repel them, but keep them at bay) with a simple command such as "Stay back," "Move away," or "Stop," and without need of any special roll or attack. To seize full command, the priest must roll 1D20 and roll a number one above the animator's spell strength. For example, if a wizard with a spell strength of 12 animates the dead, the dark priest can usurp control by rolling a 13 or higher and announcing his conquest by bellowing something like, "You are mine to command. Obey me!" followed by an order. These stolen animated dead will remain under his control for the maximum duration of the original spell and serve in addition to those raised by his own magic.

9. Demon Familiar: At sixth level, a priest of darkness who has served his Master faithfully, is given a demon familiar (same as the *Witch O.C.C.).* If the character has not been 100% loyal, this gift will be held back till next level or until he has proven himself worthy.

10. Priest, Armor & Combat: Same as the priest of Light.

11. Allegiance to a God: Same as the priest of Light.

Priest of Darkness O.C.C.

Attribute Requirements: None. The priest needs only faith and dedication to his gods. A high M.E. and M.A. are helpful but not necessary.

Alignment: Only anarchist and evil alignments are possible.

Race: Any; although many of the monster races are attracted to demon lords and evil deities. Some gods may restrict their priests to members of a particular race or races, but this is unusual. Dark gods seem to accept all people regardless of race, sex or background; they welcome all who are members of the brotherhood of evil.

O.C.C. Skills:

Languages: Native tongue at 98% and two languages of choice (+20%).
Literacy: One of choice (+20%).
Basic Math (+20%)
Lore: Demons & Monsters (+15%)
Lore: Religion (+20%)
Land Navigation (+10%)
Streetwise (+10%)
Wilderness Survival (+10%)
W.P.: One of choice, may reflect pantheon.
Hand to Hand: Basic
Hand to hand: basic may be changed to expert for the cost of two other skills or to assassin for the cost of three other skill selections.

O.C.C. Related Skills: Select a total of eight other skills. Plus one additional skill at levels four, eight, and twelve. All new skills start at level one proficiency.

Communications: Any
Domestic: Any (+5%)
Espionage: Any
Horsemanship: General or Exotic only.
Medical: Brewing and First Aid only (+10%)
Military: Heraldry, Interrogation & Surveillance only (+5%).
Physical: Any, except Acrobatics, Gymnastics, Boxing & Wrestling.
Rogue: Any (+5%)
Science: Any (+5%)
Scholar/Technical: Any (+10%)
Weapon Proficiencies: Any, except Siege, Targeting, Large Axes, Pole Arms and Lance.
Wilderness: Any

Secondary Skills: The character also gets to select five secondary skills from the previous list at level one, and one additional skill at levels two, five, seven, ten and thirteen. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parentheses. All secondary skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in the list.

Starting Equipment: A set of traveling clothes, a traveling robe or cloak with a hood, a ceremonial robe, boots, belt, backpack, bedroll, a medium-sized to large purse/satchel, four small sacks, a water skin, one or two symbols of the priest's god or pantheon, four wooden spikes, a small mallet, 30 feet (9 m) of rope, a gold chalice, small mirror, a tinder box, and food rations of 2D4 weeks.

Armor: Starts with soft leather (A.R. 10, S.D.C. 20).

Weapons: Any, but most seem to favor staves, swords, and blunt weapons. Starts with a pair of knives and weapons of choice. All are basic S.D.C. weapons of good quality. Magic and holy weapons are coveted, but must be acquired later.

Money: The character starts with 190 in gold. Additional money will come from payment for services rendered and/or the acquisition of booty. Most priests of darkness enjoy life and all the comforts money, position and power can get them. The typical dark priest gives the church approximately 25% of the money he earns.

Note: Dark Priests as Player Characters. Not all priests of darkness are sadistic maniacs, murderous fiends, or bent on conquest, or driven to bring chaos to the world. However, they are all self-serving, treacherous, deceitful, conniving, ruthless and usually mean.

Thus, an evil priest as a player character can function within a group of predominately good characters by publicly working with them and deferring to their judgement in most matters. Behind their backs, he is likely to engage in torture, threats, extortion, backstabbing, double-dealings and any number of evil activities that could be counter-productive or detrimental to the group. The only time the good guys will know he's evil is when they catch him in a lie or act of betrayal or cruelty.

Furthermore, the evil priest may be charming, likeable and even heroic. He may like the other player characters and they may like him, but when push comes to shove, the evil priest will inevitably do what is best for him and/or his deity or church. He may hate betraying the group or feel sorrow that he had to kill one or all of them, but his alliance is first and always with his demonic god(s) and secondly, to himself. As far as he's concerned, the manipulation, injury, and death of innocents is the way of the world. At best, the evil character will regard his fellow adventurers as charming companions, but more likely as a means to an end, and worse, as worthless pawns and cannon fodder.

Note that evil player characters who are openly evil will not be allowed to work with characters of a good alignment — they just won't tolerate him and the character could find himself in prison or slain.

Also note that an evil priest who forsakes his evil Master and turns toward good and/or the gods of light, will be considered a traitor. Supernatural minions as well as other priests and worshippers will be dispatched to extract a painful vengeance.

Warrior Monk O.C.C.

The warrior monk is a member of the clergy who has followed religious and philosophical pursuits other than those of the priest. A monk engages in prayer, meditation and good deeds, but does not say mass, lead religious ceremonies, cast spells, evoke miracles nor perform many of the other duties and services of the priest. The monk can make preparations for a ceremony and participate in it, but cannot perform it. A monk can testify or present arguments for or against a law or an accused person, but he cannot sit in judgement of him. Likewise, monks rarely advise the heads of church or state, seldom lead and are generally regarded as humble or lesser members of the church.

The monk might be considered the working man's clergy and his duties are of a general assistant to the church, priest, gods and people. Most monks are always subservient to any priest above third level. This is the standard, unless the monk is young and has not yet learned his place (a lesson in humility will be quick in coming), he is stubbornly impudent regardless of age and experience (in which case, those who know him try to tolerate his pridefulness), or if the monk feels a great injustice will occur unless he speaks up or takes a stand, even if it means he is likely to be chastised and/or punished. All acts of impudence or defiance will be subject to punishment by the church leaders. Such punishment is typically public chastisement and assignment of hard labor, the least desirable work, or a difficult assignment often in remote or dangerous areas. In some cases, the monk is effectively expelled by sending him on an impossible mission or to a distant post for an indefinite period of time. Occasionally, a monk unjustly accused and/or harshly punished for wrongdoing he did not commit, or who becomes fed up with local politics, will become a rogue and wander the land trying to serve his god(s) and people in his own way the best he can.

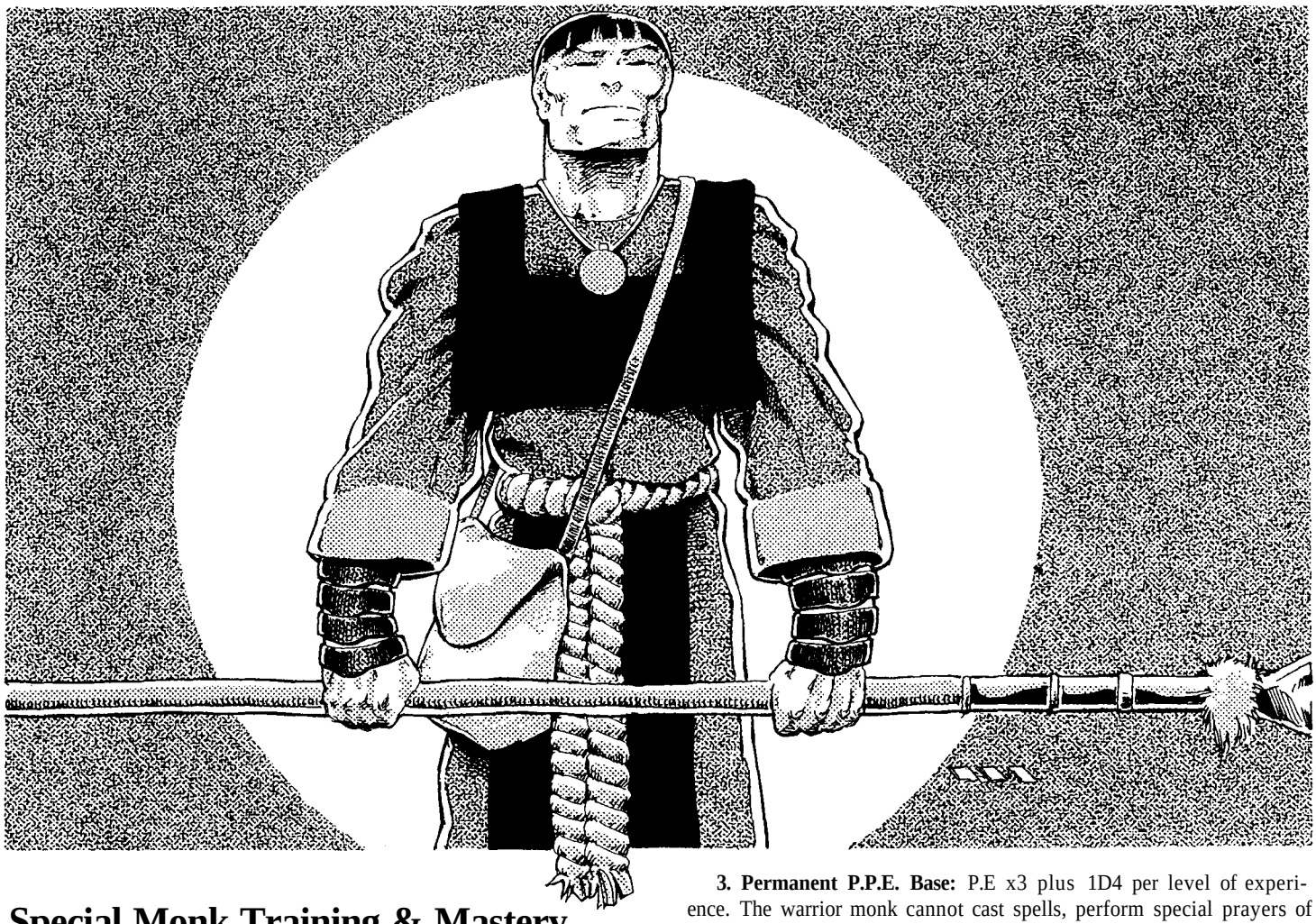
The monks' philosophy of life makes them acutely aware of the human condition with both its strengths and frailties. His duty is to nurture a person's strengths and goodness and to help him overcome his weakness and base or cruel desires. Part of the monk's training is to first learn to understand himself and learn to control his emotions — to try never to react in word or deed in anger, and try to understand the other person's position. This makes most monks quite philosophical, as well as alert, friendly, understanding and compassionate. After they have learned to understand and control their own inner demons (as best they can), they are sent out into the world to help others do the same. A humble and self-effacing clergy, they seldom associate with the rich or nobility but live and work among the common man, the poor and the downtrodden — for the monks believe that these are the people who need them most. This also means the monk has little use for nobility, wealth or politics.

As a servant of the people, the monk is often privy to the injustices of the poor, particularly at the hands of tyrant kings, compassionless nobility, callous employers and cruel task masters. This unique view of the world leads to occasional disputes within the church between monk and priest, and frequent clashes with Kings, nobility, wealthy merchants and civil authorities.

A monk will often travel alone, in pairs or join adventurers to wander the land helping others and engaging in a number of academic and charitable pursuits. These loners will frequently help villagers by watching over and entertaining children while the adults tend to their crops, offer advice to the heads of households, may attempt to negotiate on a villager's or farmer's behalf with their landlord (petitioning for better work conditions, food, etc.), help prepare for festivals, to minister the ill, mend fences, tend to animals, harvest crops and assist in all kinds of manual labor, as well as report news and gossip, discuss philosophy, and tell stories of courage, wisdom, and the gods. Likewise, they'll accompany, defend, and help travelers.

A warrior monk will not hesitate to confront, chase away, and fight demons, monsters, sorcerers, bandits and evildoers to defend innocent people (they care little about property, even church property; people come first). This often puts a monk in the company of other warriors and adventurers to battle against tyranny, slavery and evil. During times of war, entire armies of warrior monks *may* gather to join in the fight to defend a temple, village, region, or kingdom from rival factions, ravaging monsters, or foreign invaders. To attack a monastery is pure folly, as these warriors have been known to easily disarm and beat experienced knights using their deceptively simple wooden staves or deadly spears (the traditional weapon of war for the warrior monks).

A typical monastery will have 2D4 martial arts masters (lD4+8th level; all heads of the monastery), 4D6 experienced monks (1D4+4th level), 6D6 young monks (1D4+1 level), 1D4x10 new monks (all first level) and 1D6x10 novices (not even first level yet —they have 1D6 years of training and practice to go). Large monasteries may have three times as many, while a particularly small one will have half as many. Monasteries are usually found in remote regions of the world, with an estimated 100 scattered across the Palladium continent. The oldest and largest are located in the **Old Kingdom, Timiro Kingdom** and to a lesser degree, the **Western Empire.** Newer, medium to small-sized monasteries can be found in the southern portion of the **Eastern Territory and Lopan.** There is only one located on **Phi** and in the **Baalgor Wastelands** (reputed to be one of the last bastions of the fabled *Rahu-Men),* and a handful of small ones in the **Great Northern Wilderness, Bizantium, and Land of the South Winds.** None are known to exist in the *Yin-Sloth Jungles, Land of the Damned, Isle of the Cyclops, Y-oda, Zy* or the *Floenry Islands.*



Special Monk Training & Mastery

1. Stick Fighting: The art of fighting with a staff or spear is a form of martial combat. A simple piece of wood, often referred to as the monk's "stick," is used to remind the monk of his humble station. A spear, but not pole arms, is also acceptable as it is only a modest enhancement.

"Stick" Power Strike: A powerful thrust with the point of the staff, or blunt end of a spear, to the temple. The blow is so painful and jarring that it inflicts an extra 1D6 damage and, for a moment, everything goes black: the victim of the stick power strike loses initiative, loses one melee action and there is a 01-50% chance that he will drop whatever weapon he was holding (only drops one weapon if using a pair — victim's choice of which).

The monk must focus and deliberately aim at and strike the temple (the player should announce his intentions before he rolls to strike). A roll of 18 or higher (including bonuses) is necessary to have full effect. Any roll that hits his opponent, but is under 18 misses its mark and only inflicts normal damage.

Parry Arrows with Staff or Spear: The monk can attempt to *parry* arrow attacks! He is -2 to parry arrows, darts, or thrown objects, and -6 to parry gunfire. The character can only attempt to parry the projectile attacks of *one* opponent at a time and must see the attack coming.

Stick Fighting Bonuses: In addition to W.P. staff and W.P. spear bonuses, the monk is +1 to parry at levels 4, 8, and 12. One extra attack per melee round when using a staff or spear of any kind!

2. Spirit Strike (special): An attack that draws on the character's inner spirit with mystical effect. It can only be used against dragons, elementals, demons and other supernatural beings and creatures of magic! It can be inflicted with a punch, kick, staff or spear and does triple the character's normal damage! Uses 2D6 P.P.E.

3. Permanent P.P.E. Base: P.E x3 plus 1D4 per level of experience. The warrior monk cannot cast spells, perform special prayers of intervention or any of the priest's special powers (healing, etc.), his P.P.E. is reflective of the character's inner spirit and strengths.

4. Other O.C.C. Bonuses: +20 S.D.C., +1 to save vs horror factor at levels 2, 4, 7, 9, 11, 13 and 15, +1 to save vs disease, +1 to save vs illusions and mind control, and +4 to save vs possession.

5. Monks, Armor & Combat: Same as the priest of Light.

6. Allegiance to a God: Same as the priest of Light.

7. Temple Skills: The warrior monk also gets the following skills.

Begging: Although learned as a monk, this skill can be particularly useful either as a disguise, or to collect emergency money when things are desperate. The base skill determines the chance of collecting a donation from each passerby. On a crowded street it could be pretty lucrative. The amount of money depends on the economy of the country and community where the begging is taking place. **Base Skill:** 20%+3% per level of experience.

Fasting: The ability to go for long periods of time without food. So long as the character has sufficient water, he can easily survive for two weeks without food. After that, the character will have to roll under the fasting skill to avoid becoming weakened or sick. The character can also go for three days without water and not show any serious effects from dehydration. **Base Skill:** 40%+3% per level of experience.

Deep Meditation: Involves engaging the mind and body, so that the body remains motionless, but without fatigue or pain, and the mind stays in a clear, calm and rested state. While meditating, a character recovers I.S.P., P.P.E. and other internal resources at an accelerated rate (three times as fast as normal). Although it is not a substitute for sleeping, characters will usually feel alert and refreshed after any period of meditation. When in a meditative state, the character is, at a subconscious level, well aware of what is happening in the environment and can instantly leave the meditation position with no combat penalties.

Base Skill: 20% +6% per level of experience. **Base Meditation Time:** *The amount of* time that a character can continue to meditate: One hour *at first level,* plus one additional hour per additional level of experience.

Note: Each particular church, religion and/or god is likely to have its own laws, practices, dogma and rituals. Roughly 70% of all monastic orders require celibacy and are segregated by gender, although there are male and female monks.

The Warrior Monk O.C.C.

Alignments: Any alignment, but typically 25% are principled, 25% scrupulous, 15% anarchist, 15% aberrant, and 20% other.

Attribute Minimum Requirements: P.P. 11 and P.E. 11 or higher. A high P.S., M.E. and M.A. are helpful but not a requirement.

Racial Requirements: Usually none; most monastic orders will accept any "willing spirit." For this reason, some temples are associated with dragons, giants like the Rahu-Men and other nonhumans.

O.C.C. Skills:

Languages: Native tongue at 98% and two languages of choice (+20%).
Literacy: One of choice (+15%)
Basic Math (+20%)
Climbing (+10%)
Lore: Demons & Monsters (+15%)
Lore: Religion (+20%)
Land Navigation (+15%)
Play Musical Instrument of Choice (+20%)
Swim (+10%)
Wilderness Survival (+15%)
W.P. Staff
W.P. Spear
Hand to Hand: Martial Arts only (no substitution allowed)!

O.C.C. Related Skills: Select a total of six other skills. Plus two additional skills at levels four, eight, and twelve. All new skills start at level one proficiency.

Communications: Any (+5%)
Domestic: Any (+15%)
Espionage: Any
Horsemanship: None; walks everywhere or rides in a wagon.
Medical: Any (+5%)
Military: None
Physical: Any, except Acrobatics and Wrestling.
Rogue: Any
Science: Any
Scholar/Technical: Any (+10%)
Weapon Proficiencies: Only Archery, Blunt, Forked, Shield and Targeting (plus O.C.C. W.P.s above).
Wilderness: Any

Secondary Skills: The character also gets to select four secondary skills from the previous list at level one, and two additional skills at levels two, five, seven, ten and thirteen. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parentheses. All secondary skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in the list.

Starting Equipment: A set of traveling clothes, a dark traveling robe with a hood (typically brown or grey), a ceremonial robe, sandals or moccasins, belt, bedroll, backpack, a medium-sized to large purse/satchel, four small sacks, a water skin, one or two symbols of the monk's god or pantheon, a wooden cross, six wooden spikes, a small mallet, 30 feet (9 m) of rope, 1D6 vials of holy water, small mirror, a tinder box, and food rations of 2D4 weeks.

Armor: Starts with soft leather (A.R. 10, S.D.C. 20) worn under the robe.

Weapons: Warrior monks are strictly limited to staves, spears, forks/tridents, blunt weapons, and the bow. Starts with a sturdy staff or spear, a dagger or a hatchet (mainly for utilitarian purposes rather than combat) and one of choice. All are basic S.D.C. weapons of good quality. Magic and holy weapons and other items must be acquired later.

Money: The character starts with 110 in gold. Additional money will come from payment for services rendered and/or the acquisition of booty. Those living at monasteries have all their basic needs taken care of, and everybody in the community works to keep the place up. The character's founding monastery will usually supply them with all their basic needs: clothing, food, and staff.

Traveling monks can *always* find shelter, food, drinking water, a new robe or sandals, and basic facilities (a well, bathing area, a place to wash clothes, a place to sleep, library, and so on) at any monastery that worships the same god(s). Even some rival monasteries will offer a fellow monk basic amenities. Likewise, farmers and villagers will usually offer the monk similar hospitality. In all cases, payment for such hospitality is a small donation or general help, like cleaning, stacking boxes, tending the garden, etc.

If the monk has performed some special service for an individual or community, especially defending them against danger, he is usually given some small amount of money (occasionally a large amount, but most communities are very poor) and free food and lodging.

Some monks live lavishly and have a weakness for alcohol and books, but most live quiet, modest lives, giving much of their earnings to the less fortunate (40-50%) and their monastic order (25%).

Druid O.C.C.

Inspired in part from concepts by James Wallis

All species and both sexes are accepted as initiate druids, however, the druidic faith originally arose as a male-dominated belief in a male God of Nature. As a result, it is still male-dominated and although females may become initiates, few of them will become full druids (about 12%).

The only way to learn about the druidic faith is to become a druid, which is said to take 15-20 years of initiation and learning. The long apprenticeship is spent learning and understanding the ancient history of the world, ancient verses and songs, the rites of the druids, druidic lore, healing skills, prophecy and finally, magic. Much of this time will be spent in wandering the country, attuning one's mind to the landscape, and especially learning to appreciate and understand nature. At least a quarter of an initiate's time must be spent with their mentor, but otherwise they are free to do as they wish. The process is made longer by the fact that all the teaching is by word of mouth, since druids rarely write anything down, and when they do, it will be in a secret script, known as Oghrune, an obscure form of runes (a Diabolist is -20% reading Oghrune). Not everyone who starts tutelage under a druid becomes one, there are tests every year and many fall by the wayside. There is also a Supreme Druid, chosen every year at a special ceremony.

Although they are considered to be one with the Earth and nature, they are not linked to elementals or warlocks. The druid's communion with nature is not so much with the "forces" of nature, but with the creatures and myriad intelligent races who share the world. Their dream is to see humanoids learn more about the natural world around them and learn to live in harmony with it. Consequently, they try to teach others forest conservation, superior methods of farming like crop rotation, irrigation and ways to prevent erosion of soil from wind and rain.

Druids can be found throughout the known Palladium World, but are found primarily in wilderness areas away from the Southern Jungles. They are fairly uncommon in the Timiro Kingdom and most "civilized" human communities in the south, and virtually unheard of in the Western Empire. In these cities and older kingdoms, druidic faith has been

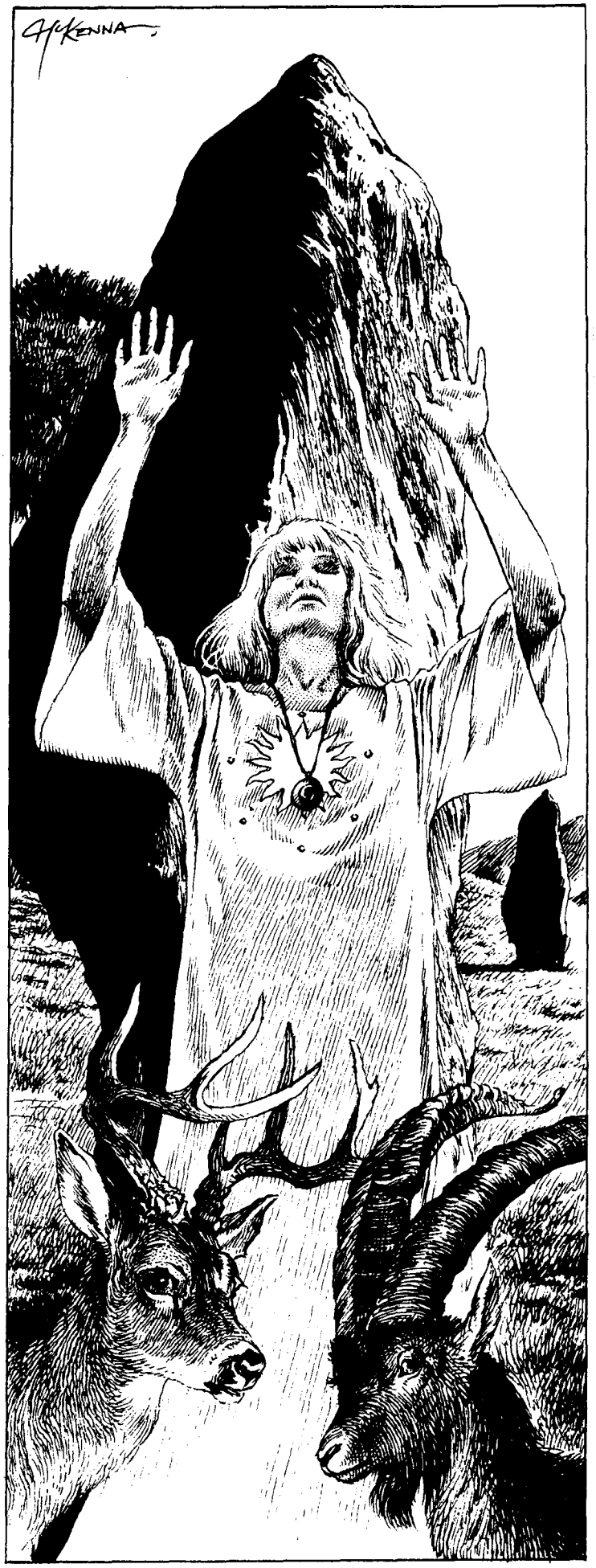
replaced by the worship of other gods. In fact, some priests in some communities have an ongoing rivalry with these sages of nature and a few have even banned the druidic faith altogether.

These woodland priests and the druidic faith are common in the North and East, especially in the Great Northern Wilderness, as well as Phi, Lopan, and the Eastern Territory. **The Kingdom of Bizantium** is one of the few major kingdoms in the world that embraces the druidic religion and has a large number of druids and their faithful inhabiting even the most advanced cities. An estimated 20% of Bizantium's population are followers of the druidic faith. Of course, only a fraction of those are practicing druids. Warlocks and worshipers of elementals are also widespread at this unique community (see *Adventures on the High Seas*, first or second editions, for more information about Bizantium, Timiro and other parts of the world).

Druids are highly respected among the Wolfen and their smaller cousins, the Kankoran — less so among Coyles and Bearmen. For some reason, Druids aren't particularly common among most of the other so-called monster races, although an occasional druid may appear among their ranks. Druids aren't common among the subterranean races like dwarves, kobolds and ratlings either. Next to the canine humanoids, Druids are most common among the human and elven populations, especially in small towns, villages, clans and outposts in the wilderness.

Certain animal species are associated with the druidic faith, including the **eagle** (representing the celestial forces), goose (symbolizing alertness and watchfulness — and often used to guard a sanctuary from intruders), **raven** (symbolizing darkness, death, destruction, and prophecy), **bull** (symbolizing strength, ferocity and virility), **boar** (symbolizing hunting and war as well as feasting and hospitality), **bear** (seen as a force of nature), dog (symbolizing hunting, healing and death by combat), **hare/rabbit** (symbolizing the gods and spirits of the underworld, death, and the undead, as well as speed and luck — they are never eaten, but often sacrificed), and the stag (symbolizing virility, speed, aggression and the forces of nature). These animals *may* fall under suspicion if some sort of incident occurs involving druids. Furthermore, druids often have an animal familiar.

Rituals are are very important to the druids, with numerous animal sacrifices used to create their magic. They are traditionally associated with the color white and wear white garments under their robes and on the most special occasions, they wear white robes or gowns. Gold is also important, and appears as gold rings and occasionally a gold sickle. Mistletoe is used in a great many of their rituals, due to its associations with fertility (why do you think people kiss under it?). Many druids carry or use a staff usually made of yew wood or oak as a symbol of their authority.



The Five Laws

All druidic magic works on the principles laid down in what are known as the **Five Laws,** which are taught to every initiate at the very beginning of their tutelage.

1. THE LAW OF REBOUND. A lesser magical force will always be repelled by a stronger one, and will rebound onto its caster.

2. THE LAW OF EQUALS. When two equal magical forces meet, one will eventually give way to the other, which will then be recognized as the stronger in future meetings.

3. THE LAW OF APPEARANCES. Nothing in the magical realms should be taken at face value, but should always be questioned. This especially applies to obvious solutions and the "easy way out."

4. THE LAW OF SUMMONING. If a druid calls upon magical powers and finds that the result is not what was expected, it means that he does not have enough experience and ability to do what was attempted.

5. THE LAW OF CAUSE AND EFFECT. Like the concept of "karma," a druid should never expect something for nothing. The power of a magical spell will only be equal to the power put into creating and

casting it. To try to summon more power than one can handle is to summon "negative magic" on oneself (bad luck).

Once an individual has drawn power from the earth and used it for magic, they must replace that energy. This is usually done with a ritual ceremony lasting from several minutes to a couple of hours, ending in a blood sacrifice. To insure the nurturing of the earth energy, remove dead or diseased limbs from trees, plant the seeds of herbal plants as well as fruit and nut-bearing trees and herb plants, and kill destructive insects. If the nurturing of nature is not continually performed, there is a good chance that future magic spells and rituals will not take effect and negative energy will follow.

Negative magic energy will cause the druid to look twice as old as he really is, cause bad luck (reduce M.A. by half, -10% on all skills, -10 S.D.C., -10 P.P.E. and -3 on initiative) and will eventually destroy him. Negative magic energy can also be accumulated by using druidic magic and knowledge for purely selfish, evil, or harmful purposes. Note: Only the G.M. can decide when a druid character is using his/her abilities for evil and selfishness and should suffer the effects of negative magic. The alignment may also change. Repentant characters who resume there nurturing of nature and observance of the Five Laws will, after a reasonable amount of time, be completely restored.

Druids & Armor

Most druids will only wear and use armor made form natural materials, including padded leather and even armor made from wood or bark. They will not wear armor or use weapons made of processed metal. Furthermore, covering oneself in *metal* is confining, removes one from nature and interferes with magic. Metal armor may only be worn as a disguise, with the usual encumbrance penalties: -15% to prowl and -20% to climb/scale walls or swim in full splint or plate armor. -10% to prowl, swim or climb in chain or scale mail, and -5% in studded leather. Most druids prefer to wear soft or studded leather armor or magic armor made of cloth or leather.

Levels of Experience & Power

More than any other O.C.C., the druid's abilities increase dramatically with experience and maturity. Going up in druidic experience doesn't work on a strict time-scale; after all, a clever apprentice will learn faster than a dull one. As a character gains experience levels, his knowledge of druidic matters increases. After each level there is a test of some kind to check that the druid is qualified to advance to the next level. These tests differ from area to area and from druid to druid, so Game Masters should feel free to create their own.

Any player who has a druid for a character is assumed to have already spent years of study as an apprentice to an older, fully-qualified druid (only full druids may take apprentices). The character starts out at level one knowledge and ability.

First Level

Secret Writing: Oghrune: All druids are taught a variation of the rune alphabet known as Oghrune. The primary difference between this written language and traditional runes is the addition of a few (non-magical) symbols representing various forces of nature and additional dashes and appendages added to the basic runic letters. Diabolists can read Oghrunes at -20%. **Druid Base Skill:** 50% +5% per level of experience. Likewise, a druid can read conventional runes at -15%.

Exceptional Regional Knowledge of Geography & History. This is the complete history of the local region where the druid either grew up or practices his faith. Information goes back thousands of years and includes a rich knowledge of geographical changes (the rise of mountains, rivers changing course, flood plains, seasonal weather patterns and changes over the years, animal migrations and extinctions, etc.) as well as myths and legends focusing around animals and nature. **Base Skill:** 40% +5% per level of experience.

Knowledge of Sacred Sites. Sacred sites are important to the druids. Some are obvious and well-known (like Stonehenge on Earth), while others are more temporary, much better hidden and may not be obvious when found. An initiate druid learns to recognize the sites and the signs that point to them. This includes knowledge of ley lines. **Base Skill:** 35% +5% per level of experience.

See and Use Ley lines: The druid recognizes ley lines and nexuses as *places of power* where he or she can draw on additional P.P.E. and where spells and powers are increased. The ley lines on the Palladium World are not as powerful as those found on a handful of other worlds (such as *Rifts Earth)* and are not visible to the average person. Only druids, practitioners of magic and most creatures of magic can see the gentle flow of magic energy. *See the Magic section for more details.*

Ley line Drifting: The druid can open himself to the ley line energies and walk or float through the air along the length of a ley line. The maximum speed is a mere Spd 10, but it is relaxing and does not cause exertion or fatigue. Best of all, the druid does not need to expend any personal P.P.E. to do this, but draws on the ambient P.P.E. of the ley line. Applicable only to the character; he cannot magically enable others to float along with him.

Ley Line Rejuvenation (self): When standing on a ley line or nexus, the druid can absorb ley line energy to double his rate of natural healing. To do this, the character must concentrate on healing while relaxing on a ley line. The druid can also use a ley line or nexus to perform an instant rejuvenation as often as once every 24 hours. After about 10 minutes of concentration, 2D6 hit points and 2D6 S.D.C. are magically restored; no personal P.P.E. is expended to do this. Ley line rejuvenation restores P.P.E. at the normal rate.

Magical Powers and Abilities of the Druid:

Recognize enchantment on animals: The druid can recognize the influence of magic that charms, enslaves, hypnotizes, harms or transforms ordinary animals, or which poisons or fouls food or drink. This ability includes identifying magic sicknesses, curses, the effects of faerie food and faerie magic, and supernatural or magical possession. Illusions, metamorphosis, and psionic powers do not count as enchantment. **Base Skill:** 35% +5% per level of experience (-20% when examining humanoids).

Magic Bonuses: +1 to save vs magic at levels two, six, ten, and fourteen; +4 to save vs horror factor, +2 to save vs disease.

Spell strength (the number others must save against when the character casts a spell): +1 at levels three, six, nine, twelve and fifteen. Starts at 12 strength.

Permanent P.P.E. Base: 1D4x10 plus the P.E. attribute number. Add 1D6 P.P.E. per each level of experience, starting at level one. Since the druid is not considered a true practitioner of magic, the character possesses considerably less P.P.E. than magic O.C.C.s. For this reason, the druid often engages in ritual magic and the blood sacrifice of an animal to draw upon its P.P.E. The druid cannot draw on P.P.E. from living people or animals, but can draw on ley lines and nexus points. *See the Magic section for details.*

Base Level of Magic/Spell Control: 35% +5% per every level beyond 8th! Control rolls are only necessary when controlling a force of nature, i.e. fire, storm, etc. A failed roll means that the druid cannot control the power, duration, direction, or any other aspect of the force he has unleashed. The effects of the magic must be left to run their course.

Druidic Magic Powers: With each advancement in level, the druid instinctively knows how to perform one or more feats of magic. The magic may be the equivalent of a wizard spell with the same P.P.E. cost and spell performance unless otherwise stated. Or the power may be something unique accompanied by a description. At first level, the character can cast the globe of daylight and repel animals spells.

Second Level

Druid Versification Skill: Along with their knowledge of history, druids are also taught folklore and wisdom in the form of songs, rhymes, and verse. These are used to teach the people about the old ways and the great folk heroes. This skill also allows druids to disguise themselves as bards. The ability includes being able to compose new verses and tunes, and the ability to play at least one musical instrument. **Base Skill:** 30% +5% per level of experience.

Druidic Magic Powers: Healing Touch (animals): The druid has the power to heal 4D6 hit points and/or S.D.C. on animals (humanoids not included). Healing requires the laying of hands, one full melee round of concentration and expending seven P.P.E. from his personal P.P.E. base or by blood sacrifice (not from ley lines).

Plus: Chameleon and Faerie Speak.

Third Level

Philosophy and teaching become two of the keystones of being a druid. They are learned through the first three levels, but only at this stage can the young druid claim to have a real grasp of the subjects. It involves many of the druidic rituals and their proper use. At this stage the druid will be allowed to take an active part in druidic rituals.

Druid Astronomy Skill: This is the science of the sun, moon, planets and stars. Druids observe these closely with the naked eye, and treat their movements with great importance. Characters with this skill can figure out the approximate time of day, their exact position and direction (especially by the stars), as well as spotting astronomical happenings that might be omens, such as comets or eclipses. Astronomy is the foundation for part of the druid's ability to prophecy the future at higher levels. **Base Skill:** 20% +5% per level of experience and adds a bonus of *+5%* to the Land Navigation skill.

Weather Identification Skill: By spending time studying the sky, plants, and insect behavior, the druid can predict the general weather trend for the next 4D6+6 hours. The character will be able to recognize the coming of storms, their likely severity, flood and fog conditions, etc. He is also able to tell if a storm or weather condition is the product of magic or natural forces (+10% to base skill). **Base Skill:** 20% +5% per level of experience.

Druidic Magic Powers: Negate poisons/toxins, healing touch, and control the beasts; all the same as the wizard spells, plus familiar link (same as the wizard spell — the druid can only have one animal familiar at a time).

Fourth Level

Druidic Magic Power: Prophecy (general). This is the ability to see bad omens and warnings of impending danger, disaster, witchcraft and the forces of supernatural evil at work from the study of the stars, skies (color and cloud formations), the behavior of plants, wild animals and insects, and other natural omens. Druids at this stage cannot make prophecies about specific people or specific happenings, and do not have the ability to be precise. This is where the philosophy and history skills are utilize by the druid to "interpret" the signs and hide the vagueness of the prophecy in riddles and clever words. He may sense that "evil is afoot" and taking what information he may know, surmise that "something unnatural has tread this path." Likewise, "foul winds blow," means that something appears to be wrong or out of place. He may even get a general idea as to who the omen is directed at such as the King, a specific kingdom, or a player character/group (G.M.'s discretion). The prophecy always focuses on the big picture and rarely on one insignificant person or minor event. **Base Skill:** 20% +5% per level of experience. A failed roll means no impression, good or bad. A prophecy can be tried as often as once per 24 hours or if something really terrible or obvious is afoot.

Forecast Weather Change: The spell weaver can accurately forecast the weather right down to specific times, such as "The morning will open with a light drizzle, but by noon the rain will stop and the sun will shine. A few hours after the sun sets, the rain will come again and continue till dawn." Any change from this forecast will mean mystic intervention. The forecast is accurate for a 100 mile (160 km) diameter. This spell can be done in a matter of 10 minutes using any of the four elemental locations. Must be performed on a high hill, treetop, or high in the mountains and requires the sacrifice of a bird.

Fifth Level

Druidic Magic Powers: Extinguish Fire: The druid can put out a fire that covers as much as a one mile area (1.6 km) per level of experience. Requires the druid to completely immerse himself in water, drawing on air from a hollow tube, and 1D4x10 minutes of concentration underwater. Comparatively small fires, such as a house, requires 1D6 minutes.

Kindle Flame: The druid can cause wood to smolder and burst into flame. The speed in which the fire spreads can be completely controlled by the spell caster from mere inches a minute to 10 feet a minute (unless he loses control, then it spreads with frightening speed; about 20 feet/6.1 meters per minute). This magic can also be used to create a tiny flame and great billows of smoke. The fire can be created up to 1000 feet (305 m) away. Must be performed in the presence of a large fire and that fire must be maintained for the duration of the spell casting.

Communication: One mile (1.6 km) per level of the druid. This is a one-way telepathic communication, but can become two-way if the fellow druid is 7th level or higher. This spell is rather quick, requiring only a minute or two of concentration and can be maintained as long as necessary, provided the druid does not move from that spot. Must be performed on a high hill, treetop, or high in the mountains.

Sixth Level

Druidic Magic Powers: Metamorphosis: Animal. Same as the wizard spell except it costs the druid half the P.P.E. amount of the spell and duration is double

Summon and Control Canines: Same as the wizard spell.

Purification: Same as the wizard spell.

Seventh Level

Druidic Magic Powers: Phoenix Healing — From Death Comes Life: The druid can perform a ritual in which a medium to large animal is sacrificed. Each one of the P.P.E. points unleashed by the animal (and doubled at the moment of death) can be converted into one hit point and instilled into a wounded or comatose person by touching both the animal and the patient at the moment of death/sacrifice. If the person to be healed is in a coma (at zero or below hit points), the character gets to roll to save vs coma at +30% and gets 2D6 hit points if he snaps out of the coma (all instant effects). If above zero, but dangerously low/seriously injured, each P.P.E. point released by the slain animal will be converted into hit points; will not exceed the character's maximum number of hit points (no S.D.C. are restored). This magic can also be used to completely negate poison, remove fever, and cure sickness. Permanent damage, such as blindness, severed limbs, or insanity cannot be cured.

Requires half an hour to perform and must be done in a wilderness or forest to heal injury, but on the bank of a lake, river, or stream to cure sickness, fever or poison.

Divination: Druids can divine the future and gain insight to a problem by performing a blood sacrifice of a small animal (typically a bird), pulling out its entrails, observing them and meditating. This may take between half an hour to an hour, depending on the complexity of the problem and the solution needed. The druid can sense the following;

1. Whether a specific person is in immediate danger or not (immediate is 1D4 hours).

2. Whether that person has the intention to commit violence or evil within the near future (1D4 days).

3. Whether somebody he, the druid, cares about (but no specific identity unless that person was the initial focus of the divination) is in

danger and whether the danger is soon (within 24 hours) or distant (weeks or months away).

4. Will magic be involved?

5. Will mortal or supernatural forces be involved?

6. Will there be much sorrow/death if this possible future is not changed?

Divination can be done as often as once every 24 hours. Limited to events that may happen within 1000 miles (1600 km) on the soil of the land/continent the druid is standing on. Must be performed in a wilderness or forest and the blood of the sacrificial animal must seep into the ground.

Eighth Level

Druidic Magic Powers: Protection Charm: The charmed person must be present during the ritual and will enjoy the following bonuses: +3 to save vs magic, +1 to save vs psionics, impervious to poison, the charmed person's aura cannot be read/seen, automatic mind block, and natural 20's and critical strikes do normal damage (not double).

The spell is defensive in nature, thus it only applies when the character is avoiding combat or fighting defensively. The bonuses disappear the moment the person makes a deliberate attack or act of aggression. The strength and duration of this protection depends on the length and complexity of the magic ritual. Generally, 24 hours per every two hours spent on the mystic ceremony. Can be performed on oneself or on someone else (one) per ritual. A large animal like a cow, ox, deer, horse, etc. must be sacrificed at the end of the two hour plus ritual or no bonuses are provided. Must be performed in the presence of a large fire and that fire must be maintained for the duration of the ritual. Assistants, friends or followers often feed the flame so the druid can concentrate on the ritual.

Plus: Water to wine and witch bottle (same as the wizard).

Ninth Level: Master Druid

Upon reaching ninth level, the character has learned and mastered all the skills of his profession and has passed all the tests along the way, thus they have earned the title of *Master Druid.* This is a highly emotional and important point in any druid's life. It does not mean that they have learned or mastered everything that they need to know in life — druids keep learning and improving their skills and wisdom until they die — but the character has attained a level of mastery that only a few achieve. It also means a level of social distinction within the Druid community. All lower level druids will treat a true Master Druid as a knowledgeable teacher and advisor and show him or her the utmost respect and courtesy. As a Master Druid, the character may wear the distinctive white druidic robes as his regular garment, can lead druidic rites (rather than just participating in them), and may sit in judgement and make public prophecies. The Master may also elect to teach an acolyte (no more than two), although most druids will wait until they have more experience before they do this.

The Supreme Druid is selected in a particular community or region once a year at a special ceremony under the oldest oak tree. The location, date and festivities of this ceremony may change from community to community, but word is spread through the network of druids and their sympathizers across the land. As with all druidic ceremonies, only druids and their initiates are allowed to attend, and at least 35% of all the druids in the country will turn up. Candidates for Supreme Druid must be Master Druids who are tested on their knowledge, their ability to compose verses, their interpretation of events by philosophy and prophecy, and most importantly their wisdom and compassion. The Supreme Druid is selected by vote and remains the spiritual leader of the faith for the next year. Particularly wise and respected druids can be re-elected and serve for many years, but few serve for more than 10 years in a row. The Supreme Druid is also the only druid who can call a special meeting of all druids in a time of crisis.

Druidic Magic Power: Weather Control: (Once per day). The druid can change the existing weather from something as minor as a change in the wind's direction to summoning a storm. The smaller the change in the weather, the quicker it can be created; a light rain or fog can be called in 10 minutes, while drastic changes, from bright sunlight to downpour, heavy fog, hail, high winds, etc., will take over an hour to create (60 minutes plus 1D6x10 additional minutes). Incredibly destructive weather patterns (hurricanes, tornadoes, lightning bolts, as well as snow) *cannot* be summoned. Generally affects an area 10 miles (16 km) in diameter, but the area can be made smaller if the druid so desires. The duration of the weather effect is limited to 1D4 hours from the moment the druid stops the ritual. Note: Downpours can be extremely dangerous, causing flash floods, especially in hilly regions, and making travel difficult, if not impossible. Must be performed on a high hill, treetop, or high in the mountains and requires the sacrifice of a large bird or bird of prey.

Plus the spells: Spoil, Faerie's dance and monster insect; same as the wizard spells.

Tenth Level and Beyond

From tenth level and up, the Druid can select two wizard spells from levels 1-3 with each subsequent level of experience.

Druid O.C.C.

Alignment: Any, but most are good, unprincipled or aberrant.

Attribute requirements: I.Q. 9 and P.E. 12 or higher.

O.C.C. Skills:

Animal Husbandry (+20%)
Anthropology (+15%)
Astronomy & Navigation (+15%)
Botany (+20%)
History (+20%)
Land Navigation (+15%)
Languages: Native Tongue at 98% plus two of choice (+20% each)
Literacy Note: Any language other than Oghrunes is uncommon.
Lore: Faerie Folk (+20%)
Lore: One of choice (+10%)
Mathematics: Basic (+20%)
Wilderness Survival (+20%)
W.P. Staff
Hand to Hand: Basic Only!

O.C.C. Related Skills: Select six other skills of choice at level one, plus select one additional skill at levels three, six, nine and twelve. All new skills start at level one proficiency.

Communications: None
Domestic: Any (+10%)
Espionage: Detect Ambush, Detect Concealment and Intelligence only. Horsemanship: General or Exotic only.
Medical: Any (+15%)
Military: Camouflage and Falconry only (both at +10%).
Physical: Any, except Acrobatics, Boxing & Wrestling.
Rogue: Recognize and Use Poison only (+10%).
Science: Any (+15%)
Scholar/Technical: Any (+10%)
Weapon Proficiencies: Any, except Siege, Targeting, Large Axes, Pole Arms and Lance.
Wilderness: Any (+10%)

Secondary Skills: The character also gets to select four secondary skills from the previous list at level one, and two additional skills at levels two, five, seven, ten and thirteen. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parentheses. All secondary skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in the list.

Starting Equipment: A set of traveling clothes, a traveling robe with hood, a ceremonial white robe, moccasins, a pair of soft leather

gloves, belt, backpack, a medium-sized to large purse/satchel, four small sacks, a water skin, a sprig of mistletoe, a clove of garlic, a wooden or silver cross, eight wooden spikes, a small mallet, 30 feet (9 m) of rope, small mirror, and a tinder box.

Armor: Starts with soft leather (A.R. 10, S.D.C. 20).

Weapons: Druids dislike weapons made of processed iron and metal compounds and avoid using them except under the most extreme circumstances. As a rule, the woodland priests use weapons made of wood, stone, or a combination of wood and stone. Staves, spears, clubs, hammers/blunt, sling and bow weapons are among the weapons most commonly used by druids. Even knives and short swords are likely to be made of chipped or chiseled stone. Starts with a sharp stone dagger (1D6 damage), a wooden staff and one additional weapon of choice. All are basic S.D.C. weapons of good quality. Magic weapons and additional items must be acquired later. Despite their aversion to metal, most druids will use holy or rune weapons made of iron, although a magic wood, stone or flaming weapon would be preferred.

Money: The character starts with 100 in gold. Additional money will come from payment for services rendered and/or the acquisition of booty. However, most druids spend their money on nurturing and protecting nature — plants, animals and all of god's creatures. Furthermore, most prefer living off the land and have little need or desire for vast wealth and no need for property like a house and servants. On the other hand, some collect gems and jewelry (part of nature's natural beauty). Also note that silver and gold are also considered natural and can be used by druids.

Men of Arms

Mercenary Warrior O.C.C.

The mercenary warrior is a soldier of fortune and world adventurer. Most are rough and tumble warriors without the benefit of noble birth or the expert training available to the knight or palladin. Yet these characters are often natural born fighters, with an innate talent for combat, great strength and the heart of a lion. They may not be knights, but many are as noble, honorable and courageous.

All mercenaries make their living by their sword, fighting abilities and cunning. Most are independent operators with their own agenda. This could be a desire to destroy evil monsters, avenge the innocent, accomplish a quest, defend their homeland, amass great wealth, or the desire to become famous. These heroes dare to travel into uncharted wildernesses, war zones and the domains of monsters in search of fortune and glory. They rummage through ancient ruins in search of forgotten secrets and treasure, and associate with all manner of beings, from elf to goblin, fellow warrior to wizard.

Of course the life of a mercenary is not an easy one. In addition to the obvious dangers, many will find the hand of fortune will bless them at one point and seemingly abandon them at another. When times are tough, mercenaries are likely to scavenge what booty they can from their defeated opponents and sell it for whatever they can get. Likewise, a hungry fighter will consider jobs that he would normally refuse, and may accept a hot meal and a warm bed as payment for his services (especially from the poor who may have nothing more to offer). During these periods, warriors of anarchist or evil alignments may turn to crime to support themselves. Even during the best of times, there will be battles mercenaries fought where their only reward may be the satisfaction of knowing that they have helped somebody.

Traditional mercenaries are soldiers for hire. They have no roots or allegiance to a particular king, country or cause — when their job is done they are paid and move on. As a result, they are constantly in search of military conflicts and adventure where their services may earn them some money. Thus, many mercenaries offer their sword and skills to *any* employer who will pay a good salary, often without concern for politics or justice. Such employers are typically a king, queen, baron or ruling council, but might also be a knight, priest, wealthy merchant, wizard, or a person or group representing a particular cause or goal (rescue of a hostage, retrieval of a holy artifact, revenge, theft, assassination of a rival, etc.).

When employed as *soldiers in an army,* the mercenary fights for pay and will have a commanding officer and chain of command to answer to, as well as his employer. Like any soldier, the mercenary is expected to obey orders, follow some measure of military protocol, and serve his leaders and employer to the best of his ability. To do otherwise is to be dismissed without pay. Many governments, kings, barons, lords and even wealthy merchants find it convenient to hire professional soldiers, rather than train and maintain a large, standing army of their own. In some instances, the employer may think it safer to hire outsiders than to trust their own countrymen. In other cases, the employer may regard the mission as so dangerous that he'd rather hire strangers than risk friends, trusted servants, or troops he holds in high regard.

The warrior's path chosen by the mercenary is a difficult one. He or she sees much more combat that the average soldier, because the character needs a constant state of war to make a living. However, this also means the average mercenary is more experienced and deadly than the average soldier who spends a comparatively small amount of time in actual battle (more time is typically spent on patrols, guard duty, drills, and so on). Another negative aspect to life as a mercenary is the character has few places he can call home, and few friends other than comrades in arms. Furthermore, most mercenaries face countless opponents and terrible danger without ever finding the fame or fortune they seek. Those who become disillusioned, desperate or bitter may become bandits, smugglers, or black-hearted villains without compassion or honor. Some form their own gang of bandits, others hire themselves out as the henchmen of tyrants and crime lords, or serve as the minions of monstrous non-humans, or evil sorcerers.

Mercenaries are rough and tumble men of adventure who sell their sword and muscle for gold and glory. Their skills are usually directly oriented to combat and self-preservation. They are jacks of all trades when dealing with the fundamentals of combat and adventuring, often skilled in such areas as tracking, trapping, picking pockets and prowling. However, as with most men of arms, they seldom deal in subtleties. If a door is locked, they kick it in, if a man won't reveal a secret, they slap him around a little; reading and writing are generally considered unimportant on the field of combat. These warriors tend to fight hard, work hard, and play hard.

Mercenaries & Armor

Most mercenaries prefer the medium and heavy types of armor that provide maximum physical protection when in combat. These include full suits of chain, splint or plate armor, but any type of armor can be used. Typically, the type of armor worn will reflect the character's personal taste and needs. Many meres will have more than one suit of ar-

mor. For example, studded leather may be used when stealth and maximum maneuverability is desired, while double mail, scale, splint or plate may be used for heavy combat. Characters are -15% to prowl and -20% to climb/scale walls in full splint or plate armor. -10% to prowl or climb in chain, scale mail, or half suits that might include chain and plate or splint, leather and plate or splint, or half suit of plate armor.

Employment for Mercenary Warriors

The type of work and payment for mercenary services will vary from place to place, and from employer to employer. Some may pay great amounts, while others pay a handful of gold or a share of the booty. As a rule of thumb, the more dangerous the mission the higher the pay, but this will always depend on the wealth and generosity of the employer and the circumstances involved. A single mission might pay 1D6x100 gold per person or 1D6xl000. Many employers prefer to pay nothing or very little, but allow the mercenary group to keep some percentage, to all the booty they can carry, provided they accomplish the mission they were hired to do. Many employers will include basic room and board as part of the payment. Game Masters, use your discretion and common sense.

The types of assignments a mercenary can expect, especially one travelling with a group of comrades typical of the average playing group, can include the following:

- A quest of any kind. This is likely to be for a noble or good cause and may be religious in nature.
- Investigating the ruins of an ancient city, temple or underground catacomb. May involve the retrieval of artifacts.
- Retrieval of a valuable item; typically from bandits, a cult, wizard, monsters, or a terrible evil. Evil or anarchist employers may hire the characters for outright theft, or trick good characters into unwittingly doing their dirty work.
- Retrieval of stolen goods, treasure, heirlooms or magic item; typically from bandits, monsters or a terrible evil. Employer is likely to be a wealthy merchant, noble, or priest/church.
- Rescue! This can be the rescue of a peasant woman, child, or entire village, to the rescue of a merchant, lord, princess, queen, king, priest, holy person, etc. Peasants often need rescuing from an evil force such as a witch and her minions, evil cult, villainous sorcerer, bandits, pirates, dragon, marauding monsters, etc. Pay is often minimal, especially from desperate and impoverished peasant villagers.

The rescue of wealthy merchants, churchmen, nobles, and royalty may include the same dangers that plague the peasants, but the culprit behind these acts of villainy are likely to be involved in political intrigue and treachery. The villain may be trying to seize political or military power, and may even be a rogue member of the royal family, a treasonous knight or commander, a sorcerer or any number of elements. These powerful malcontents are likely to wield more power, command more (or more powerful) minions (including fellow mercenaries) and be much more organized than the misanthropes who plunder peasants — so mercenaries beware.

- Search for a lost person(s). A mission to find one or more characters in a wilderness or dangerous setting. Foul play may be suspected and could involve any number of evil monsters, bandits, or settings. A search can easily turn into a rescue mission.
- Bodyguard work requires the characters to either stand guard over someplace, thing, or person, and protect it/him from danger. Merchants and wealthy individuals are often the employers for such a task.
- Defend a caravan. This work involves escorting travelers or a merchant caravan from one place to another, and defending it from bandits, and dangers of all kinds. Merchants, noble families and private individuals are often the employers for such a task.
- Soldiering! This job typically requires the warrior to serve as a soldier in an army. Missions will include infantry combat, siege, defense, reconnaissance and other missions typical of the military, combat and war.
- Militia. Hired as a law enforcement officer and charged with keeping the peace and/or to defend the community. Typically hired by a baron, mayor, or city council in a community with problems from bandits, monsters, rowdy mercenaries, and so on. Often located away from civilization and other authorities.
- Spy work can include reconnaissance along a defensive perimeter or into enemy territory, or undercover work inside an enemy encampment, army, city or stronghold. This can lead to sabotage, retrieval, robbery, rescue, or combat.
- Revenge! The employer hires the mercenary to extract vengeance against an enemy, villain or competitor. This could include a duel to the death, assassination, beating, public humiliation, robbery, vandalism, theft, and similar acts, to an all-out war.
- Robbery: Only evil or anarchist characters are likely to take this job.
- Kidnapping: The mercenaries are hired to kidnap somebody. Only evil or anarchist characters are likely to take this job.
- Assassination: Only evil or anarchist characters are likely to take this job.

Mercenary Fighter

Alignments: Any

Attribute Minimum Requirements: P.S. 7 or higher and a desire to fight. A high P.P. and/or P.E. are also recommended but not required.

O.C.C. Bonuses: +2 to pull punch, and +1 to save vs horror factor at levels 1, 3, 6, 9, and 12.

O.C.C. Skills:

Climb/Scale Walls (+10%)
Athletics (General)
Languages: Native Tongue at 98% plus two of choice (+10% each)
Wilderness Survival (+10%)
W.P. Shield
W.P. Sword
W.P. Two of choice
Hand to Hand: Expert
Hand to hand: expert can be changed to hand to hand: martial arts or assassin (if evil) for the cost of one "other" skill.

O.C.C. Related Skills: Select ten other skills at level one, plus select two additional skills at levels three, six, nine and twelve. All new skills start at level one proficiency.

Communications: Sign language only (+5%).
Domestic: Any
Espionage: Any (+5%)
Horsemanship: General or Exotic only (+5%)
Medical: First Aid only.
Military: Any (+5%)
Physical: Any, except Acrobatics and Gymnastics.
Rogue: Any (+4% for streetwise only)
Science: Mathematics only.
Scholar/Technical: Any (+10% on language, literacy & lore only)
Weapon Proficiencies: Any
Wilderness: Any

Secondary Skills: The character also gets to select four secondary skills from the previous list at level one, and two additional skills at levels five, ten and fifteen. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parentheses. All secondary skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in the list.

Starting Equipment: Two sets of clothing, boots, a pair of gloves, belt, bedroll, backpack, two large sacks, two small sacks, a water skin, and a tinder box.

Armor: Starts with a suit of chain mail (A.R. 14, S.D.C. 44), or studded leather (A.R. 13, 38 S.D.C.); player's choice.

Weapons: Starts with a small shield, a dagger, sword of choice, and one other weapon of choice; all are basic S.D.C. weapons of good quality. Any *one* of the aforementioned weapons can be of exceptional quality (kobold or dwarven), with a bonus of +1 to strike and parry *or* +3 to damage. Magic weapons and other equipment must be acquired later.

Money: The character starts with 200 in gold, which can be used immediately to purchase more equipment or saved. Additional money will come from payment for jobs and/or booty.

Soldier O.C.C.

Soldiers are professional fighters who are part of a large military force. Being the instruments of war (defensive or offensive), the majority of their skills and training are directed toward developing weapon proficiencies, hand to hand combat, scaling walls, laying siege to fortified strongholds, military procedure and operating as part of a combat *group*. Hand to hand training focuses on inflicting lethal damage to one's opponent as quickly and accurately as possible. Attacks are frequently aimed at where they'll do the most harm in an attempt to quickly kill, cripple or incapacitate an opponent, so the soldier can move forward and engage his next target — one does not have to *kill* every opponent to win a battle. Likewise, soldiers are taught to fight toward a specific objective. This is typically a position/location of strategic advantage or importance, as well as an opportunity to target and eliminate enemy commanding officers. Capturing or killing an enemy army's leader(s) will usually cause the troops to become confused, break ranks, and lose their will to fight.

Military life can be restrictive, repetitive and petty. The soldier is *required* to account for his actions, obey orders, and show respect toward his military superiors. Typically, the soldier cannot pick or decline an assignment, or the location where he is to be stationed. Nor can he pick his commanding officer or fellow teammates. He is told what to do, how to do it, and where to go. He must obey orders, his superiors and military law or be punished. Punishment can include reduction in rank and responsibilities, assignment to the worst (or most dangerous) posts and missions, imprisonment, execution, and/or dishonorable discharge from service.

The soldier is expected to obey orders without question or hesitation and follow the chain of command. The soldier is usually under the direct command of a squad or platoon leader, often a knight or an experienced field soldier. The squad leader (and those under his charge) answers to his company commander, and all other officers of superior rank. The ultimate Commander and Chief of such troops will be the King, Chieftain, High Council, or other head of State. In many instances, wealthy nobles, royalty, merchants and powerful practitioners of magic may also build, supply and command small armies; this is especially true of royalty (Barons, Dukes, etc.). It is the king, kingdom or other power who has commissioned the army who is responsible for training the troops, keeping them supplied and well maintained.

The soldier player character will serve a particular King, Kingdom, country, or organization, to whom he has pledged an oath of loyalty and allegiance. Most soldiers are patriots, loyal to king and country, and gladly serve to protect their homeland and defend the honor of their king. Under the best circumstances, the soldier serves a king or master who is just and noble; a supreme leader who cares about his troops and subjects. Unfortunately, all too often the soldier is little more than a pawn or cannon fodder with whom the king or master has little compassion. Soldiers and war are often a means to an end, whether it be a show of power, intimidation, peacekeeping or conquest. Thus, it is the ruler of the land who will determine the duties and goals of his army and all who serve in it.

An army may be committed to the *defense* of a kingdom, its borders, people, property, holdings/outposts, crown and honor, or *aggression*, in which case the soldiers are part of a military campaign of conquest and expansion. The troops may be located in their homeland or sent on campaigns in distant lands. In both cases, military assignments may include reconnaissance, infiltration and spying, exploration, investigation, communications (message delivery), seek and destroy missions, sabotage, defending strategic positions, maintaining outposts, keeping the peace, supervising slave operations, protecting supply lines, and so on.

Assignments which afford the most freedom and informalities are reconnaissance patrols, espionage missions (seek and destroy, sabotage, spying, etc.), law enforcement, and duty at border towns in the wilderness. Outposts in remote regions often require a journey that spans weeks or even months of travel over hostile enemy territory, so communication is minimal and the troops are expected to be self-sufficient. These posts are usually more relaxed and informal because they are far away from the prying eyes of a high command, kings, nobility, and even the average civilian. Furthermore, many are regarded as low priority, or in so hostile a situation that normal protocol is not expected or overlooked.

In many cases, the town, outpost, or surrounding territory is under marshal law, so the soldiers *are* the law. Guidance from a strong commander can mean a strong, disciplined, organized and well behaved armed force whose troops enjoy extra personal freedoms for their cooperation and dedication. Under weak or corrupt leadership, a garrison might become sloppy and careless, or corrupt, and exert little effort to enforce the law or their duty. Others can become petty tyrants that exploit and abuse the people they are assigned to protect. Such outposts as the latter may consider themselves to be "above the law" and may engage in acts of brutality and cruelty. Outposts in remote regions and hostile war zones can often escape with such reprehensible behavior for months, even years.

G.M. Note: Non-military player characters can be associated with an army and included in a military based game campaign by having them hired as freelance military scouts, mercenaries, advisors, assistants and laborers: including cooks, repair men, healers, translators, etc. These characters would be given a small but reasonable pay, along with food, water and a place to sleep.

The advantages of being a soldier

In addition to getting basic military training, being outfitted with basic equipment, and food in the belly, the soldier is given a modest salary, job security, opportunity for advancement, respect (in some cases fear), power and glory. Furthermore, the character has access to military bases, other resources and, theoretically, the soldier can count on the support of the kingdom and the rest of the military, as well as have the blessings of the Church of the Realm and the respect this all brings with it.

Enlistment and salaries: Soldiers usually sign up for a minimum two year period of enlistment, but many kingdoms require terms of 4-6 years. *Reenlistment* is usually for a 2-4 year period. *Conditions for discharge* include poor behavior, lack of obedience, and injury (sorry, no V.A. benefits; if you can't fight in the near future, you're discharged and on your own).

Average Salaries: In addition to basic training, food and supplies.

Typical soldier: 100-150 gold a month

Border soldier: 160-200 gold a month.

Special assignment/hazard pay: An additional 300 to 600 gold per special assignment (always dangerous).

Cavalry (usually knights, nobles & officers): 300-400 gold a month.

Long bowman: 300-400 gold a month.

Officers of low rank: An additional 100 to 300 gold a month.

Officers of high ranking: An additional 600 to 1000 gold a month.

Mercenary fighters may also be hired to bolster the number of men in a garrison, or in a battle situation. They are obligated to abide by all military rules, laws, and authority. Room and board is provided under the terms of Mercenary enlistment, with a salary of 150-200 gold a month, plus bonuses for special assignments. Mercenary companies and armies are often given 10% to 20% of the booty as well. The employment of mercenary forces may be from specific job to job, or for a period of 3-6 months. Mercs must provide their own equipment.

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Soldiers & **Armor**

Although any type of armor can be used, soldiers usually lean strongly toward heavy armors. This is because their profession is high profile, requires little need for stealth, and calls for maximum physical protection. Characters are -15% to prowl and -20% to climb/scale walls in full splint or plate armor. -10% to prowl or climb in chain or scale mail, and -5% in studded leather.

Soldier O.C.C.

Alignments: Any

Attribute Minimum Requirements: P.S. 10, P.E. 8 or higher, and a desire to fight.

O.C.C. Bonuses: +1 to pull punch, and +1 to save vs horror factor at levels 1, 3, 7, 10 and 13.

O.C.C. Skills:

Climb/Scale Walls (+5%)
Forced March
Body Building & Weight Lifting
Languages: Native Tongue at 98% plus one of choice (+10%)
Military Etiquette (+20%)
W.P. Shield
W.P. Two of choice
Hand to Hand: Basic
Hand to hand: basic can be changed to hand to hand: expert for the cost of one "other" skill, or to martial arts or assassin (if evil) for the cost of two "other" skills.

O.C.C. Related Skills: Select two additional skills from the category of Military or Espionage, and seven other skills of choice at level one, plus select one additional skill at levels three, six, nine and twelve. All new skills start at level one proficiency.

Communications: Sign language only (+5%).
Domestic: Any
Espionage: Any (+5%)
Horsemanship: General or Exotic only (+5%)
Medical: First Aid only (+5%).
Military: Any (+10%)
Physical: Any, except Acrobatics.
Rogue: None
Science: Mathematics only.
Scholar/Technical: Any (+5%)
Weapon Proficiencies: Any
Wilderness: Carpentry, Land Navigation & Wilderness Survival.

Secondary Skills: The character also gets to select four secondary skills from the previous list at levels one, and two at levels four, eight and twelve. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parentheses. All secondary skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in the list.

Starting Equipment: Uniform, set of civilian clothing, boots, a pair of gloves, belt, bedroll, backpack, two small sacks, a water skin, two weeks' worth of food rations, and a tinder box.

Armor: Starts with a suit of chain mail (A.R. 14, S.D.C. 44), or studded leather (A.R. 13, 38 S.D.C.); player's choice.

Weapons: Starts with a small shield, a dagger, and two weapons of choice; all are basic S.D.C. weapons of good quality.

Special or magic weapons, superior armor, additional equipment, a horse, and other odds and ends may be assigned for special missions.

Officers will have one superior weapon (+2 to parry and +4 to damage, or a minor holy weapon), one additional weapon of choice, splint or plate armor and a horse with barding.

Money: The character starts with 180 in gold. Additional money will come from salary and hazard pay.

Note: Soldiers and buying additional weapons & equipment: Most armies allow the soldier the option of purchasing his own special or superior weapons and armor, provided he returns his military issue equipment to the supply officer and gets permission to make such purchases (usually granted). Almost all towns and cities (even border towns) will have special shops, weapon smiths, and armorers who are subcontracted by the military to provide arms and armor to their soldiers at a 25% *discount.* The discount may or may not (usually not) apply to mercenaries under military employment.

Long Bowman O.C.C.

The long bowman is highly skilled in the expert use of the long bow. These men of arms can be adventurers in search of fame or wealth, offer themselves as mercenaries for hire, or enlist as soldiers (if enlisted in the army, still use the Long Bowman O.C.C. stats). The character is skilled in hand to hand combat, weapons and wilderness travel. Generally speaking, the bowman is very quick and agile, exhibiting exceptional dexterity when it comes to the use of the long bow.

The long bow is not a common weapon, and requires special training to develop expertise. Those who master it can become one of the deadliest, long distance fighters in the world. The long bow is a very effective weapon, having nearly double the maximum range of a short bow, and does twice as much damage. Those skilled with it tend to be extremely accurate and usually develop a staggering rate of fire. Long bowmen are much sought after men of arms, commanding two to three times the normal mercenary salaries when hired by the military, and can generally get paid even twice that if high level (seventh or higher). Exceptional marksmen (and high level characters) can often dictate the terms of enlistment, special bonuses and/or a percentage of booty.

Special Abilities of the Long Bowman

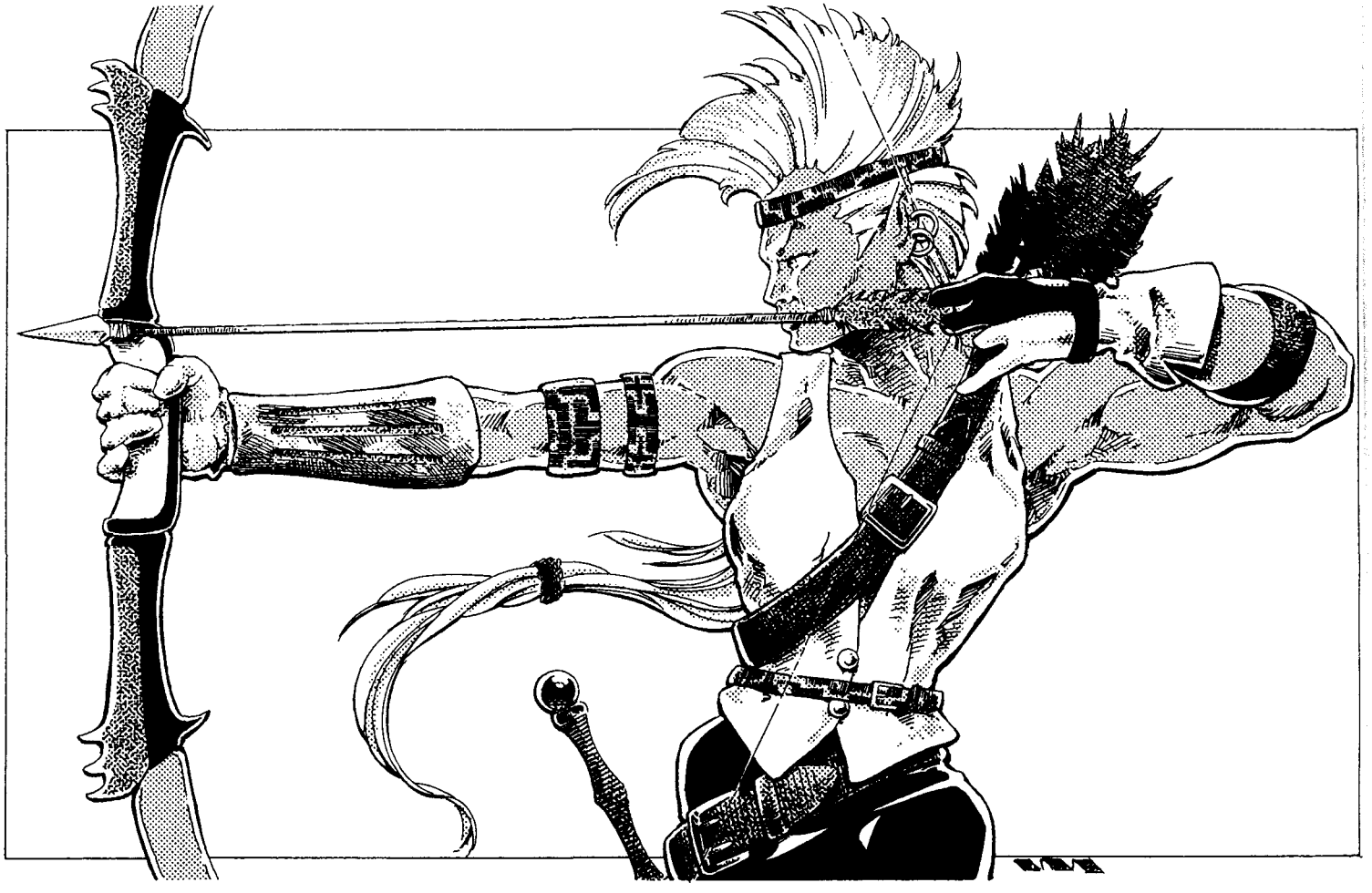
1. Superior Bowmanship: The dedication to the use of the long bow and extensive training involved is reminiscent of the Earth martial arts known as *kyudo.* This training makes the long bowman think of the weapon as an extension of own body and provides him with astonishing precision, speed and ability when using this weapon. Abilities include using a long bow *without penalty* from horseback, a moving vehicle, or an awkward position — swaying on a rope bridge, hanging upside down, leaping and shooting, etc. **Note:** Skilled archers who are *not* long bowmen will lose all bonuses to strike and half their normal rate of fire when off balance or when shooting from horseback or an awkward position.

Rate of Fire with a Long Bow: Two shots at level one, +1 at levels two, three, four, five, six, eight, ten, twelve and fourteen. Use these in place of the W.P. Archery numbers when using a long bow; don't combine them. The W.P. Archery rate of fire applies to the use of all other types of bows

Superior Range with a Long Bow (special): 700 feet (213 m) +25 feet (7.6 m) per level of experience!

Special Aimed Shot: A slow and carefully aimed shot gives the bowman +3 to strike, but uses up two melee attacks or two shots from a bow (reduce rate of fire that melee round by two). The player must make a "called shot" to strike a specific part of the target, such as the bulls' eye, a candle, rope, hand, finger, etc.

Penalties: Any W.P. bonuses to strike are half when using a short bow, crossbow, or bow of terrible quality; the long bow is this character's specialty.



2. Dodge & Parry Arrows! The long bowman can *try* to dodge or parry attacks from arrows, crossbow bolts, thrown spears and similar thrown or fired projectile weapons/attacks. Such attempts are done with a penalty of only -3; normally, a character is -10 to parry or dodge projectile weapons. As always, a dodge counts as one melee action/attack. **Note:** This special parry and dodge bonus does *not* apply to energy blasts, like magical fire balls, lightning, eye beams, and dragon's breath (nor to bullets and high-tech energy weapons; dodge as normal).

Armor & Long Bowmen

Long bowmen can wear any type of armor, light or heavy, but most prefer studded leather, chain mail, plate and leather, or plate and chain. Light to medium weight armor offers them the best mobility and the least restriction of movement, necessary for accuracy and speed. Reduce the bowman's rate of fire by two, and bonus to strike by half whenever a full suit of plate, scale, splint, or double mail armor is worn. The usual prowl and movement penalties also apply.

Long Bowman O.C.C.

Alignments: Any

Attribute Requirements: P.S. 10 and P.P 12 or higher.

O.C.C. Skills:

Athletics (General)
Languages: Native Tongue at 98% plus two of choice (+10% each)
Sniper
Wilderness Survival (+10%)
W.P. Archery (all bows)
W.P. Targeting
W.P. One of choice
Hand to Hand: Basic
Hand to hand: basic can be changed to hand to hand: expert for the cost of one "other" skill, or to martial arts or assassin (if evil) for the cost of two "other" skills.

O.C.C. Related Skills: Select eight other skills at level one, plus select two additional skills at levels three, seven, ten and thirteen. All new skills start at level one proficiency.

Communications: Sign language only.
Domestic: Any (+5%)
Espionage: Escape Artist only (+5%)
Horsemanship: General or Exotic only (+5%)
Medical: First Aid only.
Military: Any (+5%), except camouflage, falconry, interrogation.
Physical: Any, except Acrobatics, Gymnastics and Wrestling.
Rogue: Any, except Locate Secret Compartments and Ventriloquism.
Science: Mathematics only.
Scholar/Technical: Any (+10% on language, literacy & lore only)
Weapon Proficiencies: Any
Wilderness: Any (+5%)

Secondary Skills: The character also gets to select four secondary skills from the previous list at level one, and one additional skill at levels four, seven, ten and thirteen. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parentheses. All secondary skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in the list.

Starting Equipment: Two sets of clothing, hooded cape or cloak, boots, a pair of gloves, belt, bedroll, backpack, one large sack, two small sacks, a quiver for arrows, sharpening stone, a water skin, and a tinder box.

Armor: Starts with a suit of studded leather (A.R. 13, 38 S.D.C.).

Weapons: Starts with a knife, long bow, quiver with 32 long bow arrows, and one other weapon of choice. All are basic S.D.C. weapons of good quality. Magic weapons and other items must be acquired later.

Money: The character starts with 170 in gold. Additional money will come from payment for jobs and from booty.

Knight O.C.C.

Knights, like soldiers, are given military discipline and trained in the arts of hand to hand combat and swordsmanship. Unlike the average soldier, knights are usually of royal or noble birth and begin their lessons in combat in early childhood. In addition to the arts of combat, knights of noble birth are also taught horsemanship (they are excellent horsemen), military strategy and the use of a variety of weapons, as well as scholastic or *noble* pursuits such as dancing, singing, math, lore and science. About 60% are literate in at least one language and speak at least three.

In many kingdoms, these educated and highly trained soldiers are automatically considered *officers* (not lower in rank than lieutenant) and given a squad or platoon to lead. Those who prove themselves in battle (or who have great political leverage) may be given a company (typically in the calvary), a battalion, or even a brigade to command. Those who formally join the king's army typically rise to Captain, Colonel, Brigadier, Major, and even General — all are "lords." Although a knight may be responsible to a sovereign lord, he is generally given much more free rein than the average officer of humble birth — which sometimes causes friction between the nobility and officers who have risen through the ranks (or "earned" their position, as many grumble).

In other cases, the knight serves as a representative or diplomat for his king and kingdom. Many are patriots and defenders of the land, landholders and/or politicians with their own personal interests and holdings at stake. **Note:** Historically, most knights were landowners or governors over an area of land (farms or villages), so they had a say, and a vested interest, in the affairs of the kingdom. Knights who were land barons (or the members of a land baron's family) were often charged with defending the land they held, keeping peace and order, maintaining production of farmlands or manufacturing, and collecting taxes. They also frequently served as judges, administering justice, punishment and settling disputes, as well as being the regional representative of the people under his jurisdiction.

In the Palladium World, many knights are free agents, wandering the kingdom enforcing laws, righting wrongs, meting out justice, defending the land, and protecting the innocent or those under their charge. Since all knights of noble birth are raised with a strong sense of duty and political protocol, these lone wolves can often operate as independent lords without offending other knights, land barons, the military, or the royal family. However, those who are too outspoken or dare to challenge authority, or defy convention (particularly when the ruler is a despot, tyrant or puppet; or the character hungers for power; or is himself a brigand), may be considered a "rogue" or "black knight." Such characters are blacklisted from noble society, avoided, publicly chastised, or, in the most extreme cases, his lands are seized, the knight is driven from the kingdom, and declared an outlaw!

The legendary knights-errant travel and fight in distant lands, often engaged in a political, religious, or personal quest or military campaigns. Some become self-proclaimed witch or monster hunters, others set out to build a new empire, or amass a fortune, and some are wandering champions of light. Still others suffer from wanderlust. They enjoy the life of an adventurer, exploring new lands, learning about different people, discovering new things, and fighting evil wherever it is encountered.

The Ignoble Knight

Approximately 70% of all knights are of noble or royal heritage. As the sons (few females become knights in the male dominated societies of the Palladium World) of aristocracy, these lords have the benefits of wealth, higher learning and social/political clout. This "birthright" makes them the heirs apparent of the land holdings and royalty, and automatically eligible for knighthood at an early age (often as an indication of rank within society at the age of 16). However, 30% are ordinary folk, often born of peasant stock. They have been "knighted" as a direct result of acts of patriotism, heroism, courage, valor, and honor in defending king or country.

Many a bold, young warrior dreams of someday becoming an ignoble knight. Such spirited fighters try to emulate the noble knights and practice the arts of the sword, lance, and horsemanship, as well as follow the *Code of Chivalry*. In many instances, these knight-wannabees are more dedicated to justice, honor and The Code, than many of the pampered and spoiled knights of noble birth. A warrior who is truly dedicated to the Code of Chivalry and trained in the ways of the knight, can call himself a knight (and select this O.C.C.), but is not a "true" knight until he or she is formally *knighted* by a Sovereign Ruler or a high ranking member of clergy from the Church of the Realm. All true knights bear the heraldic colors of his own family and the king, or kingdom. A new knight of ignoble birth will have to create his own family crest.

Knights & Armor

A knight can wear any type of armor, but usually prefers the heavy armor types, including double chain mail, scale mail, and full suits of splint or plate armor. Specifically trained in the use of these armors, they experience minimal restrictions of movement. Knights and Palladins are -10% to prowl and -15% to climb/scale walls in full splint or plate armor. -5% to prowl or climb in chain or scale mail. No penalties while on horseback.

Special Knight Training & Mastery

1. The Way of the Horse: Horsemanship: Knight, see that skill description for full details regarding the knight's riding prowess, combat bonuses while on horseback, and knowledge about horses. Knights are excellent horsemen, able to make jumps, perform tricks and make special maneuvers on horseback even in full plate armor!

2. The Way of the Lance: The knight is skilled in the use of the lance as a weapon in combat and for tournaments. The knight gets the equivalent of W.P. Lance with the following abilities and bonuses: The roll of a "natural" 20 (unmodified die roll) means the lance strike inflicts triple damage (instead of double; an otherwise successful strike does normal damage, including bonuses for being on horseback), *or* the strike can be used to unseat his opponent. An opponent may also be unseated with a *modified* strike roll that is 20 or greater.

Opponents knocked from horseback take 1D6 damage from the lance, are knocked off their horse and take an additional 1D6 damage unless they successfully roll with impact/fall. The fallen rider also loses initiative and one melee action/attack. An opponent who is not on horseback, but standing on the ground can be similarly knocked off his feet and on his backside with the same result, except no additional damage from the fall. The player must announce his character's intention as to whether he intends to inflict damage or unseat his opponent.

3. Other O.C.C. Bonuses: +1 on initiative, +2 to pull punch, and +1 to save vs horror factor at levels 1, 3, 6, 8, 10 and 12.

Knight Family Background

The knight is a warrior with unsurpassed skills in hand to hand combat. In addition to their fighting skills they are also required to learn domestic related skills. The worth of a warrior is measured not only by his fighting ability but also by his skills in the gentler arts. **Note:** Make a random roll (fun) or select one of the following. Then select corresponding skills as described in the next table.

01-10 Old nobility; a member of the ruling class dating back 1D6x100 years. The family is well known and is either a major political force or a major landowner.

11-15 A member of an old and respected family with a long line of valiant knights, warriors and noble patriots. Minor landowners with a farming or military background.

16-20 A member of new nobility and wealthy landowners with a background in farming and raising cattle. This family is quickly making a name for itself.

21-25 A member of a noble family and minor landowners with a background in farming.

26-40 A mere *peasant* (farmer or laborer) who took up arms and proved to have the soul of a warrior born. Family is considered noble farmers who have earned a tiny portion of land. This ignoble knight may be looked down upon by arrogant aristocrats, while others look upon him with great respect because he is living proof that nobility and honor are not a birthright but a virtue that can be acquired from any station in life.

41-47 A member of an old family of noble lineage with a military background.

48-54 A member of an old family of noble lineage with a scholastic background; teachers, scholars, historians, arts and entertainment, etc.

55-62 A member of the new nobility with a background as a business owner.

63-69 A member of the new nobility with a political background; wealthy landowners.

70-77 A member of the new nobility with a strong religious background; priests, monks and champions of light associated with gods, clergy or religious organizations are part of the family. May be an ardent follower of Dragonwright (or other religion or god).

78-84 A member of an old family with a background in science and/or magic.

85-00 A new knight! A warrior who has risen through the ranks to prove himself a noble and honorable warrior from humble beginnings. Family background includes farmers, fishermen, trappers, laborers, or craftsmen.

Family Skills

Note: Select three skills from the categories listed, in addition to O.C.C. skills; all get a +10% bonus.

Old nobility/ruling class/administrators: Make selections from *communications, military* and/or *technical* categories.

Minor landowner, farmer, laborer, peasant: Make selections from *wilderness* or *physical* categories, or may select botany and two skills from the previously listed categories.

Wealthy landowner and farmer or breeder of livestock: Make selections from math and botany from the *science* category and/or any from the *technical* or *domestic* categories.

Military: Make selections from the *espionage* and/or *military* categories.

Scholar/teacher/historian: Make selections from the *science* or *technical* skill categories.

Business Owner: Make selections from the *technical* and/or *domestic* categories.

Politics: Make selections from the *communications* and/or the *domestic* categories.

Religious: Make selections from lore, language, and literacy, skills under the *technical* skill category and/or any from the *science* category.

Science/Magic: Make selections from the *science* and/or *medical* categories.

New knight: Make selections from the *rogue, physical* or *weapon proficiency* categories.

Knight O.C.C.

Alignments: Any. Knighthood and noble birth is not indicative of one's inner spirit, integrity or compassion. Thus, there are good and noble knights along with treacherous, dishonorable, and evil knights. Knights of principled, scrupulous, and aberrant (evil) alignments are men of honor and live by the letter of the Code of Chivalry. Unprincipled and anarchist characters will follow the chivalric code most of the time, but bend or forget the rules when it's in their best interest to do so. Diabolic and miscreant characters will blatantly ignore them; they are considered to be men of little or no honor, or respect for others.

Attribute Minimum Requirements: I.Q. 7, P.S. 10, P.E. 10, and P.P. 12 or higher.

O.C.C. Skills:

Dance (+15%)

Heraldry (+20%)

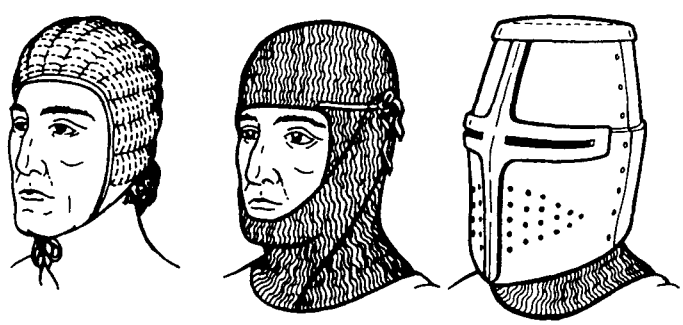
Horsemanship: Knight
Land Navigation (+10%)
Languages: Native Tongue at 98% plus two of choice (+15% each)
Literacy: One language of choice (usually native or elf; +20%)
Military Etiquette (+15%)
Mathematics: Basic (+15%)
W.P. Lance
W.P. Shield
W.P. Two of choice
Hand to Hand: Expert
Hand to hand: expert can be changed to hand to hand: martial arts or assassin (if evil) for the cost of one "other" skill.

O.C.C. **Related Skills:** Select two other skills from the Communication skill category and six other skills at level one, plus select one additional skill at levels three, six, nine and twelve. All new skills start at level one proficiency. Don't forget about the three family skills.
Communications: Any (+10%)
Domestic: None
Espionage: Any (+10%)
Horsemanship: Exotic only (+5%)
Medical: First Aid only.
Military: Any (+10%)
Physical: Any; except Acrobatics and Gymnastics.
Rogue: None
Science: Any (+5%)
Scholar/Technical: Any (+10%)
Weapon Proficiencies: Any
Wilderness: Wilderness survival and track/trap animals only.

Secondary Skills: The character also gets to select four secondary skills from the previous list at level one, and one additional skill at levels five, ten and fifteen. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parenthesis. All secondary skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in the list.

Starting Equipment: Two sets of clothing, boots, a pair of gloves, belt, bedroll, backpack, two large sacks, to small sacks, a water skin, and a tinder box.

Plus a riding horse of good to excellent quality, probably raised by the knight. The horse has 30+2D6 S.D.C. and 6D6 hit points, running speed 33, value 1D4x1000 gold!



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Armor: Starts with a suit of chain mail (A.R. 14, S.D.C. 44), or scale mail (A.R. 15, 75 S.D.C.); player's choice.

Weapons: Starts with a small shield, a dagger, lance (2D6 damage), sword of choice, and one additional weapon of choice; all are basic S.D.C. weapons of good quality. Any one of the aforementioned weapons can be of exceptional quality (kobold or dwarven), with a bonus of +1 to strike and parry *or* +2 to damage. Magic weapons and additional items must be acquired later.

Money: The character starts with 110 in gold, because most of his/her money has been spent on the horse, armor and equipment. Additional money will come from payment, boons, and gifts for services rendered, and from booty.

In addition, the knight will have family and other holdings left behind at his *homeland* (not all over the world). If the character travels to his homeland he can find 1D4 different family members who can give him a nice place to rest, recover, and live for an indefinite period of time (they may expect some service or help in exchange for an extended stay). During his stay, the character will be fed and his basic needs tended to. Family may also provide the character with a new set of clothing, studded leather armor, a sword, and 3D6xlO in gold. A knight will not wear out his welcome (and G.M.s should not let the character go back home every time he needs a handout).

The Code of Chivalry

1. To live one's life so that it is worthy of respect and honor by all.

2. Fair Play:
Never attack an unarmed foe.
Never charge an unhorsed opponent.
Never attack from behind.
Avoid cheating.
Avoid torture.

3. Nobility:
Exhibit self discipline.
Show respect to authority.
Obey the law.
Administer justice.
Administer mercy.
Protect the innocent.
Respect women.

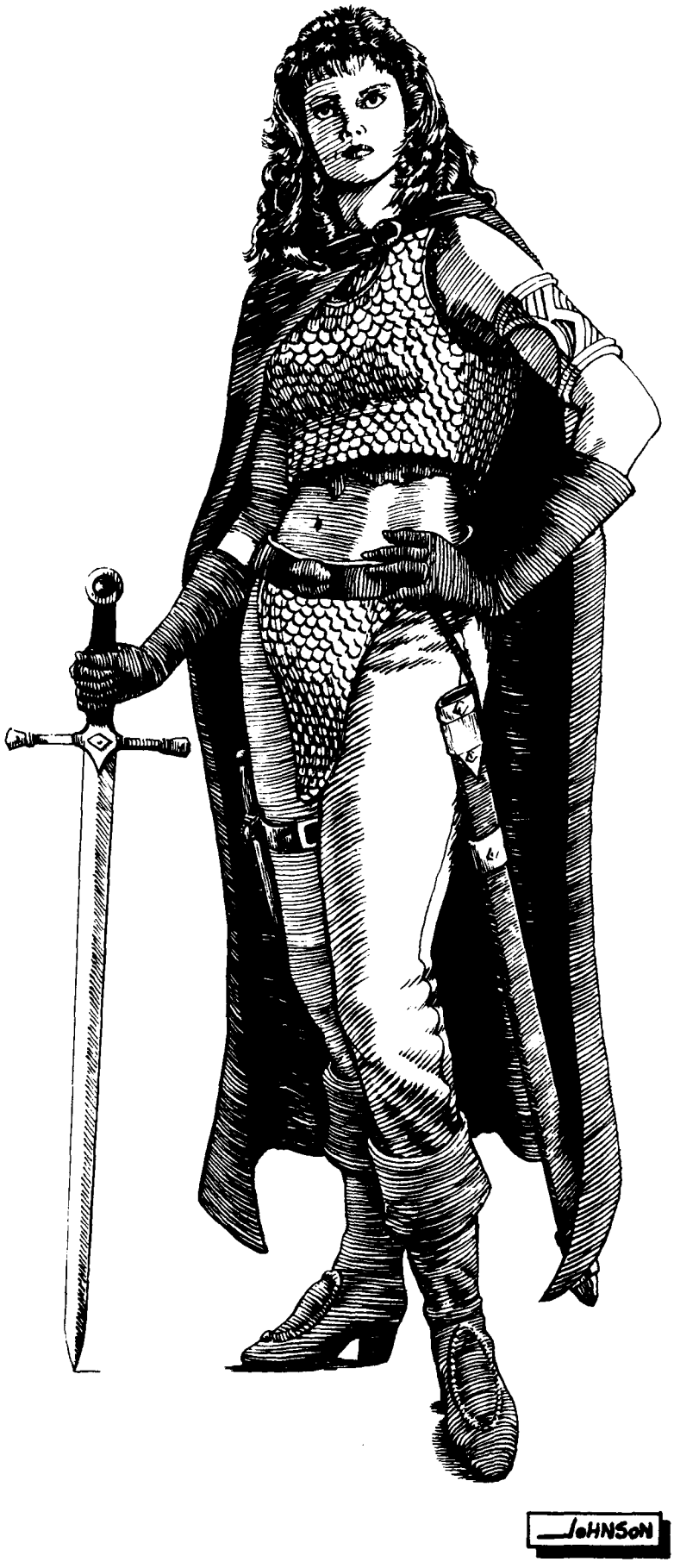
4. Valor:
Exhibit courage in word and deed.
Avenge the wronged.
Defend the weak and innocent.
Fight with honor.
Never abandon a friend, ally, or noble cause.

5. Honor:
Always keep one's word of honor.
Always maintain one's principles.
Never betray a confidence or comrade.
Avoid deception.
Respect life.

6. Courtesy:
Exhibit manners.
Be polite and attentive.
Respectful of host, authority and women.

7. Loyalty: To god, sovereign, country, and the Codes of Chivalry.

The Palladin O.C.C.



Most palladins are the embodiment of knighthood. They are *supposed* to represent the highest values of honor, nobility and chivalric behavior — the ultimate knight. They *are* the greatest fighting men alive trained to be the very quickest and deadliest of all warriors. Palladins are fighting machines skilled in several weapons and martial arts combat, as well as being exquisite equestrians. Like knights, they are often of noble birth and usually highly educated, although some are born from more humble beginings.

The typical palladin is a knight-errant who scours the world in search of truly terrible evil, the most frightful monsters, and the most despicable villains. The palladin is dedicated to destroying evil, protecting the innocent and righting injustice wherever it is found. The paladin tends to lead by example and up-holds the tenants of the Code of Chivalry above all else. Most exhibit a high regard for life and great respect for those who nurture and protect life and human freedoms. Many of these noble warriors even accept the monster races (wolfen, ogre, changeling, etc.) as having a right to live free, provided they don't engage in criminal activities or murderous campaigns. Many racists have been left dumbfounded to find a human or elven palladin defending innocent non-humans. Palladins are often the first to accept a member of the monster race as an equal, comrade in arms, or even as a trusted friend. This acceptance of others and their high regard for life, often earns the palladin the respect of such beings as titans, dragons, godlings and gods of light; and the animosity of the gods of darkness, demons, deevils, tyrant kings and evildoers.

Palladins & Armor

Basically the same as knights, preferring heavy types, chain through plate, for maximum physical protection. However, some favor the lighter types.

Special Palladin Training & Mastery

1. The Way of the Horse: Horsemanship: Palladin, see that skill description for full details regarding the character's riding prowess, combat bonuses while on horseback, and knowledge about horses. Palladins are excellent horsemen, able to make jumps, perform tricks and make special maneuvers on horseback even in full plate armor!

2. The Way of the Lance: The Palladin is skilled in the use of the lance as a weapon in combat and for tournaments. The character gets the equivalent of W.P. Lance with the following abilities and bonuses. The roll of a "natural" 19 or 20 (unmodified die roll) means the lance strike inflicts triple damage (instead of double; an otherwise successful strike does normal damage, including bonuses for being on horseback) *or* the strike unseats his opponent. The player must announce his character's intention as to whether he intends to inflict damage or unseat his opponent.

Opponents unseated from horseback suffer 1D6 damage from the lance, are knocked off their horse and take an additional 1D6 damage unless they successfully roll with impact/fall. The fallen rider also loses initiative and one melee action/attack. An opponent who is not on horseback, but standing on the ground can be knocked off his feet and on his backside with the same result, except no additional damage from the fall.

In the alternative, the palladin can try to *disarm* an opponent with the lance. Roll to strike as usual, but if the defender fails to parry or dodge, the palladin successfully strikes him in such a way that he drops his weapon or shield. The player must announce his character's intention to disarm his opponent and make a "called shot," indicating what item he is trying to knock out of his foe's hands. This attack can also be used to knock off any hat or helmet that isn't bolted directly to the body

armor. This attack is often used by palladins for fun and games, as a warning, or an attempt to frighten away or discourage an opponent rather than engage in a battle to the death.

An opponent may also be unseated or disarmed with a *modified* strike roll (all bonuses included) that is 19, 20 or greater.

3. The Palladin's Demon Death Blow (special): The warrior can focus his inner spirit to attack demons, dragons, elementals and other supernatural beings and creatures of magic! When used against supernatural opponents, the attack automatically penetrates the creature's natural armor rating (A.R.) and inflicts full damage (in *Rifts* and other mega-damage settings, the character inflicts mega-damage, even if it is normally an S.D.C. attack). The character can inflict damage with a punch, kick or hand-held weapon like a sword, axe, spear, club, etc., and does full damage plus P.S. bonus, even if the creature is usually impervious to normal weapons! Creatures impervious to normal weapons and which are only affected by magic or magic weapons will suffer half damage from the palladin's death blow! Full damage if he is using a magic or holy weapon! Even vampires and other creatures only affected by *silver* will suffer half damage from this special attack; full damage if he is using a silver weapon.

This attack is so devastating to the creature's body that it cannot *bio-regenerate* injury from the demon death blow for 1D4 hours! This makes the attack especially deadly to supernatural and magic beings!

Limitations: 1. In addition to being limited to the above palladin and monk O.C.C.s, the character must be pure of spirit and intent. This means there can be no possibility of regret when this spiritual inner strength is used. It cannot be used in anger, fear or for revenge, even if the character wants to.

2. Counts as two melee attacks/actions.

3. Limited to supernatural beings and creatures of magic. The demon death blow attack is not applicable against body armor, inanimate structures, or ordinary human beings, or any mortal, S.D.C./hit point creatures.

4. The demon death blow is not applicable to the bow and arrow or projectile weapons (including guns).

Note: The demon blow draws on 3D6 of the character's P.P.E. Reserve of mystic, inner energy and can be considered a magical attack

4. Other O.C.C. Bonuses: +2 on initiative, +1 to pull punch, +2D6 P.P.E., and +1 to save vs horror factor at levels 1, 3, 4, 5, 6, 8, 10, 12 and 14.

Family Background

Same as the knight, make random rolls or selections from the tables found under the Knight O.C.C.

Palladin O.C.C.

Alignments: A palladin can be of any alignment; good, selfish, or evil. However, most palladins are principled, scrupulous, or aberrant (evil, but with a code of honor). These characters usually live by the letter of the Code of Chivalry, but even good palladins can be self-righteous, arrogant or snobbish and condescending. Just because a character is good doesn't mean he or she doesn't have foibles and idiosyncrasies. Diabolic, miscreant and anarchist palladins are comparatively uncommon, but they do exist. These treacherous and cruel warriors have little regard for life, disregard the Code of Chivalry, and engage in acts of deceit, betrayal, revenge, torture, and murder. They are sometimes considered anti-palladins; even aberrant palladins view these villains with contempt and revulsion.

Attributes required: I.Q. 10, P.S. 12, P.P. 12, P.E. 10

O.C.C. Skills:

Dance (+10%)
Heraldry (+20%)
Horsemanship: Palladin
Land Navigation (+10%)
Languages: Native Tongue at 98% plus two of choice (+15% each)
Literacy: One language of choice (usually native or elf; +20%)
Mathematics: Basic (+15%)
W.P. Lance
W.P. Shield
W.P. Three of choice
Hand to Hand: Martial Arts/Palladin
Hand to hand: martial arts can be changed to hand to hand: assassin (if evil) at no cost.

O.C.C. Related Skills: Select two other skills from the Communication skill category and five other skills at level one, plus select one additional skill at levels three, six, nine and twelve. All new skills start at level one proficiency.

Communications: Any (+10%)
Domestic: None
Espionage: Any (+5%)
Horsemanship: Exotic only (+5%)
Medical: First Aid only.
Military: Any (+10%)
Physical: Any, except Acrobatics.
Rogue: (Any, but only if evil)
Science: Math only (+10%)
Scholar/Technical: Any (+10%)
Weapon Proficiencies: Any
Wilderness: Wilderness survival and track/trap animals only.

Secondary Skills: The character also gets to select four secondary skills from the previous list at level one, and two additional skills at levels five, ten and fifteen. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parentheses. All secondary skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in the list.

Starting Equipment: Two sets of clothing, a cape or cloak, boots, a pair of gloves, belt, bedroll, backpack, two large sacks, two small sacks, a water skin, and a tinder box.

Plus a riding horse of good to excellent quality, probably raised by the palladin. The horse has 30+2D6 S.D.C. and 6D6 hit points, running speed 33, value 1D4x1000 gold!

Armor: Starts with a suit of chain mail (A.R. 14, S.D.C. 44), or scale mail (A.R. 15, 75 S.D.C.); player's choice.

Weapons: Starts with a small shield, a dagger, lance, sword of choice, and two additional weapons of choice; all are basic S.D.C. weapons of very good quality. Any one of the aforementioned weapons can be of exceptional quality (kobold or dwarven), with a bonus of +1 to strike and parry *or* +3 to damage. Magic weapons and additional items must be acquired later.

Money: The character starts with 100 in gold, because most of his/her money has been spent on the horse, armor and equipment. Additional money will come from payment, boons, and gifts for services rendered, and from booty.

In addition, the palladin, like the knight, will have family and other holdings left behind in his *homeland* (not all over the world). If the character travels to his homeland, he can find 1D4 different family members who can give him a nice place to rest, recover, and live for an indefinite period of time (they may expect some service or help in exchange for an extended stay). During his stay the character will be fed and his basic needs tended to. Family may also provide the character with a new set of clothing, studded leather armor, a sword, and 4D6x10 in gold. A palladin will not wear out his welcome (and G.M.s should not let the character go back home every time he needs a handout).

Ranger O.C.C.

The ranger is a huntsman, trapper and wilderness scout capable of hunting, tracking, and trapping both animal and human (humanoid) prey. The character is usually familiar with a number of different terrains and well versed in the survival skills needed in the wild. They can identify tracks, follow them, blaze trails, conceal trails, and prowl in the wild, as well as handle themselves well in combat. The ranger is a clever, resourceful, and hardy man of arms who enjoys the freedom and purity of nature, the challenge of survival, and living off the land. The typical ranger has a good understanding about the balance of nature and a high regard for life. Most only kill only what they need and try to use as much of a slain animal as possible. Although most rangers enjoy the thrill of the hunt and the challenge of battle, few kill only for pleasure.

The ranger's familiarity with nature also means he or she is likely to have some knowledge of forestry, weather patterns, animal husbandry and faerie folk. Rangers also typically have a fondness for animals. However, few rarely acquire any animal companions other than a horse, and/or a dog. Only retired or semi-retired rangers settle down in any one place long enough to consider breeding dogs, horses, or livestock.

How a ranger lives depends on the inclinations of the individual. Some prefer the wilderness and shun civilization, others enjoy both. Some make a living as trappers, skinning animals, selling their pelts and telling tall tales. Others market their abilities as bounty hunters, guides, scouts and trackers to the military, nobility, merchant caravans, travelers or individuals. Some are adventurers seeking wealth, glory, and power through deeds; others just crave adventure; while still others explore the land, study its wildlife and enjoy its many splendors. Those who turn to a life of crime become bandits or join outlaw bands to waylay merchant caravans, travelers and even squads of soldiers.

Note: The ranger is the only other O.C.C. that is allowed to take the long bow as a weapon proficiency — considered a separate W.P. from W.P. Archery. The archery skill covers all other types of bows. The ranger can pick one, both or neither; not all rangers are proficient with the bow and arrow.

Rangers & Armor

Most rangers tend to prefer leather armor because it offers excellent maneuverability, stealth (no jingling or clunking of metal parts) and because it has a natural color or can be dyed in shades of green, brown, grays, and black, all of which are perfect for blending into a wilderness surrounding. Rangers whose adventures lead them into battle more often than others often wear suits of leather and chain mail, chain mail, scale mail and even splint or plate, but with the usual penalties. Characters are -15% to prowl and -20% to climb/scale walls in full splint or plate armor. -10% to prowl or climb in chain or scale mail, and -5% in studded leather.

Ranger O.C.C.

Alignment: Any

Attribute requirements: I.Q. 9, P.S. 10, P.E. 13

O.C.C. Bonuses: +2 to save vs horror factor.

O.C.C. Skills:

Animal Husbandry (+10%)
Land Navigation (+20%)
Languages: Native Tongue at 98% plus two of choice (+15% each)
Identify Plants & Fruits (+15%)
Skin & Prepare Animal Hides (+15%)
Track & Trap Animals (+20%)
Track Humanoids (+15%)
Wilderness Survival (+20%)
W.P. Two of choice
Hand to Hand: Basic
Hand to hand: basic can be changed to hand to hand: expert for the cost of one "other" skill, or to martial arts or assassin (if evil) for the cost of two "other" skills.

O.C.C. Related Skills: Select eight other skills of choice at level one, plus select one additional skill at levels three, six, nine and twelve. All new skills start at level one proficiency.

Communications: Sign Language only.

Domestic: Any (+10%)

Espionage: Detect Ambush (+5%) and intelligence (+10%) only.

Horsemanship: General or Exotic only (+5%)

Medical: Any, except surgeon.

Military: Any

Physical: Any; except Acrobatics and Gymnastics.

Rogue: Card Shark and Use/Recognize Poison (+6%) only.

Science: Any (+5%)

Scholar/Technical: Any (+10%)

Weapon Proficiencies: Any

Wilderness: Any (+10%)

Secondary Skills: The character also gets to select four secondary skills from the previous list at level one, and one additional skill at levels three, five, seven, ten and thirteen. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parentheses. All secondary skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in the list.

Starting Equipment: Two sets of clothing, a cape or cloak (with or without a hood), boots or moccasins, a pair of soft leather gloves, belt, bedroll, backpack, two large sacks, two small sacks, a water skin, fishing line and hooks, 1D4 snares, a pair of medium-sized, metal "jaw" traps, a set of skinning/tanning knives, a six foot (1.8) length of light chain, 30 feet (9 m) of rope, 1D4+1 wooden spikes, a small mallet, small mirror, a lantern, frying pan and a tinder box.

Armor: Starts with studded leather (A.R. 13, S.D.C. 38).

Weapons: A small hand axe (mainly for chopping wood), a knife, and two additional weapons of choice; all are basic S.D.C. weapons of very good quality. Magic weapons and additional items must be acquired later. Favorite weapons include the bow and arrow, sword, throwing knives, and staff.

Money: The character starts with 160 in gold. Additional money will come from payment for services rendered, animal hides, parts and meat, and booty. Rangers are often sought after by merchants, wealthy travelers and the military as wilderness guides, scouts and reconnaissance/intelligence agents (military scouts and spies). Pay can be excellent for an experienced ranger; varying from 50-100 gold for the simplest task, to 300-1000 for dangerous or military assignments.

Thief O.C.C.

Thieves (and assassins) are the rogues and cutthroats of the men of arms O.C.C.s. They, unlike most of the other O.C.C.s, are skilled in stealth, subterfuge, trickery and robbery.

The worst of the lot will use bushwhacking tactics, poisons, and torture. These thugs are involved in all kinds of skulduggery, and may slit their victim's throat or betray a comrade in a heartbeat. These miscreant brigands are usually considered *bandits* who engage in blackmail, mugging, rape, kidnapping, and murder. However, the typical thief is not a murderer or bully. Most are skilled in the arts of picking pockets, picking locks and finding secret compartments in order to steal valuables. Some are simple robbers and fighters, some are masters of disguise and stealth, and others are cat-burglars skilled in climbing, stealth/prowl and acrobatics. Still others have a diverse range of talents that may include forgery, escape artistry, and spying (intelligence gathering; a stool-pigeon or blackmailer). Those with a high M.A. and/or P.B. and a good to high intelligence may become conmen who use cunning, charm, finesse and sweet-talk to get them in positions to deceive, swindle and steal from their victims; not to mention to talk themselves out of trouble. The thief in all his various incarnations is a criminal and typically treacherous and self-serving, but not quite the scum at the bottom of the barrel.

Although it is said that "there is no honor among thieves," this really depends on the individual. Many selfish and cunningly evil thieves recognize the fact that they need "friends" and "accomplices." Consequently, they will not betray a friend, ally or associate, unless they feel they have no other recourse. With the possible exception of the unprincipled and aberrant thief, most of these selfish characters will "sell-out" their own mother when push comes to shove, or if the reward is great enough. Furthermore, while a loyal thief may stand and fight with his friends, and never consider stealing from them (it's bad business to steal from a friend or associate), many thieves won't think twice about holding out on them or skimming a little extra off the top — "What they don't know, won't hurt them," is a common motto of the thief. In combat the thief tends to be a quick, dirty fighter, striking fast and below the belt. Most are concerned with making a quick escape rather than beating their opponent, although the strongest and most agile (high P.P.) may enjoy combat as much as any warrior. Many thieves are particularly adept at moving silently (prowl) to avoid confrontations and to skulk in the shadows, waiting for the right moment to strike. When they do attack a victim for the purpose of robbery, or even a foe in combat, most prefer to attack from behind or use the element of surprise to gain the upper hand. To this end, the clever thief will often have a diversion planned, whether it is a fire in the pantry, flash powder, smoke bombs, starting a brawl, or a partner causing a commotion away from the thief's objective or opponent.

Thieves' Guilds

Many of the larger towns and cities will have one or more active thieves' guilds. These guild organizations might be considered organized crime. It is the thieves' guild that handles a large majority of (if not all) smuggling and black market sales of exotic items (drugs, poisons, etc.) and contraband; items illegal in the community. The guild also typically serves as a fence, buying and selling stolen goods and generally dominates the local underworld. Many guilds also own, operate or get a percentage of (or allow to operate in) such establishments as seedy and corrupt taverns, pawnshops, gambling houses, drug dens, houses of prostitution and other places of ill repute.

Many guilds are located in the seamy and poor sections of a community where the authorities are likely to have less of a presence (in some cases, none) and corruption and desperateness work to their advantage. Some are little more than a gang of thieves and bullies or petty criminals. Others are powerful and very organized criminal businesses. Some even grow to become powerful political and/or economic forces, with guild members established among the heads of government, and/or the police, and commerce, particularly the operations of saloons, gambling houses, and houses of ill repute.

Most guilds have a secret code, symbol, colors, word combination, etc., that identifies its members. Usually it is a combination of words and symbols. The dragon crest guild, for example, has a small tattoo of a crimson dragon placed on the left shoulder of its members, others use brands, scarring, color codes, clothes, etc.

Non-Members in Guild Territory

Thieves' guilds, even smallish ones, are not to be trifled with unless one does not mind waking up one night with a knife between his ribs. It is wise to either avoid antagonizing a thieves' guild or be prepared for gangland style retribution.

Likewise, thieves' guilds are very territorial and do not appreciate non-guild members muscling in on their territory.

Characters involved in thieving, fencing, smuggling, assassination, spying, or other criminal operations in guild "territory" are likely to have one or all of the following happen to him. These things apply only to thieves and criminals active in guild territory (whose activities undermine the guild's profits and interferes with business). Those who are just passing through or vacationing have nothing to worry about.

1. It is suggested that the non-member should join the guild, or leave town immediately.

2. The guild demands a share, of the profit from non-members' activities; a very large share, typically -50% to 75%. If the character refuses and does not leave town immediately, he is likely to be threatened, beaten, and all of his valuables taken.

3. Activities spied upon.

4. Continual pressure for the interloper to leave town or join the guild. Pressure includes long talks, threats, brawls, mugging, robbery, blackmail, trouble with the law, getting tarred and feathered, getting cheated, being accused of wrongdoings, and all kinds of trouble. If the interloper openly defies the guild or causes trouble for them, the interloper will be framed for a serious crime or attempts will be made on his life. *Thieves' Guilds do not tolerate interlopers.*

Non-members, including streetwise adventurers or those who have friends with connections to the guild, and thieves who aren't actively competing with the guild can buy or use any of the many services a guild may offer. This usually includes fencing (selling) stolen items, trading or purchasing stolen goods, acquiring poisons or drugs, and purchasing or exchanging information. Some guilds (not all) may also offer forged documents or can put the inquiring person in touch with a forger and other specialists looking for work. Note that many guilds are extremely secretive and cautious, so many will not associate or cooperate with strangers or non-members. In such cases, the guild members plead ignorance to any knowledge of criminal activity and send the inquiring person away. Remember, these are predominantly evil, dishonest people who make their living cheating, lying, and stealing from others. If they think they can get away with it, they won't hesitate attacking a stranger or non-member. Foolish adventurers and non-member thieves from out of town are among their favorite targets.

Membership in a Thieves' Guild

Joining the thieves' guild is a fairly simple thing. The newcomer needs to find a member who will sponsor him. This is easy for family members and friends of thieves because they are known to their sponsor, and probably a handful of other guild members. On some occasions, an independent or promising young thief will be approached by the guild and asked to join (or leave their turf). Finding a sponsor can be very difficult for newcomers to the area, because nobody knows him or her, so there is no sense of camaraderie or trust among the thieves. It is not unusual for an unscrupulous rogue to claim to represent the guild, ask for a small sponsor's fee, proclaim the newcomer a guild member, and he goes out drinking while the stranger gets into trouble when he crosses the guild and discovers he has no membership. Even real guild members may lie and trick a newcomer.

Once sponsored, the new member must turn over 50% of his first big take (very often an assignment imposed by the guild to prove one's merit). After that, as a member, 20% of all future income is turned over to the guild master.

The advantages of joining a guild, besides avoiding beatings and trouble, is having access to the guild's knowledge and talent pools. A clever thief can always trick some ignorant or drunken fellow member into revealing information. Also, friendly members may volunteer information and offer warnings, advice and assistance, for a cut of the spoils. Best of all, guild members can sell or trade stolen goods to the guild without having to worry about finding a fence and purchase guild services for 25% less than the normal street price. Sometimes an even better bargain can be struck, reducing the fee by as much as 50%.

Thieves' Guild Fencing

Fencing is the buying and selling of stolen goods.

Note: In most cases, the character can usually get 10% more if he is *trading* stolen goods for goods or trading for credit applicable only to product, rather than getting paid cash.

Guild Purchase Rates of Stolen Goods

25% **of current market value for:** Common items, including most weapons, suits of leather and chain armors, silver and bronze works, semiprecious stones, valuable books, tapestries, expensive clothing, and miscellaneous tools and equipment.

35% **of current market value for:** Uncommon items such as quality liquor, spices, drugs, quality dwarven and kobold weapons, scale, splint, and plate armor, quality jewelry, quality silver works (silverware, candlesticks, jewelry, statues, etc.), gold works/items, and precious stones of all kinds (diamonds, rubies, emeralds, etc.).

50% of current market value for: Rare items, including holy weapons, superior armor or armor with minor magic, rare herbs, healing potions, ancient artifacts encrusted with precious stones or of exceptional quality or size, valuable and rare religious items (holy books, relics, statues, paintings, tapestries, etc.) and rare jewelry of superior quality, like a king's crown, scepter, etc.

Note: Deduct 10-25% if an item is extremely "hot" or otherwise difficult to liquidate; this criteria will change from place to place. For example, a suit of armor in a place where there is no market for armor might get only 25% of its normally accepted value. Take it or not.

Guild Purchase Rates for Magic Items

20% of lowest current market value for: All magic items of an undetermined nature. Including no-name/unidentified scrolls, potions, powders, books, medallions, charms, etc.

35% **of current market value for:** All identifiable, common magic items, including healing potions, scrolls, potions, powders, fumes, and any other magic item.

50% of current market value for: All rare or very powerful (tenth level or higher) magic items, including flaming swords, powerful holy weapons, rune weapons, very magically endowed armors, scrolls, potions, books, and so on, but all must be easily identifiable.

Note: Deduct 10-25% if an item is extremely "hot" or otherwise difficult to liquidate; this criteria will change from place to place. For example, a magic item in a place where there is no market for magic might get only 10-25% of its normally accepted value.

Guild Selling Rates (of fenced goods)

Common Items: Sold at current market price.

Uncommon: Sold at 10% to 40% above current market value.

Rare: Sold at 60% to 200% above current market value.

Guild Selling Rates for Magic

Undetermined magic items are sold at 25% below current market value of whatever the seller "thinks" it is. For example, an unidentified potion will sell for around 375 gold.

Identifiable, common magic items, including many potions, fumes, magic components, and similar, are sold at current market value to 40% above the normally accepted market price.

Simple magic weapons and items, such as lesser holy swords, fright wigs, potions and items that are hard to come by, will sell for 20-60% higher than normal (book price).

Rare or powerful magic items including flying carpets, flaming swords, rune weapons, magic armor and clothing, and so on, will range from 70% to 300% higher than normal (book price).

Thieves' Guild Services

Guild Theft Fees

The following is what the thieves' guild charges a client to "acquire" something for him. The amount is cumulative if more than one category applies; the client is charged for each.

Simple theft (minimal danger): 50-100 gold

Moderately complex or dangerous theft: 200-600 gold

Dangerous or complex theft: 1,000-5,000 gold

Extremely dangerous theft: 5,000-10,000 gold

Theft from Merchant: 80-150 gold

Theft from Clergy: 200-600 gold

Theft from Royalty/High Political Officer: 1,000-10,000 gold!

Theft from low level Magic User: 500 gold per known level of the wizard's experience.

Theft from high level Magic User (9th level or higher): 5,000-10,000 gold

Extortion/Blackmail of important folk: 1,000-4,000 gold

Extortion of royalty or famous folk: 2,000-12,000 gold

Kidnapping common folk: 100-600 gold

Kidnapping important folk: 1,000-4,000 gold

Kidnapping royalty or famous folk: 2,000-12,000 gold

Spying/Surveillance/Reconnaissance: 100-1,000 gold; add extra costs if dangerous or complex assignment. Really big information can be sold for 500-1000 gold per each key bit of data.

Note: Fees may vary up or down by as much as 40%, depending on the prosperity of the guild and the inclinations of its members.

Guild Assault & Assassination Fees

30-100 gold for assault (beat up, break an arm or leg) of an ordinary person, or very low level (1-3rd) men of arms or wizard.

150-400 gold for an assault against a man of arms above second level, including military personnel or law enforcer.

500-1,000 gold for an assault on a political, well known, or important person.

1000-3000 gold for an assault on a high level clergy, above 5th level.

1,000-4,000 gold for an assault on a high level practitioner of magic, above 5th level.

1,000-4,000 gold for an assault on Nobility/Royalty

4,000-24,000 gold for an assault against a King/Pontiff/Ruler

100-400 gold for the murder of an ordinary person.

500-1,000 gold for the murder of a men of arms under 4th level.

600-3,000 gold for the murder of a men of arms above 4th level.

1,000-4,000 gold for the murder of clergy or magic user under 5th level.

4,000-8,000 gold for the murder of clergy or magic user over 5th level, or for the murder of a nobleman or lesser royalty.

5,000-10,000 gold for the murder of clergy or magic user over level 9.

30,000-100,000 gold for the murder of a King, Pontiff, high political leader; fee varies depending on the popularity, fame, and power of the target, as well as the difficulty of the job and the likely consequences.

Of course, all of these rates may vary greatly depending on the particular circumstances of the town, guild and game scenario.

Thieves & Armor

Thieves are all men of arms who know how to fight and can wear any type of armor. Most tend to prefer light leather armor because it offers excellent maneuverability, stealth (no jingling or clunking of metal parts) and comes in dark brown, grey, and black colors, ideal for night work and remaining inconspicuous. Studded leather is the favorite of most thieves, although some will wear heavier armor if they know they

are going into a combat situation. Characters are -15% to prowl and -20% to climb/scale walls in full splint or plate armor. -10% to prowl or climb in chain or scale mail, and -5% to prowl or climb in studded leather.

Hard and soft leather and padded armor have no penalties.

Thief O.C.C.

Alignment: Thieves are usually anarchist (selfish) or evil alignments (miscreant, aberrant, and diabolic). The nature of thieving (taking things from other people) is such that a thief *cannot* be a good alignment (principled or scrupulous). The best (or nicest) possible alignment available to the thief O.C.C. is unprincipled (selfish). In this case, the thief would have some degree of a conscience, so he tries to victimize only evil, greedy, cruel and selfish aligned people (his justification for his questionable actions), and will never steal from friends.

Attribute minimum requirements: P.P. 9 or higher (the higher the better).

O.C.C. Skills:

Math: Basic (+10%)
Pick Locks (+15%)
Pick Pockets (+15%)
Languages: Native Tongue at 98% plus two of choice (+10% each)
Locate Secret Compartments/Doors (+15%)
Streetwise (+14%)
W.P. Two of choice
Hand to Hand: Basic

Hand to hand: basic can be changed to hand to hand: expert for the cost of one "other" skill, or to martial arts or assassin (if evil) for the cost of two "other" skills.

O.C.C. Related Skills: Select two espionage skills (+10% on these two only) and six other skills of choice at level one, plus select one additional skill at levels three, six, nine and twelve. All new skills start at level one proficiency.

Communications: Any
Domestic: Any
Espionage: Any, except Sniper and Track Humanoids.
Horsemanship: General or Exotic only
Medical: Brewing and First Aid only.
Military: None
Physical: Any, except Gymnastics and Wrestling.
Rogue: Any (+10%)
Science: Advanced Math only.
Scholar/Technical: Any
Weapon Proficiencies: Any
Wilderness: None

Secondary Skills: The character also gets to select four secondary skills from the previous list at level one, and two additional skills at levels two, four, eight and twelve. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parentheses. All secondary skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in the list.

Starting Equipment: Two sets of clothing, a cape or cloak or jacket (with or without a hood, and with 1D6+1 inside pockets), boots or moccasins, a pair of soft leather gloves, belt, bedroll, purse, backpack, one large sack, one medium-sized sack, three small sacks, a water skin, a set of skeleton keys and lock picking tools, 50 feet (15.2 m) of rope, grappling hook, 1D4+1 wooden or iron spikes, a small hammer, pocket mirror, and a tinder box.

Armor: Starts with soft leather (A.R. 10, S.D.C. 20).

Weapons: A pair of daggers and two additional weapons of choice; all are basic S.D.C. weapons of very good quality. Magic weapons and additional items must be acquired later. Thieves often favor small weapons that are easy to conceal.

Money: The character starts with 250 gold. Additional money will come from stealing and selling stolen goods — a thief will often get a better deal (10% more) *trading* stolen items for weapons and equipment rather than for cash. Thieves can rarely market their unique skills to the military or other respectable organizations and individuals.

Assassin O.C.C.

The assassin, like the mercenary fighter, is a sword for hire. Their specialty: death. Unlike the mercenary and other warrior classes, the assassin is usually a disreputable character who rarely faces his opponent in a fair fight. Instead, his goal is to kill his target quickly, cleanly and (ideally) without every being seen. Thus, the assassin will strike from behind or from a distance. Like the thief, the assassin frequently uses distractions and confusion to cover both his attack and his escape. While many men at arms consider assassins to be cowards, these villains are typically bold and experienced warriors skilled in the arts of combat and espionage. Some exhibit expertise that rivals or even excels that of the palladin.

Some assassins are self-styled patriots who only kill enemies of their king and country, others are freebooters who are good at killing. Some of these individuals try to limit their murderous ways to those whom they regard as enemies or evil. However, most enjoy the challenge of hunting and slaying humanoid prey — the worst enjoy torture and killing for its own sake. These men and women become the bounty hunters and assassins who care little about politics, justice, or good and evil. They ply their death trade for moneying and pleasure. Such characters are often merciless, calculating and cold-blooded. Despite their occupation (or perhaps because of it), most assassins will not double-cross their employer, even for a king's ransom; it's bad for business. An assassin with a reputation for betrayal will not find employment. Likewise, these characters will show some measure of loyalty and compassion toward their friends, allies and travelling companions. Only the most boorish and miscreant individuals trust no one.

Assassins & Armor

Assassins can use any type of body armor, from padded to full plate. Most will have two or three different types which they select based on the needs of a particular assignment. If stealth and sneaking around is required, the character is likely to use a light armor, if the assassin expects a major confrontation with one or more well armed opponents, he or she is likely use a heavier type. Ultimately, the personal taste and likes of the character will also determine which type of armor is preferred.

Characters are -15% to prowl and -20% to climb/scale walls in full splint or plate armor. -10% to prowl or climb in chain or scale mail, and -5% to prowl or climb in studded leather. Hard and soft leather and padded armor have no penalties.

Assassins & their services

In addition to selling their services as a hired killer, many assassins will perform some of the same services as a thief or thieves' guild. This most typically includes spying/intelligence gathering, strong-arm tactics (threats, beatings, breaking bones, etc.), kidnapping, as well as breaking and entry, stealing, smuggling, and, of course, assassination. Assassins typically charge about 25-50% more for these services. The best in their field (high level) can command double and occasionally triple.

Assassins' Guilds: Occasionally an assassins' guild, cult or society is established in some of the larger civilized kingdoms (the Western

Empire has several and the Eastern territory also has a few), but these are comparatively uncommon. These guilds operate similarly to the thieves' guild and/or magic guilds, providing information, services, and standardized fees. Assassins guilds tend to be less territorial than a thieves' guild, and much more secretive. Its members are generally acquired through invitation only. Like magic guilds, there is usually a headquarters, information pool (library), and a place for members to stay and/or hide. They seldom care about freelance assassins working in their territory, unless this activity incriminates or jeopardizes the guild or an important guild member. Assassins are sometimes members or creations of death cults that worship vampires and dark gods.

Assassin O.C.C.

Alignment: Assassins cannot be of any good alignments, not even unprincipled. This character is restricted to anarchist (selfish) and evil. The assassin seldom has any regard for the lives, freedoms or rights of others. Most paid killers rarely question the moral, social or political ramifications of their actions; a job is a job, which they perform with the utmost efficiency. However, not all assassins are without honor, compassion or conscience. Aberrant alignments, in particular, have a *code of ethics* and twisted principles which makes even these paid killers seem worthy of some respect. For example, assassins of this alignment rarely jeopardize innocent bystanders, and may exhibit mercy, sincerity and kindness. Note: Non-player characters are likely to be evil through and through.

Attribute requirements: I.Q. 9, P.P 14 or higher. A good P.S. and P.E. are also helpful, but not required.

O.C.C. Bonuses: +1 attack/action per melee round at levels two and eight (this is in addition to hand to hand and other combat skills), +4 to save vs horror factor, +1 on initiative, and +2 to pull punch.

O.C.C. Skills:

Climb/Scale Walls (+10%)
Concealment (+14%)
Detect Concealment & Traps (+10%)
Math: Basic (+20%)
Pick Locks (+15%)
Prowl (+10%)
Track Humanoids (+10%)
Languages: Native Tongue at 98% plus two of choice (+15% each)
W.P.s Four of choice.
Hand to Hand: Assassin (cannot be changed.)

O.C.C. Related Skills: Select two espionage skills, two rogue or physical skills and five other skills of choice (including additional skills from espionage, rogue or physical) at level one, plus select one additional skill at levels three, six, nine and twelve. All new skills start at level one proficiency.

Communications: Any (+10%)
Domestic: Any
Espionage: Any (+10% to all, except disguise which is +15%)
Horsemanship: General or Exotic only
Medical: First Aid only.
Military: Any (+10%)
Physical: Any
Rogue: Any (+10%)
Science: Advanced Math only.
Scholar/Technical: Any (+15% on language & literacy skills only)
Weapon Proficiencies: Any
Wilderness: Any

Secondary Skills: The character also gets to select two secondary skills from the previous list at levels one, four, eight and twelve. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parentheses. All secondary skills start

at the base skill level. Also, skills are limited (any, only, none) as previously indicated in the list.

Starting Equipment: Two sets of clothing, a cape or cloak or jacket (with or without a hood, and with 1D6+1 inside pockets), boots, a pair of soft leather gloves, belt, bedroll, purse, backpack, one medium-sized sack, three small sacks, a water skin, a set of lock picking tools, 50 feet (15.2 m) of rope, grappling hook, 1D4+1 iron spikes, a small hammer, pocket mirror, and a tinder box.

Armor: Starts with studded leather armor (A.R. 13, S.D.C. 38).

Weapons: A pair of daggers and three additional weapons of choice; all are basic S.D.C. weapons of very good quality. Magic weapons an additional items must be acquired later. Assassins are often familiar with a wide range of weapons.

Money: The character starts with 200 gold. Additional money will come from assassination and combat jobs, criminal activity, and stolen goods.

Optional O.C.C.s

Merchant O.C.C.

This is a character who has a background as a merchant —typically a small-time businessman or from a family involved in business. The character is likely to have become an adventurer to make his fortune in the world or to find a new profitable venture. Others may simply have given up their sedentary or restrictive life as a businessman in place of adventure.

Alignments: Any

Attribute Requirements: I.Q. 10 or higher, a high M.A. is also helpful but not a requirement.

Multiple O.C.C.s are possible as long as the character has the required attributes.

O.C.C. Skills:

Basic Math (+25%)

Languages: Native Tongue at 98% plus two of choice (+10% each)

Literacy: One language of choice (usually native or elf; +10%)

Public Speaking (+10%)

W.P. Two of choice

Hand to Hand: Basic

Hand to hand: basic can be changed to hand to hand: expert for the cost of two "other" skills or martial arts for the cost of three "other" skills.

O.C.C. Related Skills: Select ten other skills at level one, plus select one additional skill at levels three, six, nine and twelve. All new skills start at level one proficiency.

Communications: Any (+10%)

Domestic: Any (+5%)

Espionage: None

Horsemanship: General or Exotic only.

Medical: Brewing, First Aid and Holistic Medicine only.

Military: None

Physical: Any, except Acrobatics, Gymnastics and Wrestling.

Rogue: Any

Science: Mathematics skills only.

Scholar/Technical: Any (+10%)

Weapon Proficiencies: Any

Wilderness: Carpentry, Preserve Food and Land Navigation only.

Secondary Skills: The character also gets to select four secondary skills from the previous list at level one, and two additional skills at levels two, four, eight and twelve. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parentheses. All secondary skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in the list.

Starting Equipment: Two sets of clothing, pair of boots, hat, bell blanket, backpack, one large sack, 1D4+2 small sacks, a water skin bottle of wine, food rations for 1D4 weeks, a notebook, two crow quill pens, a bottle of ink, a small lantern and a tinder box.

Armor: Starts with a suit of hard leather (A.R. 11, S.D.C. 30).

Weapons: Starts with a knife and two other weapons of choice. All an basic S.D.C. weapons of fair to good quality. Magic weapons *am* other equipment must be acquired later.

Money: The character starts with 200 in gold, which can be used immediately to purchase more equipment or saved. Additional money will come from payment for jobs and/or booty.

Noble O.C.C.

The noble is a male or female (lord or lady) who is of noble birth This usually means being born into a relatively wealthy to incredibly wealthy family. The noble character is typically taught the rudimentaries of combat, weapons and horsemanship, as well as educated in courtly matters and etiquette. Most nobles end up in politics, business administration and similar occupations, but some are struck by wanderlust or a desire for adventure. Others become adventurers to make a name for themselves or to boost a sagging family fortune.

Some are foppish or sissified, or pampered, selfish, and arrogant snobs. Others are dignified, proper and honorable, some are friendly and compassionate, and some are as heroic and generous as the best knights in the land.

Nobles & Armor

The character can use all types of armor. Some prefer ornated scale or plate armor, others less conspicuous leather or plate and chain. The usual penalties apply.

Family Background & Family Skills

Same as the knight O.C.C.; see that description for details.

Noble O.C.C.

Alignments: Any. Noble birth and education are not indicative of one's inner spirit, integrity or compassion.

Attribute Minimum Requirements: None

O.C.C. Bonuses: None

O.C.C. Skills:

Dance (+15%)

Heraldry (+15%)

Horsemanship: General

Languages: Native Tongue at 98% plus one of choice (+20%)

Literacy: One language of choice (usually native or elf; +15%)

Military Etiquette (+15%)
Mathematics: Basic (+20%)
Play Musical Instrument (+15%; pick one)
Sing (+10%)
W.P. Two of choice
Hand to Hand: Basic
Hand to hand: basic can be changed to hand to hand: expert for the cost of one "other" skill, or martial arts (or assassin, if evil) for the cost of two "other" skill selections.

O.C.C. Related Skills: Select five other skills at level one, plus select one additional skill at levels three, six, nine and twelve. All new skills start at level one proficiency. Don't forget about the three family skills.
Communications: Any (+5%)
Domestic: None
Espionage: None
Horsemanship: None, other than O.C.C. skill above.
Medical: First Aid only.
Military: Falconry and Recognize Weapon Quality only (+10%)
Physical: Any, except Acrobatics and Gymnastics.
Rogue: None
Science: Any
Scholar/Technical: Any (+5%)
Weapon Proficiencies: Any
Wilderness: Wilderness Survival and Land Navigation only.

Secondary Skills: The character also gets to select three secondary skills from the previous list at level one, and one additional skill at levels four, eight and twelve. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parentheses. All secondary skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in the list.

Starting Equipment: A set of traveling clothes, a set of fine clothing, boots, a pair of gloves, cape or cloak, hat, belt, bedroll, tent, purse, backpack, three small sacks, a water skin, a bottle of fine wine or brandy, pocket mirror, comb, a tin of snuff, and a tinder box.

Plus a riding horse of good quality. The horse has 30+2D6 S.D.C., 6D6 hit points, running speed 33, and a value of 1D6x1000 gold!

Armor: Starts with a suit of chain mail (A.R. 14, S.D.C. 44).

Weapons: Starts with a knife and two additional weapons of choice; all are basic S.D.C. weapons of good quality. Magic weapons and additional items must be acquired later.

Money: The character starts with 300 in gold; the rest of his/her money has been spent on the horse, armor and equipment. Additional money will come from payment, boons, and gifts for services rendered, and from booty.

In addition, the noble is likely (1-60% chance) to have family and other holdings left behind in his *homeland* (not all over the world). If the character travels to his homeland he can find 1D4 different family members who can give him a nice place to rest, recover, and live for an indefinite period of time (they may expect some service or help in exchange for an extended stay). During his stay, the character will be fed and his basic needs tended to. Family may also provide the character with a new set of clothing, studded leather armor, a sword, and 2D6x10 in gold. A lord or lady will usually try to not wear out his/her welcome (and G.M.s should not let the character go back home every time he needs a handout).

Scholar O.C.C.

The scholar of the Palladium World can be a man of science or medicine, a historian and story-teller, archeologist, teacher, writer, philosopher, or Jack-of-all-trades. Some are bookworms, others like to experience things for themselves, but all have a curious mind and a desire to learn.

Those who embark on a life of adventure are ambitious, inquisitive, and anxious to learn more about their world, its past, its people and it's mysteries. If these adventurous souls have any one disadvantage, its that they are not always prepared for the rigors, challenges and secrets that a life of adventure may provide.

Alignments: Any

Attribute Requirements: I.Q. 11 or higher; a high M.A. and P.E. are helpful but not a necessity.

O.C.C. Skills:
Basic Math (+20%)
Languages: Native Tongue at 98% plus two of choice (+20% each)
Literacy in Native tongue and one language of choice (+20% each)
Lore: One of choice (+20%)
W.P. One of choice
Hand to hand: basic can be selected for the cost of one "other" skill, expert for the cost of two "other" skills or martial arts for the cost of three "other" skills.

O.C.C. Related Skills: Select 12 other skills at level one, plus select two additional skills at levels three, six, nine and twelve. All new skills start at level one proficiency.
Communications: Any (+10%)
Domestic: Any (+10%)
Espionage: Forgery only (+5%)
Horsemanship: General or Exotic only.
Medical: Any
Military: Heraldry only (+10%)
Physical: Any, except Acrobatics, Gymnastics and Wrestling.
Rogue: Any
Science: Any (+10%)
Scholar/Technical: Any (+15)
Weapon Proficiencies: Any
Wilderness: Any

Secondary Skills: The character also gets to select five secondary skills from the previous list at level one, and one additional skill at levels three, six and nine. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parentheses. All secondary skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in the list.

Starting Equipment: Two sets of clothing, a pair of boots, hat, belt, bedroll, backpack, one large sack, 1D4 small sacks, a water skin, food rations for 1D4 weeks, 2D4 sticks of charcoal or graphite (for writing and drawing), two crow quill pens, a bottle of ink, 4D4 sheets of parchment paper, a 100 page note/sketch book, small mirror, and a tinder box.

Armor: Starts with a suit of hard leather (A.R. 11, S.D.C. 30).

Weapons: Starts with a dagger and one other weapon of choice. All are basic S.D.C. weapons of good quality. Magic weapons and other equipment must be acquired later.

Money: The character starts with 180 in gold, which can be used immediately to purchase more equipment or saved. Additional money will come from payment for jobs and/or booty.

Squire O.C.C.

The squire, in the context of the Palladium world, is typically a young nobleman who is an attendant to a knight. As such, the squire must be familiar with the rudimentaries of combat, horsemanship and weapons. As a nobleman, the squire is educated and taught courtly etiquette. Some squires go on to effectively become knights, soldiers, and mercenaries or lords, administrators, merchants or scholars. Regardless of their actual occupation description, the character retains the title "squire" and is considered to be next below the knight in rank. Thus, these characters might be considered lesser knights or noblemen with knightly training.

Like the knights they served as a youngster, squires can become champions of the people or travel the world looking for adventure and righting wrongs. Likewise, most respect, honor and follow the Code of Chivalry. Although their training and skills often parallel those of the knight, they do not get any of the knight's special O.C.C. skills and bonuses, and O.C.C. and related bonuses may be different than the knight's.

Squires & Armor

Like a knight, the squire is trained in the wearing and use of all types of armor, but usually prefers the heavy armor types, including double chain mail, scale mail, and full suits of splint or plate armor. Specifically trained in the use of these armors, they experience minimal restrictions of movement. Squires, knights and palladins are -10% to prowl and -15% to climb/scale walls in full splint or plate armor. -5% to prowl or climb in chain or scale mail. No penalties in light armor.

Family Background & Family Skills

Same as the knight O.C.C.; see that description for details.

Squire O.C.C.

Alignments: Any. Knighthood and noble birth are not indicative of one's inner spirit, integrity or compassion. Thus, there are good and noble squires along with treacherous, dishonorable, evil ones.

Attribute Minimum Requirements: I.Q. 7, P.S. 8, and P.P. 10 or higher.

O.C.C. Bonuses: +1 to pull punch, and +2 to save vs horror factor.

O.C.C. Skills:

Dance (+15%)
Heraldry (+15%)
Horsemanship: Knight (but no special knight skills or bonuses)
Land Navigation (+10%)
Languages: Native Tongue at 98% plus two of choice (+15% each)
Literacy: One language of choice (usually native or elf; +15%)
Military Etiquette (+15%)
Mathematics: Basic (+15%)
W.P. Shield
W.P. Three of choice
Hand to Hand: Basic

Hand to hand: basic can be changed to hand to hand: expert for the cost of one "other" skill, or martial arts (or assassin, if evil) for the cost of two "other" skill selections.

O.C.C. Related Skills: Select five other skills at level one, plus select one additional skill at levels three, six, nine and twelve. All new skills start at level one proficiency. Don't forget about the three family skills.

Communications: Any (+10%)
Domestic: None
Espionage: None
Horsemanship: Exotic only.
Medical: First Aid only.
Military: Any (+10%)
Physical: Any, except Acrobatics and Gymnastics.
Rogue: None
Science: Any (+5%)
Scholar/Technical: Any (+10%)
Weapon Proficiencies: Any
Wilderness: Wilderness survival and track/trap animals only.

Secondary Skills: The character also gets to select four secondary skills from the previous list at level one, and two additional skills at levels five, ten and fifteen. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parentheses. All secondary skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in the list.

Starting Equipment: Two sets of clothing, boots, a pair of gloves, belt, bedroll, backpack, two large sacks, two small sacks, a water skin, and a tinder box.

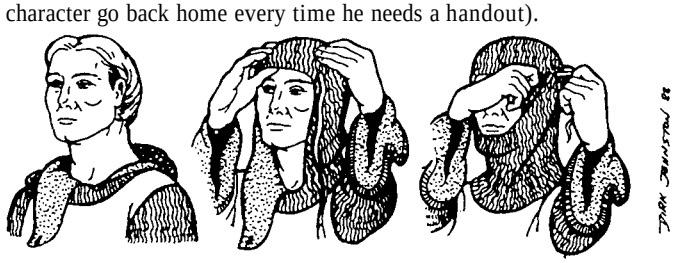
Plus a riding horse of good quality. The horse has 30+2D6 S.D.C., 6D6 hit points, running speed 33, and a value of 1D4x1000 gold!

Armor: Starts with a suit of chain mail (A.R. 14, S.D.C. 44), or scale mail (A.R. 15, 75 S.D.C.); player's choice.

Weapons: Starts with a small shield, a dagger, and three additional weapons of choice; all are basic S.D.C. weapons of good quality. Magic weapons and additional items must be acquired later.

Money: The character starts with 125 in gold; most of his/her money has been spent on the horse, armor and equipment. Additional money will come from payment, boons, and gifts for services rendered, and from booty.

In addition, the squire is likely (1-65% chance) to have family and other holdings left behind in his *homeland* (not all over the world). If the character travels to his homeland he can find 1D4 different family members who can give him a nice place to rest, recover, and live for an indefinite period of time (they may expect some service or help in exchange for an extended stay). During his stay the character will be fed and his basic needs tended to. Family may also provide the character with a new set of clothing, studded leather armor, a sword, and 2D6x10 in gold. A nobleman such as the squire will not wear out his welcome (and G.M.s should not let the character go back home every time he needs a handout).



Vagabond/Peasant or Farmer O.C.C.

Not everybody who gets involved in adventure is a specialist in combat or other area of training. Some are just ordinary people who get swept up in the flow of events or decide that it is time they make a change in their life. The vagabond/peasant Occupational Character Class (O.C.C.) represents player characters who don't have any impressive area of expertise or special powers. The character is a person from an ordinary walk of life, which, in this low tech, agricultural society, is likely to be a farmer, laborer, peasant or vagabond. The unskilled character is a spirited individual who is full of life and dreams for a better future. Most are illiterate and lack any formal education. Consequently, they tend to live by the seat of their pants and rely on their wits.

Alignments: Any

Attribute Requirements: None

Multiple O.C.C.s are possible as long as the character has the required attributes.

O.C.C. **Skills:**

Animal Husbandry (+5%)
Cook (+5%)
Athletics (General)
Languages: Native Tongue at 98% plus two of choice (+10% each)
Wilderness Survival (+5%)
W.P. Two of choice
Hand to Hand: Basic
Hand to hand: basic can be changed to hand to hand: expert for the cost of two "other" skills or martial arts for the cost of three "other" skills.

O.C.C. Related Skills: Select six other skills at level one, plus select one additional skill at levels three, six, nine and twelve. All new skills start at level one proficiency.

Communications: None
Domestic: Any (+10%)
Espionage: None
Horsemanship: General or Exotic only.
Medical: Brewing, First Aid and Holistic Medicine only.
Military: None
Physical: Any, except Acrobatics, Gymnastics and Wrestling.
Rogue: Any (+2%)
Science: Mathematics skills only.
Scholar/Technical: Any (+5)
Weapon Proficiencies: Any
Wilderness: Any

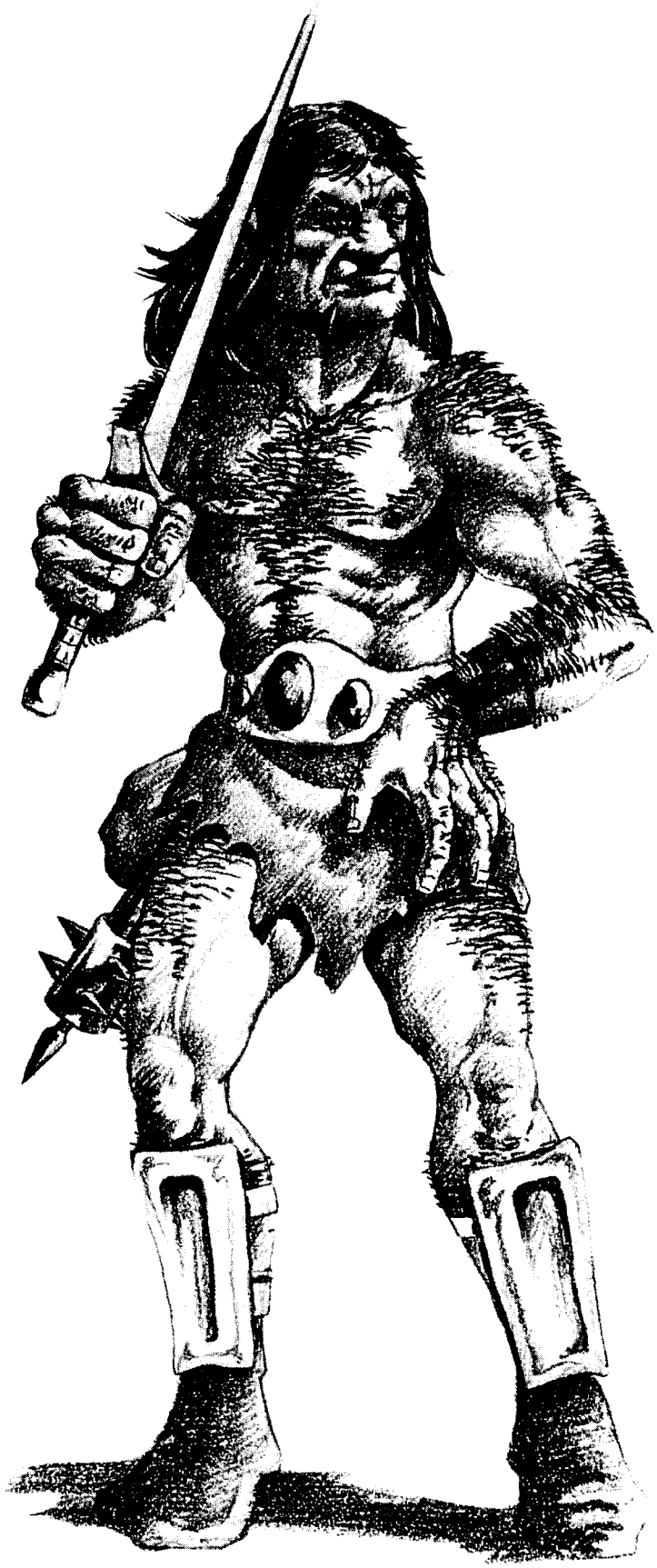
Secondary Skills: The character also gets to select four secondary skills from the previous list at level one, and two additional skills at levels two, five and ten. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parentheses All secondary skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in the list.

Starting **Equipment:** Two sets of clothing, boots, hat, belt, blanket backpack, one large sack, 1D4 small sacks, a water skin, dried meats and fruit equal to food rations for 1D4+1 weeks, and a tinder box.

Armor: Starts with a suit of hard leather (A.R. 11, S.D.C. 30).

Weapons: Starts with a dagger, small hand axe, and two other weapons of choice. All are basic S.D.C. weapons of fair to good quality. Magic weapons and other equipment must be acquired later.

Money: The character starts with 120 in gold, which can be used immediately to purchase more equipment or saved. Additional money will come from payment for jobs and/or booty.



The Ways of Magic

Spell magic, elemental magic, summoning (circles/symbols), diabolism (wards and symbols), and witchcraft are just some of the categories of magic that exist in the Palladium World — a world where magic and creatures of magic abound. Yet, despite the commonness of magic and the impressive amount of mystic energy found throughout the known world, there was a time when magic was a hundred times greater. One such period was the **Time of a Thousand Magicks,** which is reputed to have been an era when a thousand different schools of magic actually existed — a thing of legend? Nobody knows for certain, but the *Tristine Chronicles* suggests it is true:

"And 'lo for a thousand years did reign a thousand magicks, as common as the bee, though the nectar it would bear, was bittersweet and destined for ruination."

Much about this legendary time has been completely lost, and many scholars would consider it unsubstantiated myth, except that the *Tristine Chronicles* has never reported myth and has proven to be a historically accurate, if not cryptic, journal of the ages.

Perhaps the most notorious age of magic was the fabled **Elf-Dwarf Wars** (also known as the Great War). It was during this age that both races wielded incredible magical powers, the most infamous being the dwarves' mastery of bio-wizardry, better known as *rune magic.* The centuries-long war drew upon ancient mystic sorceries that would shatter both nations and nearly obliterate their people. The so-called spells and circles of legend are just a tiny handful of the ancient magic that has managed to survive in the wake of the Great War. Even some of the monsters that exist today are said to be the creations of the War, or minions lured from other worlds to do the bidding of the elven or dwarven masters. The *Tristine Chronicles* devotes several chapters to the Elf-Dwarf War and its aftermath. The following passages provide a glimpse into that era:

"And when the dogs of war were laid dead, and when the battle weary stopped to survey what they had wrought, both Elf and Dwarf wept. The great cities above and below the ground were laid to waste. The rivers ran red with blood, and corpses did litter the land so that one could not walk ten paces without stumbling over the dead, or the bloated carrion that fed upon them. Not since the sins and darkness of the Great Old Ones had the world witnessed such wanton wickedness, blind power and darkness.

"And lo, what was once 100 million Elves was nine million, and what was 240 million Dwarves was six million.

"So great was their sorrow that the Dwarves vowed to forever forsake the dread ways of magic, for it was the madness wrought by their own hands that savaged both Elf and Dwarf nations. For he who had called forth the beasts from the abyss could not control them. And when the beasts had done their evil unto the Elves, they turned to ravage those who would claim to be their masters. Thus, the forces of darkness swept down upon the Nation of Dwarves and suffered upon them a wrath a hundred-fold more terrible than they had visited upon any other.

"United in their sorrow, Dwarf and Elf buried their dead, and began a new campaign of destruction. Not a war to smite down one another, but a war against magic. So it was for two thousand years, that Elf and Dwarf laid waste to the darkest and most foul ways of magic. Untold numbers of scrolls, books, carvings, weapons and items of magic were obliterated, forever cleansing the world of scores upon scores of ancient magic born in the days of chaos or the blackness of the soul. And lo, those that would not surrender and forsake these dark magicks were hunted and slain. The ashes of their bodies scattered to the wind along with the secrets of their arcane knowledge.

"The terrible secrets of the enslaving runes, and the making of these weapons most foul, were the first to be eradicated from the face of the planet. But the destruction did not end there; of the millions of rune weapons that once filled the hands of Elf and Dwarf warriors, it is said that all but a few hundred were destroyed, though in truth, perhaps as many as 50 times that number remain, buried under the rubble of the Great War, locked away in forgotten crypts, carried to other realms, and waiting to be rediscovered. But the secrets of the weapons' creation have been so thoroughly purged from this world that no trace of it will ever again be found. Only the rune symbols and a few ancient weapons stand as grim testament to the age of rune magic.

"And so it was that Dwarf would never again study the ways of magic, tho' in the centuries that would come, they would accept the use of magic by others, and they themselves would again come to use enchanted weapons and magic items; confident in the fact that the ways of the rune and the other dark magicks are forever destroyed. Yet, the Dwarf is ever vigilant in finding and destroying those who give birth to the dark magicks, and point to the folly of their forefathers, so that others may learn from their sins."

The Tristine Chronicles

Since that day, not even the most vile and evil of dwarves has ever studied the mystic arts. They may use magic weapons and enchanted items, but they never study or practice magic, nor encourage its practice. Furthermore, most try never to become too reliant upon magic in any form.

Over the millennia, it has become tradition for dwarves to tell frightening and horrific stories about the Great War with the deliberate intent of educating those around them. They hope that nobody will ever forget the atrocities committed during the conflict, and always try to use magic wisely and judiciously, for the darkest paths of magic can only lead to tragedy. Many counsel humans, in particular, about the dangers of unbridled curiosity and ambition when it comes to the exploration and exploitation of magic.

Elves have always embraced the ways of magic, and remain among the most knowledgeable in the mystic arts. Unlike the dwarves, they never knew the secrets of rune magic or many of the other dark and dangerous magicks practiced by their subterranean rivals. However, elves also counsel their human allies in the cautious use of magic and are quick to hide or destroy powerful relics of the dark past.

Humans are currently the dominant race in the known world, and the most proficient in the ways of magic, second only to the elves and powerful creatures of magic, like dragons. Wolfen, whose numbers are currently one-third those of humans (but growing rapidly), have only recently begun to embrace the mystic arts.

In most cases, the Ways of Magic are well guarded secrets, shared only among fellow magic practitioners, family or clan members, secret sects, and the occasional school. To learn magic, one must first find a mage willing to accept an apprentice. Some of the most prosperous cities and kingdoms may have one or more *Colleges of Magic,* or *magic guilds,* but admittance to such schools and organizations is difficult and requires years of study.

Magic Guilds

Cities and towns with large communities of magic-users may have one or more magic guilds. Such guilds only allow real practitioners of magic: *Wizard, Diabolist, Summoner, Illusionist,* and *Alchemist.* Others, such as warlock, witch, Necromancer, Psi-Mystic and Mind Mage, are excluded, although they *may* be allowed limited access to books and facilities, or have their own guild or exclusive society (the latter is more likely).

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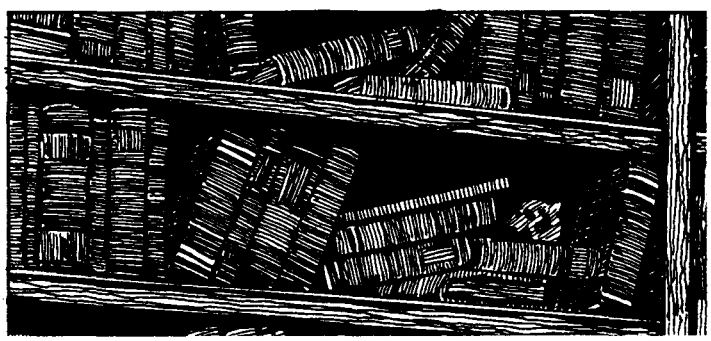
The Guild Council

All magic guilds are operated by a council of guild members, ranging from 6 to 12 total. Council members must be of good standing within the guild and no less than sixth level (O.C.C.). Any combination of the true magic O.C.C.s (wizard, diabolist, summoner, and alchemist) can compose the council. The council maintains the operation and defenses of the guild, handles all monies and administration, resolves disputes, makes judgements on charges leveled against its members, and establishes and enforces the rules, laws, and practices of the guild.

Council members are elected for a six year tenure and may run for office indefinitely. Requirements: good standing in the guild, 6th level or higher, willing to stay (no adventuring) with the guild for the duration of the council term, and exhibits good judgement, common sense, even temper and administrative abilities. Of course, like any business enterprise, some guilds are well organized and maintained while others are mismanaged.



Member Services

Magic Guilds usually provide the following services to its members:

1. A headquarters and/or residence for members who live and/or work in the area. These privileges are typically reserved for the elite guild members and are likely to include the founding members. Such characters are likely to have private quarters (magically protected) at the guild house, have access to all guild facilities, and are highly respected (or feared). Such quarters will be one or two private rooms. Most are roomy and look like a den with shelves, books, a fireplace, a table and chairs, desk, armchair, sofa, and personal items; some include an adjoining bedroom.

2. A meeting place where a practitioner of magic can meet others of his profession to discuss important matters, or simply to chit-chat. Non-guild members can only stay in restricted areas, such as the lobby, general meeting area, and designated meeting rooms (nonmembers may be charged 1D4 gold per person, per hour's use of a room). Typically there is an entire floor with several private rooms dedicated to this purpose, in addition to a waiting room and a large, cozy lounge or den for open meetings and general discussions. Some large guilds will have several floors with large and small rooms devoted to meetings and studies.

3. Inexpensive room and board for guild members. Usually a small, simple room with a bed, table, chair and lantern for only 10 gold per week. These facilities are usually reserved for guild members who live in other communities or distant kingdoms, or who have returned from travelling, or who have private residences but like to spend the night at the guild house from time to time. Nonmembers are rarely allowed to spend the night in these protected places, unless the ruling members of the guild make an exception; a rarity.

Wealthy or powerful guilds may use several buildings for this purpose, and some are so large and established that they are considered magic colleges, with room and board for its students/apprentices, servants and staff (virtually cost free).

4. Access to the Guild Library. The library does not contain spell books nor diagrams of circles and symbols, rather it contains books on the philosophies of magic, lore, history, religion, science, biology, physiology, herbology, monsters, animals, the Tristine Chronicles, and other tomes with information about regional and famous cities, kingdoms, rulers, gods, supernatural beings, creatures of magic, other races and their histories, little known religious organizations and cults, other magic organizations, the guild itself, myths, legends, individual histories/adventures, some maps, trade routes, and other reference books. Other than privately held book collections and a few royal (private) libraries, a Magic Guild's library is likely to be one of the most extensive in the land. The use of the library alone can make it worth joining a guild.

Guild members are allowed to use/read the books only in the library. No book can be removed from that room without written permission and are *never* taken off the premises. Members have free access to the library day and night, but donations toward the book fund are appreciated.

Nonmembers are *never* allowed to see the Guild Library (often accessible only through secret passageways), but may be allowed to examine and read a specific book, scroll or document brought by a guild member from the library to one of the private rooms. Under these circumstances, one or more guild members (mages) or loyal servants (fighters or apprentices) stay with the character and do not let the book out of their sight. The private room is typically protected by magic such as the sanctuary, circles or wards. Note: The Guild Library will be one of the most sacred and protected areas of the guild house, defended by both magic and non-magic means, including wards, circles, sanctuary magic, and powerful guardians. Even many of the books have wards or magic symbols to provide protection from theft.

5. Vault of scrolls, items for sale. Usually lower level type stuff accessible only by high ranking and trusted guild members. Two specific members are usually charged with the duty of keeping inventory and handling sales. Fees for members in good standing are typically 20% below book price. These items may also be made available to visiting practitioners of magic at 10-20% higher than book price, but all are guaranteed to be authentic and functional. Availability will vary; sometimes very little is available, other times there is a large selection (G.M.s, handle this wisely). The level of spell scrolls is typically 3rd-6th.

6. Vault of potions and magic items: This magic archive contains magical potions, charms, powders, fumes, common components, and the occasional weapon and other articles of magic. Availability of items varies dramatically from time to time, and are usually donations (or payment/trade) from its members, so they tend to be the less valuable and more common items. Otherwise, the same as #5 above.

7. Locations of other guild houses, alchemist shops and special contacts in the region are usually available to members of good standing.

8. Advice and information: Many guild members are glad to offer advice and information to fellow members free of charge. However, special services and time consuming requests are likely to require payment of a fee.

9. Standardized fees are charged for teaching spell magic incantations and the sale of scrolls, scroll conversion services, potions and all other magic items. The guild will establish a standard fee rating for that entire area, usually prohibiting (and preventing) non-guild members to sell or operate in their community. This will establish a consistent market value for all magic retailers in the community and often the surrounding communities and even traveling alchemists operating outside the guild's area of influence.

10. General access to guild facilities: As a general rule, whatever the guild has at its disposal is generally available to its members. The only exceptions are private quarters and areas reserved for the guild's elite ruling or governing body.

11. The other guild members or the guild council may intercede and speak on a member's behalf in regard to matters of guild and civil law, regulations, practices, behavior, reputation, and employment.

Warning: The guild house(s) is protected by wards, circles, and other types of magic, as well as being inhabited by practitioners of magic who will defend themselves and their establishment. The library is among the *most protected areas.* To steal, or attempt to steal, from it is begging for trouble and flirting with death.

Services for non-guild members

Practitioners of magic can go to any guild and request information or services from them. Whether or not the guild agrees will depend on the request, the guild members involved, guild by-laws, and the situation (and of course, the G.M.).

1. Information. The more experienced guild members, and particularly the guild council, will gather and sell information whether it be a simple consultation or important information. This can include rumors, news of a particular person or place, common regional data, myths, legends and lore. Rates vary widely from guild to guild and a guild member is not obligated to sell any information or perform any service.

Standard Rates for information are:

- Ordinary news and rumors: 5-15 gold pieces.
- Rumors, legends, history and data about specific, important people, places or things that are hard to come by (not common knowledge): 100-300 gold; may require consulting reference books.
- Simple consultation or advice about magic or the supernatural: 30-100 gold pieces.
- Identifying whether or not an item has magical properties; 25-50 gold.
- Exact identification of a magic item and its powers; 100-300 gold. Warnings or comments about the item will depend on the generosity of the mage offering the identification and whether or not he likes the person inquiring.
- Specific info on secrets, noble or royal family members, or dangerous subjects: 100-500 gold.
- Discreet snooping around or extensive research regarding little known matters, secrets, artifacts, or dangerous information: cost varies, depending on the extent of the danger and the amount of work and time involved; can range from 1000-8000 gold.

Note: In most cases, half the fee goes to the Magic Guild and half to the mage providing the service.

2. Purchasing Magic from a Guild. Most magic guilds don't like to deal directly with adventurers and will send characters to the nearest alchemist or magic shop. Pesky or persistent characters will either get to speak to (an annoyed) someone or find themselves magically whisked to the street and told not to return!

Guilds rarely offer anything but the most common of magic items to non-members (the best things are kept for guild members). When they do have common items available, prices are typically 10-20% higher than book prices, and 50-100% higher for difficult to find or powerful items. All items are guaranteed to be authentic and functional.

Exceptions *may* be considered for characters known to be heroes facing some terrible danger that the guild members sympathize with, or when the characters are doing a service for the guild. Under these circumstances, there may suddenly be a greater variety of items available (offering otherwise member only items) and at prices equal to book or as much as 40% below list price.

3. Purchasing Magic. The guild may agree to purchase magic items, scrolls and books (even non-magical books) that it thinks it can resell at a good profit or which would make a fine addition to their library or other collections. Likewise, while the guild may not be interested, the seller may be directed to one of its members who might be interested in the item for his personal collection, or to the local alchemist or magic shop.

The price paid for resale items is typically only 20-30% of the book price (as listed in this RPG).

The price for items in which a member or the guild as a strong interest in is typically 40-60% of the book price. Occasionally, an item can command standard book price or even up to double *if* the item is extremely rare or the potential purchaser wants it badly for some reason. In the latter case, the wizard or alchemist identifying the item may not be completely frank about its value or powers, but prices are usually reasonably fair.

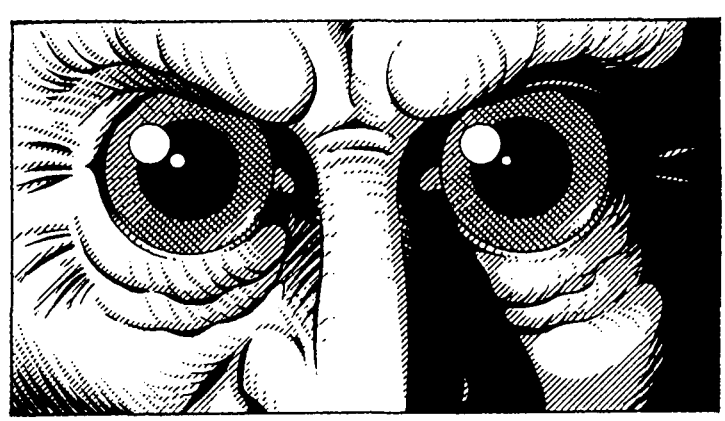
Guild Membership

The character must be one of the acceptable practitioners of magic, Wizard, Diabolist, Summoner or Alchemist, agree to abide by the laws and practices of the guild, respect the authority and judgements of the guild council, uphold its good name and defend its reputation, offices and fellow members.

The annual membership fee is 200 gold per level of O.C.C. (meaning a second level diabolist pays 400 gold yearly, a fifth level wizard pays 1000, etc.). However, to be a member in good standing, regular (and impressive) donations of gold, gems, books and/or magic are required and expected.

Expulsion from the Guild

Expulsion from the guild only occurs when a member has engaged in theft, besmirched the institution's good name/reputation, repeated defiance of the guild council and/or guild rules, or slaying a fellow guild member or council member (the latter usually also results in death). Other penalties may also be involved for these crimes, such as the return of the stolen item(s), fines and restitution for one's injury to the guild or member. Once expulsion from a magic guild is official, that member is never be readmitted as a guild member. The only exception *might* occur if the accused performs some incredible service or series of services for the guild, proving his change of heart and commitment to the organization. Those expelled are *NEVER* allowed on any guild property and are forever treated with disdain by its members, and often, the surrounding community. Expulsion can ruin a character's reputation forever!



Other Mystical Communities

Warlocks also create guilds or brotherhoods similar to the one described above. These communities are often twice as large as those jointly established by Wizards, Diabolists, Summoners and Alchemists.

Witches sometimes gather in a coven, a small group of 5-13 members. Witches and necromancers may also be members of religious cults and churches that worship evil gods. Witches are especially common among orcs, ogres and trolls.

Mind Mages, Psi-Mystics, Druids and Psi-Healers seldom gather in groups with their own kind, although they may be associated with a group or community of people who do not share their unique abilities.

The Wizard O.C.C.

One of the most complicated and versatile areas of magic is wizardry. This is an occupation dedicated to the research and study of the mystic arts, with an emphasis on spell casting and mystic combat.

Wizardry is the science of spell magic, invoking magic energy through force of will and the spoken word; incantations. Spell magic relies on the speaking of arcane spells that are said to have their roots in the days when the Great Old Ones ruled the world. The properly spoken words can summon, direct, or unleash great forces in the blink of an eye. No components, no diagrams, no deity and little, if any, preparations are required; merely the spoken word and sufficient magic energy (P.P.E.) will do the job. This makes spell casting ideal for adventuring and combat. Many of the other magicks, such as diabolism and summoning, require the construction of symbols and circles, followed by a *ritual ceremony* that may take a minute to an hour to perform. While each type of magic has its advantages, spell casting is comparatively quick and easy to perform, is low maintenance (no or few components are necessary), and offers a wide range of spells.

This wide variety of spells means versatility and individuality. The wizard can tailor his repertoire of arcane knowledge to best suit his personality and goals. Thus, some will focus on offensive spells (fire ball, lightning, energy blast, curse, etc.), some defensive (wall of stone, invulnerability, circle of protection, etc.), others deception (invisibility, mask of deceit, metamorphosis, etc.), and so on. This makes wizardry a very uniquely personal application of magic and means no two wizards are exactly alike.

The wizard's powers are derived from his knowledge, P.P.E. reserve, physical stamina, and ingenuity. The character can learn and memorize dozens of spells regardless of level, as well as learn a number of rituals and even a few circles. The wizard dedicates his life to the mastery of spell magic, thus one must assume that the character studies and practices magic secretly, in private. To forget a spell could mean his death; to write a spell down, pure folly, making it and him vulnerable to others. To suggest that a wizard would forget a spell is like saying a soldier might forget how to use his sword. Wizards can also learn and cast spells far above their actual experience level. Consequently, a second level wizard could cast a fifth level spell if he was fortunate enough to know it. **Note:** See *The Pursuit of Magic* section for full details about magic spells, P.P.E., ley lines and combat.

It is the properly spoken *repetition of words* or *series of words* that invokes and ignites the spell into being. These incantations are carefully guarded and rarely shared, even with a fellow wizard. Thus, wizards usually disguise the words of the incantation amidst a string of meaningless gibberish, often mumbling the true key words. Furthermore, spell incantations are often whispered so quietly that they are barely audible. Only the meaningless parts are ever spoken clearly or shouted aloud, and then only for dramatic effect; showmanship can be as much a part of wizardry as anything else. After all, a snarling, bellowing wizard, seemingly molding forces around him out of sheer force of will, is more imposing than a soft spoken, calm and ordinary person. Another trick is to recite the spell by combining several different languages; the spell can be invoked in any tongue. Consequently, the same spell may be spoken differently by every wizard using it. In fact, the same spell can sound different every time the same wizard recites it!

The inquisitive nature of the wizard means that the character is usually open to new ideas, philosophies, people, and other races. All are literate in at least two languages (one is usually Elven, a universal and ancient language) and they may study areas of science, medicine, and the arts. Most are well versed in one or more lores and are fascinated by human nature and the supernatural alike. Their devotion to words, magic and learning means wizards are dedicated to attaining power through knowledge. Many are intellectual snobs, looking upon physical sport, careers (O.C.C.s), and practices with disdain and revulsion. Not that such activities are not fine for someone else, the gods know the world needs fighting men, but such activities are not the ways of wizardry. The thought of becoming a warrior, or worse, a soldier, having to do intense daily exercises, wearing stifling, heavy armor, and killing things "up close" with your bare hands can make some wizards physically ill. However, this doesn't mean that wizards are helpless without their spells. Many are quite expert with knives, short swords, staves and slings, and most know basic hand to hand.

Wizards & Armor

Most wizards and other practitioners of magic tend to prefer leather armor because it offers excellent maneuverability, stealth (no jingling or clunking of metal parts) and because it is more comfortable. Unlike the men of arms, the wizard is not trained in the use of the heavy types of armor which are heavy, cumbersome and confining. Furthermore, covering oneself in *metal* has the strange effect of hampering the *channelling* of magic energy! If more than 50% of the wizard's body is covered in metal (chain mail, scale, plate, etc.) the mage must spend 20% more P.P.E. to cast a spell and the player rolls once on the following table to see what other interference may negatively affect the spell casting.

01-20 Reduce spell damage or effects by 1D4x10%.

21-40 Reduce spell duration by 1D4x10%.

41-60 Reduce the spell's range by 1D4x10%.

61-80 Reduce both range and duration of the spell by 20%!

81-00 Lucked out, no additional problems.

Of course, a wizard may elect to use/wear any type of armor he or she desires, but with the considerations above and the usual encumbrance penalties: -15% to prowl and -20% to climb/scale walls or swim in full splint or plate armor. -10% to prowl, swim or climb in chain or scale mail, and -5% in studded leather.

Consequently, most practitioners of magic prefer to wear leather armor (studded leather does not interfere with spell casting) or better yet, magic body armor, charms and talismans. In addition, there are a number of magic spells that can provide excellent protection, such as the armor of Ithan, invulnerability, impervious to fire, and others.

Wizards: Circles & Symbols

Circle magic is the drawing and manipulation of mystic forces by means of the circle and the symbols therein. The circle is the magic focal point and the source of the magic, the mage only draws upon the magic to channel and direct it. The three major types of circles are *protection, summoning* and *power*.

Wizards have a passing understanding of magic circles and can try to use circles already activated, but, except for the two protection circles available to them, they cannot create or activate most magic circles. This is not their area of study, so they are quite limited in the knowledge of circle magic (see the *Summoner O.C.C.).* However, a wizard is likely to be able to recognize a *real* magic circle from a phony and knows that entering a magic circle often results in death or worse. Unfortunately, the character *does not* know enough to tell exactly what a circle is fully capable of or how to use it.

Symbols and wards. Magic symbols are one of the component parts of circles, as well as being potential magic themselves, such as the case with *wards* and *power words* (see the *Diabolist* and *Summoner O.C.C.s).* The study of symbols includes a knowledge of spoken languages, writing, mystic symbols, wards, runes, stones, colors, and power words.

A wizard's knowledge of symbols is limited to the *12 basic mystic symbols, the four elemental symbols,* and *symbolic colors.*

Conversion of Spell Scrolls

A wizard can attempt to convert a magic scroll into a functioning magic spell incantation. This is a difficult task, because spells on scrolls are yet another type of magic quite different from spell magic.

A scroll is a magic item or artifact that enables its reader to instantly activate its magic. Reading a scroll can have the same basic effect as casting a spell, but anyone who can read its words can use/perform/cast its magic — the exact spell equivalent and level of power are all part of the scroll's magic and cannot be altered. A careless reading or even cursory skim of the scroll will activate or dispel its magic. Only the name of the magic (or list if more than one spell is on a single scroll) can be read without fear of activation; it is written at the top. Once a scroll is read, its magic writing disappears, turning the parchment back into an ordinary piece of paper.

What this means for the wizard trying to convert a scroll into a spell, is that he has only one chance to read, interpret and convert the written scroll into a viable incantation. This is done mentally while reading the scroll. Once read, the scroll is activated and magic energies flow about the wizard as he attempts to mold and control them. This is extremely dangerous (something akin to juggling nitroglycerin) because the energy is extremely volatile and there is *always* a reaction.

The wizard's chance to successfully convert a scroll is a mere 8% +2% per each additional level of experience.

An Unsuccessful Conversion

An unsuccessful conversion results in one of the following reactions. Roll percentile dice. *No saving throw* is possible for these effects.

1-16 An explosion that does 1D6 point's of damage per level of the spell is inflicted to a five foot (1.5 m) radius; the wizard is at its epicenter.

17-20 Shock; wizard paralyzed for 1D4 hours; makes a full recovery.

21-30 Lightning bolt strikes the wizard; does 6D6 damage.

31-40 Wizard is temporarily blinded for 2D4 days.

41-48 Wizard is metamorphosized into a goat or a pig for 2D6 days.

49-55 Summon lesser demon (G.M.'s discretion as to which one).

56-60 Weight increased by 300 lbs. (136 kg) for 1D6 months.

61-68 Skin turned pale blue; lasts for 2D6 months.

69-72 Creates 200 gallons of water that soaks the mage.

73-80 Height and mass is reduced by 1/2; lasts 2D6 months.

81-91 Metamorphosis into a moose; 1D6 days.

92-96 The wizard is surrounded by a continual, soft glow of bluish white light; makes sneaking in the dark impossible and is frightening to children and superstitious individuals.

97-00 Summon greater demon (G.M.'s discretion).

All effects are accumulative, add one for each unsuccessful conversion.

Successful Scroll Conversion

A successful scroll conversion may *not* be exactly what you might expect. What it means is that the wizard has succeeded in creating a working magic incantation, but not necessarily the spell desired. The possibilities are as follows (roll percentile dice):

01-20 The correct spell but always functions at half strength, duration, range and damage.

21-60 Total success, exactly the correct spell.

61-00 Unstable spell; always different (roll on the table that follows).

Unstable spell magic: An unstable spell is one that will produce any number of *random reactions* each time the spell is cast. Roll percentile dice. **Note:** Unless stated otherwise, the spell cast will be the equivalent of third level in power.

01-08 The original spell on the scroll, at full strength.

09-24 The original spell on the scroll, but everything is at half.

25-27 Weightlessness (self); the spell caster is suddenly weightless and will find his speed is reduced by 75%, damage is reduced by half (he's too light to inflict full damage), and a sudden movement around him or a gust of wind will send him floating away like a leaf in a storm. Lasts for 2D4 melee rounds.

28-35 Heavy rainfall in a 10 foot (3 m) radius, with the wizard at the center; lasts 1D4 melee rounds.

36-42 Turn self invisible.

43-48 Multiple image (self).

49-56 Fire ball; 5D6 damage.

57-65 Reduce self 6 inches.

66-72 Call lightning; 6D6 damage to the intended target.

73-80 Metamorphosis (others) into mice; lasts for 2D4 melee rounds.

81-86 Magic net

87-92 Wind rush

93-00 Create bread and milk.

Important Note: Wizards cannot create scrolls; see *Alchemist.*

Wizard O.C.C. Abilities & Bonuses

1. Common Knowledge Spells: Decipher magic, sense magic, cloud of slumber, globe of daylight, and tongues, plus enchanted cauldron.

In reality, common knowledge spells are not so common, unless you happen to be a young wizard fresh out of apprenticeship. All wizards begin with these six spells. They are the rewards of two to five years of demanding work as a wizard's apprentice. While under the tutelage of a sorcerer, the young spell caster gains a rudimentary knowledge of magic, a basic education, learns to read and write his native language and one other (typically Elf), and at the end of the period, is given the six common knowledge spells. It is said that with these six spells and determination, the secrets of greater magic are attainable (obviously true).

2. Additional Spells: For game purposes, we will assume the character has learned a few additional spells. The player may select two spells of choice each level one and two, and one from level three and four. At each new level of experience, starting at level one, it may be assumed that the character has been able to figure out or learn one new spell — select one from any level up to the character's own level of achievement/experience (i.e. a 3rd level character can select one spell from either first, second or third level).

3. Learning New Spells: Spells and ritual magic of any level can be learned and/or purchased at any time, regardless of the wizard's own experience level, provided the character can find an instructor and pay the price (which is not always cash). This should be played as a role-playing element. *See the Pursuit of Magic* for more details.

4. The Enchanted Cauldron: The Enchanted Cauldron is one of the few component magicks in wizardry and is *exclusive* to the wizard O.C.C. It is among the most disgusting and dangerous methods of gaining spell knowledge. Many wizards (over 70%) *never* use the cauldron, and those who try it rarely do so more than once or twice.

Success Ratio: 14% +6% per each additional level of experience.

The ingredients: One small iron cauldron, six pints of fresh human, elven or dwarven blood, one dead butterfly (symbol of the spirit/soul), and one owl's feather (symbol of wisdom), brought to a slow simmer while stirred with an iron or steel sword for approximately two hours before the moon's zenith.

The brew is slowly brought to a boil over the two hour period, during which time the wizard, in a meditative state, recites the Rites of Invitation, while stirring the concoction. The two hours of chanting and the aroma of blood attracts and invites a spirit of magic to enter the cauldron and share with the summoning wizard the joys of life and death. At the end of the two hour period, the wizard must drink one full cup of the brew; it is then, and only then, that he will learn whether he is successful at gaining more spell magic. **Note:** The blood soup may also attract ghouls, goblins and orcs in the area, so the wizard must be careful.

If unsuccessful the brew and all the preparations will have been for naught, and must be spilled out in a graveyard. To do otherwise will set loose 1D6 ghosts or haunting entities into the area. The process may be repeated again on another night with all new ingredients.

If successful the spirit in the cauldron will enter the wizard through the cup of warm blood he has drunken. At this time, the wizard will seemingly lapse into a coma in which the spirit and living wizard will share each other's memories. The coma trance state is temporary, typically lasting 1D4 hours. When the wizard awakens he will possess some of the spell knowledge of that spirit, most of the other shared memories will be forgotten. However, as one might expect, the experience is quite harrowing, and often results in insanity. Roll on the following table (roll percentile dice):

01-13 No insanity; lucked out!

14-20 Affective disorder. See insanity section; roll on that table.

21-40 One phobia; roll on that table.

41-60 Two phobias; roll on that table.

61-80 One obsession; roll on that table.

81-90 Neurosis; roll on that table.

91-100 Psychosis; roll on that table

Spell Knowledge gained: The best way to determine spell knowledge *impartially* is to have the player roll two six-sided dice (2D6) to see what number of spells he/she has gained. If the player rolls a five, he or she has five new spells, a two means only two spells, a 10 means ten spells, and so on. To determine the level of the spell, the player rolls one six-sided die (1D6) for *each* of his spells. If a five was rolled, the player rolls five times. Each roll indicates the level of each of the five spells (the range of possibility is spell levels 1-6); rolling the same level more than once is okay. The player then *selects* the spell he or she wants from that particular level.

For example, the player, Maryann, has rolled five spell selections. She rolls 1D6 to determine the spell level of her first new spell. She rolls a six, which means she can pick one spell from sixth level! Her next die roll is a three, so she picks a spell from third level. The next roll is a five, so a fifth level spell is selected. Maryann's last two rolls are two, which means she picks two second level spells for her character. **Note:** Only spells from levels one through six can be learned this way.

Spirit Cauldron: There is a chance that the spirit will remain in the cauldron until the contents are spilled out. If this occurs, the cauldron will function like a crystal ball, although the wizard must sip a tablespoon of the cold brew to activate it every time he desires to use it. If the brew is continually replenished with blood (never dropping below half; three pints), the wizard can maintain the spirit cauldron for months or even years. *The chance of the spirit remaining in the cauldron is a flat, unchanging 01-31% (roll percentile dice).* Note: The wizard can never again get new spells from this cauldron, that's a one time experience. Likewise, drinking the brew will never again cause the coma/trance state. However, the wizard cannot make another enchanted cauldron until the active one is destroyed by spilling out its contents in a graveyard.

There are additional problems with the enchanted cauldron. One is possible alignment conflicts. After all, how many good characters are going to use a spell requiring fresh blood from a human, elf, or dwarf; and how do they get the blood without killing somebody? Volunteers? Another problem is transportation. Transporting a spirit cauldron is difficult, and remember, spilling its contents out anywhere other than a cemetery will release 1D6 ghosts/entities. Accidental spillage of three pints or more will destroy the spirit cauldron and unleash the ghosts. **Note:** The cauldron evaporates at a rate of one pint every three days.

5. See and Use Ley lines: The wizard can see powerful magic energy emanating from the earth in a straight line. These lines of energy are known as ley lines. Where two or more ley lines intersect is a more powerful ley line nexus. The wizard recognizes these lines and junctions as *places of power* where he or she can draw on additional P.P.E. and where spells and powers are increased. Ley lines are natural lines of mystic (P.P.E.) energy that crisscross parts of the planet and bind together all things in the Megaverse. The ley lines on the Palladium World are not as powerful as those found on a handful of other worlds (such as *Rifts Earth)* and are not visible to the average person. Only practitioners of magic and most creatures of magic can see the gentle flow of magic energy. *See the Magic section for more details.*

The wizard can also see mystic energy radiating from incredibly powerful creatures, such as ancient dragons, demon and deevil lords, and godlings and gods, as well as the most powerful magic items, like the weapons of the gods and greater rune weapons.

6. Ley line Drifting: The wizard can open himself to the ley line energies and walk or float through the air along the length of a ley line. The maximum speed is a mere Spd 10, but it is relaxing and does not cause exertion or fatigue. Best of all, the mage does not need to expend any personal P.P.E. to do this, but draws on the ambient P.P.E. of the ley line. Applicable only to the wizard; he cannot magically enable others to float along with him.

7. Ley Line Rejuvenation: When standing on a ley line or nexus, the wizard can absorb ley line energy to double the rate of natural healing. To do this, the character must concentrate on healing while relaxing on a ley line. The wizard can also use a ley line or nexus to perform an instant rejuvenation as often as once every 24 hours. After about 10 minutes of concentration, 2D6 hit points and 2D6 S.D.C. are magically restored; no personal P.P.E. is expended to do this. Ley line rejuvenation restores P.P.E. at the normal rate.

8. Special Wizard O.C.C. Skills & Abilities:

Recognize enchantment: Just as a doctor can recognize flu symptoms and disease, the wizard can recognize the influence of magic that charms, hypnotizes, or otherwise causes mind control (including trances, domination, compulsion, quest, etc.). This ability also includes identifying magic sickness, curses, the effects of faerie food and faerie magic, and supernatural or magic possession. Illusions, metamorphosis, and psionic powers do not count as enchantment. **Base Skill:** 35% +5% per level of experience.

Recognize magic: The wizard has a certain percentage chance to recognize a magic item by shape, inscription, magic symbols or intuition (gut feeling). It's important to understand that while the character may know something has magical properties, he does not know what powers the item may have or how to use it. **Base Skill:** 20% +5% per level of experience.

9. Magic Bonuses: +1 to save vs magic at levels three, six, nine, twelve and fifteen; +4 to save vs horror factor.

Spell strength (the number others must save against when the character casts a spell): +1 at levels two, four, eight, twelve and fifteen. Starts at 12.

10. P.P.E.: All practitioners of magic are living batteries of mystic energy. The character draws from this energy to create magic and cast spells. Permanent P.P.E. Base: 3D4x10+20, in addition to the P.E. attribute number. Add 3D6 P.P.E. per each level of experience, starting at level one. The wizard can also draw on P.P.E. from ley lines, nexus points, and other people whenever they are available. *See the Magic section for details.*

Wizard O.C.C.

Alignment: Any

Attribute requirements: I.Q. 10 or higher; a high P.E. is also recommended but is not a requirement.

O.C.C. Skills:

Languages: Native Tongue at 98% plus two of choice (+20% each)
Literacy: Two of choice (+15%)
Lore: Magic (+20%)
Lore: One of choice (+15%)
Mathematics: Basic (+20%)
W.P. One of choice
Hand to hand: basic can be selected at the cost of one "other" skill, or hand to hand: expert for the cost of two "other" skills. Martial arts and assassin are not available to this O.C.C.

O.C.C. Related Skills: Select eight other skills of choice at level one. plus select one additional skill at levels three, six, nine and twelve. All new skills start at level one proficiency.
Communications: Any (+5%)
Domestic: Any (+5%)
Espionage: Forgery, Escape Artist and Intelligence only (all +5%).
Horsemanship: General or Exotic only.
Medical: Any
Military: None
Physical: Any; except Acrobatics, Gymnastics, Boxing & Wrestling.
Rogue: Any
Science: Any (+10%)
Scholar/Technical: Any (+10%)
Weapon Proficiencies: Any, except Large Axes, Pole Arms and Lance.
Wilderness: Dowsing, Identify Plants & Fruits, Preserve Food and Wilderness Survival only.

Secondary Skills: The character also gets to select four secondary skills from the previous list at level one, and two additional skills at levels two, five, seven, ten and thirteen. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parentheses. All secondary skills start at the base skill level. Also. skills are limited (any, only, none) as previously indicated in the list.

Starting Equipment: Two sets of clothing, a robe or cloak with a hood, boots, a pair of soft leather gloves, belt, bedroll, backpack, a medium-sized to large purse/satchel, two small sacks, a water skin. 3D4 sheets of parchment paper, a 100 page notebook, three crow quill pens, two bottles of ink (each may be a different color), 1D4 sticks of graphite, 1D4 sticks of chalk, 1D4 candles, a wooden cross, small mirror, and a tinder box.

Armor: Starts with soft leather (A.R. 10, S.D.C. 20).

Weapons: A knife and one additional weapon of choice. All are basic S.D.C. weapons of good quality. Magic weapons and additional items must be acquired later. Favorite weapons among wizards include the knife, short sword, staff, blunt weapons, sling and cross bow.

Money: The character starts with 140 in gold. Additional money will come from payment for services rendered and/or the acquisition of booty. Practitioners of magic are often sought after by royalty, merchants, wealthy travelers, and the military as mercenaries or special freelance agents, or infiltrators for special assignments. Pay can be excellent, varying from 50-150 gold for the simplest task, to 3000-12,000 for dangerous assignments. Salary is often equal to that of the long bowman for low level wizards (under 5th level) and equal to that of an officer for experienced mages (5th level and higher). Many military operations like to use wizards and warlocks as "artillery" units who strike at the enemy with long-range attacks by fire ball, call lightning, wind rush, fog, and many other spells. However, most wizards find military-life to be too restrictive and mundane. Furthermore, many men of arms don't trust sorcerers and feel uncomfortable around men of magic, unless the mage has proven himself in several battles.

Warlock O.C.C.

A warlock is a man or woman who draws his magic powers from a supernatural, elemental intelligence. Like the mystic, priest and witch, there is no true knowledge of spell casting or the mystic arts, instead the warlock, through his link with the elemental intelligence, can draw upon certain spell-like powers. **Note:** A warlock is not a male witch.

One might assume that warlocks are closely attuned to nature, and in some ways they are, but not in the ways one might think. They are not spiritualists like the druids who try to live in harmony with their environment, instead, the warlock functions on a more primeval level. They appreciate the forces of nature, but bend them to their will. Warlocks tend to be concerned with power, change and anarchy, for their world view is a picture of seething, unrestrained forces, freedom, and change. As such, a warlock will rarely bind himself to a king or god, he is a free spirit to wander the universe, and to observe and instigate change.

A warlock can become the head of State or even Emperor of a kingdom, or spend his life adventuring or as a wandering philosopher, or all three during different times. Life, adventure, power and freedom are all important to this character. Many kingdoms, such as Bizantium and Timiro, have towns and cities where warlocks play an important role in the communities' defenses, manufacturing and commerce. These mages are especially sought after by seafaring people since their powers can be used to calm the seas, dispel storms and strike at opponents with devastating power (water, air and fire warlocks can be especially effective in ship combat). Although there are places with comparatively large communities of warlocks (typically ranging from 50-100, but some, like those in Bizantium, can have 100-400 in any one guild; typical experience level is 1-6), these practitioners of magic never preach the ways of magic, never try to convert anybody to their way of thinking, seldom discuss their philosophies, and most have no formal religious or political leader or allegiance. Each group of warlocks will be independent of the other.

Despite the lack of a supreme leader or formal laws and doctrines, warlocks all share the same basic orientation and the notion that one is bom a warlock. A birthright that brings power, respect and responsibility. Most warlocks believe it is their duty to use their magic powers, whether it's to help others, destroy evil, or for personal gain. They also believe that all warlocks are somehow bound together like a scattered family. Thus, they consider fellow warlocks to be part of a universal fraternity or brotherhood and show each other great respect and courtesy. Even warlocks who are deadly rivals will first have a polite meeting to discuss the situation and to proclaim each other's intentions. Such meetings will inevitably end with a statement such as, "So my brother, regrettably, I must destroy you and any who stand with you, be they brother or sister warlocks or valiant heroes." To which the other warlock responds, "Just as the wind and waves erode the mighty mountain, so must we clash, my brother." The two are likely to enjoy a meal together, shake hands or hug, and depart, but from that moment on, the line has been drawn and there shall be no mercy nor quarter given by either when that line is crossed. The blood and destruction caused by warring warlocks can be horrendous.

Warlocks & Armor

Most warlocks tend to prefer leather armor because it offers excellent maneuverability, stealth (no jingling or clunking of metal parts), and because it is more comfortable than the heavy, cumbersome and confining types. Furthermore, covering oneself in *metal* has the strange effect of hampering the *channelling* of magic energy! If more than 50% of the character's body is covered in metal (chain mail, scale, plate, etc.) the warlock must spend 20% more P.P.E. to cast a spell and both range and duration of the spell is reduced by 20%!

Of course, a warlock may elect to use/wear any type of armor he or she desires, but with the considerations above and the usual encumbrance penalties: -15% to prowl and -20% to climb/scale walls or swim in full splint or plate armor. -10% to prowl, swim or climb in chain or scale mail, and -5% in studded leather. Most practitioners of magic prefer to wear leather armor (studded leather does not interfere with spell casting) or better yet, magic body armor, charms and talismans.

Warlock Powers & Information

1. Choosing an Elemental Force. All four of the elemental forces are acknowledged and revered, but the warlock must choose one or two specific elemental forces to tap into. Once the elemental force is selected it cannot be changed and becomes the character's *life sign* and source of power. Warlocks may worship and/or honor and respect other forces, deities, religions, and laws, but most tend to be carefree and independent.

2. Magic and Spell Casting. A warlock derives his magic powers and spells directly from his elemental lord/force in much the same way as the spell casting priest gets his/her powers from a supernatural allegiance to a particular god or pantheon of gods. The elemental being that represents the warlock's chosen life sign gives him the ability to commune with elemental beings and cast elemental magic. The spell casting ability is not learned (like wizardry), but endowed by the elemental deity. The spell is cast by invoking the elemental power word(s) in a simple chant. Otherwise, warlock magic works like the spell casting of the wizard. Each spell requires a certain amount of P.P.E. and once that energy is temporarily expended, no more spells can be cast.

3. Initial Spell Knowledge and Learning New Spells: A warlock has no power until an elemental force is chosen, and once chosen it cannot be changed. Select air, earth, fire, or water. Once the character has bonded with *one* elemental force of choice, he will be able to select three (3) new spells for every level of experience, starting with level one.

Choosing two elemental forces is allowed, but the character must have an I.Q. of 12 and an M.E. of 14, or higher. The advantage of selecting two elemental life signs is that the warlock has a greater range of selection for his magic. This character can select one (1) spell from each of the two elemental magic categories to which he is allied. The disadvantage is that the character only gets two spell selections per level of experience instead of three, and they are divided between the two different elemental life signs.

For example: A warlock having chosen fire as his *one* elemental force will be able to command only the forces of fire, but will have a larger number of fire spells available to him than a warlock who may have fire and air. At third level the fire warlock has nine fire spells, while the fire and air warlock has three fire spells and three air spells (six total). Both possess elemental magic, but the warlock with *one* elemental life sign has greater mastery of his *one* elemental force. The fire and air warlock has a greater diversity of magic, but less mastery in each category.

Note: The warlock also knows the power words for the four elemental forces: Cherubot-kyn (air), Ariel-Rapere-kyn (earth), Seraph-mytyn (fire), Tharsis-mycn (water), and yin (a linking word like "and"); as well as the mystic symbols of the four elements and the six stone symbols for elemental forces (see the *Diabolist O.C.C.* for details).

4. Choosing and Gaining spells. At first level, the warlock with *one* life sign can select a total of three (3) spells from the first level spells offered by his elemental master. Every time the warlock reaches a new level of experience, he selects three new spells. The level of the spells available for selection is limited to the experience level of the warlock. This means a warlock cannot select an elemental magic spell above his own experience level. For Example: A first level water warlock (having one elemental lord) can select any three first level water elemental spells. At second level, the warlock can choose another three water spells, but can make selections listed under first and second level war-

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lock magic. Upon reaching third level, the character can again choose three water spells, but this time he is able to make selections from warlock water magic listed under levels 1, 2, and 3. When a warlock reaches eighth level or higher, he can choose spells from any level, one through eight.

Note: Warlocks with *two* elemental masters gain and choose spells in the exact same manner, except that they can only choose *one* spell from *each* of the two elemental magic categories per level. For Example: A third level fire and air warlock selects *one* fire spell from fire warlock magic levels 1, 2, or 3, and *one* air spell from warlock magic levels 1, 2, or 3.

Under no condition can a warlock learn any spells other than those provided by his elemental deity. Warlocks have no knowledge of spell magic or any other magic, because their powers are given to them by a supernatural force, not learned.

5. P.P.E: The disciple of one elemental force gets 2D4x 10+20 P.P.E., in addition to the P.E. attribute number. Add 2D6 P.P.E. for each additional level of experience.

The disciple of two elemental forces gets 2D4x10+40 P.P.E., in addition to the P.E. attribute number, and gets 2D6 P.P.E. for each additional level of experience.

Unlike most practitioners of magic the warlock cannot draw P.P.E. from other living creatures, but can draw it from elemental beings related to his life sign, ley lines, nexus points, and magic storage cells like certain talismans.

6. Magic Bonuses: +2 to save vs horror factor (+6 against elemental beings), +1 to save vs magic, and +1 to save vs possession. +1 to spell strength at levels 3, 6, 10, and 14.

7. Speak Elemental. All elementals communicate in a strange language that is a combination telepathy and the spoken word. All warlocks can speak and understand this language at 92% efficiency, but to all others this language is incomprehensible. Elementals do not have a written language.

8. Sense Elementals. Warlocks are so attuned to true elemental forces that they can sense the presence of an elemental within a 120 foot radius (36.6 m) automatically. **Base Skill:** 25% +5% per each level of the warlock's experience. If elemental forces appear to be at work, the warlock can deliberately try to sense an elemental's presence and enjoys a +20% sensory bonus and doubled sensing range (240 ft/73.2 m).

Furthermore, a warlock will intuitively recognize/sense a fellow warlock and instantly know which elemental force(s) he or she is allied to; experience level, alignment, etc. are *not* revealed. There is also a 75% chance that a warlock can see an invisible elemental despite its nature of invisibility, including air elementals, Spirits of Light, and the demonic jinn. Warlocks know and understand as much about elementals as humanly possible. See the section on *Elemental Beings* for a detailed description of elementals.

9. Sense the Nature of the Life Sign. *A water warlock* can sense the location and direction of a body of water, river, lake, etc, within 100 miles (160 km); 62% +2% per level of experience. They can also accurately calculate the amount of moisture in the air and predict the likelihood of rain, fog, snow, etc., and when a storm will hit (accurate within 6D6 minutes). When crossing a body of water they can sense the shallowest, deepest, and/or safest path to cross, as well as tell whether the water is contaminated by taking a tiny sip. 30%+5% per level of experience.

Earth warlocks can recognize virtually all natural minerals from gold to iron with amazing accuracy; 62% +2% per level of experience. They can also sense tremors in the earth from quakes, explosions, heavy equipment and similar seismic disturbances within a 40 mile area (64 km). More importantly, they can sense danger located in the earth like loose rocks, quicksand, mud, mud slides, and even pit traps. 32% +4% per level of experience.

Underground, the earth warlock has a keen sense of direction; 80% +2% per level of experience.

Air warlocks can tell the direction of the wind and accurately tell/sense time by observing the heavens; 62% +4% per level of experience. They can also sense the coming of rain, snow, hail, lightning and wind storms, ley line storms and other atmospheric disturbances at 30% +5% per level of experience. They can also sense impurities in the ail (soot and ash from fire, pollution, gas, etc.) and know if the contaminants are hazardous. 30%+5% per level of experience.

Fire warlocks can sense the presence, general direction and distance of fires as small as a campfire within a 40 mile diameter (64 km); a raging forest fire can be sensed as far away as 100 miles (160 km). Success ratio is 62% +2% per level of experience. The warlock can accurately sense air and surface temperatures and changes in air temperature. This power can extend to touching the charred remains of a burnt building or campfire and telling how recently it was active/hot (accurate within 6D6 minutes). This heat sensitive touch can also accurately measure a person's body temperature to tell whether he has a fever. Success ratio is 30% +5% per level of experience.

10. Special abilities: *Water:* The character can instinctively swim at a proficiency of 65% or gets a bonus of +20% if the swimming skill is selected. He can also hold his breath for up to five minutes.

Earth: The character can instinctively perform holistic medicine at 50% proficiency and identify plants & fruit at 65%. Or gets a bonus of +12% if either is selected as a learned skill.

Air: The character instinctively knows astronomy at 65%, or gets a +20% bonus if selected as a learned skill. Can also hold breath for up to 10 minutes.

Fire: The character radiates a protective aura the makes him, his clothes, and body armor (does not protect vehicles or other people) impervious to normal fires (do no damage), but magic (and mega-damage) fires do half damage.

11. The Brotherhood — Etiquette Between Elemental Forces. No elemental will hurt their little mortal brothers (warlocks) unless absolutely necessary, provoked, or attacked first. This is the result of the warlock's mysterious bond to elemental beings. Even if the elemental has been commanded/forced to kill a warlock as part of its quest, it will first warn the warlock of its mission, apologize, and state that it understands that the warlock may feel compelled to fight back. After these formalities, the elemental will attack without hesitation or mercy.

If a warlock encounters an elemental that is guarding a passageway or object that he must use/get, the elemental will warn the warlock that it must kill him if he persists, and will do so without hesitation if he does. Likewise, if a group of adventurers engage an elemental in combat, it will destroy all of them except the warlock in the group. Only when the warlock confronts the elemental will the elemental strike back, but only after inquiring "Why do you oppose me, little brother?" An appropriate response would be something like "Because I must," or "Because I must pass," and so on.

Elementals do not understand the concept of friendship, so a warlock saying that he protects a group because they are friends would be an explanation falling upon deaf ears. The elemental will accept, "I must." If the little brother "must," he must, just as an elemental does as it must. However, the warlock can stop the battle, discuss the situation, find out who is responsible for the elemental's mission, and slay that person, which usually (but not always) frees the elemental from its commitment. Or the elemental may tell the warlock of a different entrance or way to get the item without a direct confrontation (provided it knows of such things).

12. Summon Elementals. A warlock can summon only the type of elemental that is his chosen life sign. This means a fire warlock can only summon a fire elemental and only *lesser* elementals will respond. When the warlock is high level, 9th or better, he may be able to summon a greater elemental at half the normal success ratio.

The summoning process can be attempted only once a day (24 hour period) as it is very emotionally and physically taxing. A physical symbol of the elemental force must be present as the focal point of concen-

tration. The symbol of the elemental must be scrawled on the floor in charcoal or in dirt/dust and two hours of concentration and chanting is required (On *Rifts Earth*, that time is dramatically reduced to 2D6 minutes!). Only a warlock may summon an elemental in this way. **Success ratio:** 5% per each level of the warlock's experience, +10% on a ley line, and +20% at a nexus.

Once summoned, the warlock is able to request the elemental to aid him in battle or any activity for an unlimited length of time. The elemental will generally obey only the warlock and will follow any command without question, including fighting to the death. Such commands should be kept simple and as clear as possible, because elementals are alien beings who do not understand human and animal life, their frailties, language or laws.

Although there is no formal time limit to how long an elemental will obey his warlock brother, the creature will want to go back to its own world after a day or two. Only the summoning warlock can release it so it can return to its own dimension. The elemental will become increasingly insistent about being released with the passing of each day. This will change to anger and hostility at an accumulative rate of 12% per week. The usual etiquette between elemental and warlock is lost when pressed into slavery and the percentage number indicates the degree of its hostility and the likelihood of it killing the warlock (roll once for every week that passes). If the roll falls under the hostility percentage, the elemental will be angry enough to attack and *kill* the warlock. HOWEVER, it will first warn the warlock that it will kill him if he does not release it, "now!" Elementals never bluff, so the warlock will realize he's pushed his luck to the limit.

Summoning Note Number One: Only a warlock who is the foulest of the foul will intentionally allow an elemental brother he has summoned to die. Even the most minor of elementals, like the phantom, should not be allowed to die if it can be helped. One means of preservation is to release the elemental from its bondage of summoning. With the words, "I release you," the elemental instantly disappears, dimensionally teleporting back to its home dimension, for it is only the warlock and his will that binds it to this realm of existence.

Summoning Note Number Two: The warlock may also be able to summon minor elementals and fragmented essences from an elemental intelligence by means of elemental magic. These are even less powerful beings than a lesser elemental, but can be released in the same way.

13. Warlocks and Weapons. Warlocks are not limited in any way to the selection and use of weapons. However, most have minimal combat training. They seem partial to weapons made of wood or metal and weapons that shoot projectiles.

14. Colors and Clothing. All warlocks wear colors and clothing that is indicative of his or her particular elemental life sign.

Air: White or light pastel colors.

Earth: Brown, black, grey or green.

Fire: Red, orange, gold or yellow.

Water: Any shade of blue.

Brown is the universal color symbol of elemental forces and can be worn by a warlock allied to any elemental force.

The traditional dress for a warlock is a hooded robe the color of his chosen element; any armor is worn underneath the robe. Jewelry will also correspond directly to their elemental life sign. Air is represented by the diamond or sapphire; earth is onyx; fire is a ruby or topaz; and water is the emerald or pearl.

Notes about Elementals

It is very important to stress that elemental beings generally have absolutely no regard for the lives or activities of mortal creatures. They will step on a baby or destroy a town if so commanded, in anger, out of ignorance or negligence. To an elemental, creatures of this dimension (including all intelligent races) are just bugs without value. It is not because elementals are evil, there is no ill will or evil intent, elementals are so completely different that they have no comprehension of life as we know it. Likewise, the creatures have no concept of law, right and wrong, or good and evil. In this regard, the elemental pays no heed to the harm or damage it may cause in its attempt to obey a warlock's command. For example; Telling a fire elemental to go into town and to get something or somebody will send it stomping through the streets, perhaps stepping on innocent people, smashing through buildings and setting the place on fire.

Only a warlock can freely converse with an elemental without being ignored, torn limb from limb, or needing some kind of protection (circle, charm, ward, etc.). An elemental will not accept someone because he is the friend, kin, or lover of a warlock. They will accept and cooperate *ONLY* with warlocks, no others. In fact, elementals are so friendly toward warlocks that they have been known to stop in the middle of a massacre to converse. **Note:** This applies only to true elementals and not Spirits of Light, demons or other supernatural beings who wield elemental powers.

Most elementals (98%) never leave the elemental dimension which is their home, unless impressed against their will into some activity by a magic-user, usually a Summoner, Diabolist, or Warlock, occasionally others. As a slave, especially to non-warlocks, they show their enslaver little loyalty. This means an enslaved elemental will tell a brother warlock everything they know about their mission or any other subject that he may inquire of them. Elementals and warlocks share a great kinship between each other in a strange metaphysical way, and both will always try to help each other. Both man and monster are uncommonly courteous and friendly toward each other, unless that warlock is known as a cruel or destroying enslaver of elementals. If the latter is the case, the warlock will be treated as if he were an enemy and attacked if he continues to pester or threaten an irate elemental. Of course, any warlock worth the title will sincerely offer his aid to help an elemental with any quest, duty, or dilemma to ease its burden. Often, being courteous and generous to their little mortal brothers, the creatures will decline the offer, but many warlocks will aid their elemental brethren anyway.

Along this line of thought, warlocks are aware that elementals don't like to stay away from their home dimension. Elementals pressed into service (and often carelessly destroyed) by uncaring Summoners, Shifters and other practitioners of magic, will beg a warlock to free them. Unless the warlock is true scum or the forces he must face to win the elemental's freedom are far too powerful for him, the warlock will try to help, especially if the creature is the same as his chosen life sign. This is true of both good and evil aligned warlocks. Furthermore, most warlocks are extremely diligent in their efforts not to kill any elemental that they have summoned. If an elemental is left to guard something, the warlock will usually put in the condition that at the point that the elemental senses its imminent destruction, it is free to return home.

Warlock O.C.C.

Alignment: Any. Although the elemental forces to which the warlock is linked may be very chaotic and freewheeling, the character can be any alignment. Remember, the concept of alignments and laws are unfathomable to true elementals who are generally of an anarchist alignment.

Attribute Requirements: I.Q. 6 or higher, M.E. 10 to choose one elemental force, or I.Q. 12 and M.E. 14 to choose two elemental forces.

O.C.C. Skills:

Speaks two additional languages (+10%)
Literate in one language of choice (+10%)
Lore: Demon & Monster (+10%)
Lore: Faerie Folk (+5%)
Land Navigation (+10%)
Wilderness Survival (+10%)
W.P.: Select two of choice.
Hand to Hand: Basic

Hand to hand: basic can be changed to hand to hand: expert at the cost of two "other" skills, or martial arts for the cost of three "other" skills.

O.C.C. Related Skills: Select eight other skills of choice at level one, plus select one additional skill at levels three, six, nine and twelve. All new skills start at level one proficiency.

Communications: Any

Domestic: Any (+10%)

Espionage: Disguise, Escape Artist and Intelligence only (all +5%).

Horsemanship: General or Exotic only.

Medical: Any

Military: None

Physical: Any; except Acrobatics, Gymnastics, Boxing & Wrestling.

Rogue: Any

Science: Any (+10%)

Scholar/Technical: Any (+10%)

Weapon Proficiencies: Any, except the Lance and Long Bow.

Wilderness: Any (+5%)

Secondary Skills: The character also gets to select three secondary skills from the previous list at level one, and two additional skills at levels two, five, seven, ten and thirteen. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parentheses. All secondary skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in the list.

Standard Equipment: Two sets of clothing, an appropriately colored hooded robe, bed roll, backpack, 1D4 small sacks, one large sack, water skin, flint and tinder box, 1D4 candles, a wooden cross, small mirror, 1D4 sticks of charcoal, and 1D4 items that represent the warlock's elemental symbol.

Armor: Starts with soft leather (A.R. 10, S.D.C. 20).

Weapons: A knife and one additional weapon of choice. All are basic S.D.C. weapons of good quality. Magic weapons and additional items must be acquired later. Favorite weapons among warlocks include iron or wood staves, morning stars, maces, swords and cross bows.

Money: The character starts with 150 in gold. Additional money will come from payment for services rendered and/or the acquisition of booty. Warlocks are often sought after by sailors and pirates for sea battles and long voyages, as well as by royalty, merchants, wealthy travelers, and the military as mercenaries for special assignments (same as the wizard).

Witch

Design Note: This section on witchcraft, its magic and practitioners is entirely fictional.

Historically, ancient "pagan" rituals later associated with witchcraft were often druid-like earth magic or Wicca. Many of those ancient rituals and potions focused on healing, harvesting of crops, and prophecy. Later, with the dominance of the Judeo/Christian religions, witchcraft became known for demonic possession, union with evil forces, and black magic for the purpose of evil. Today, satanism and witchcraft are often considered one and the same.

This section on *witches* is *not* even based on historical myth or magic. If anything, it is inspired by Hollywood horror movies. Further note that nobody at Palladium Books encourages nor condones the practice of the occult or the use of magic. This is a fictional world in a fantasy setting. Make believe. Now read on and enjoy.

One passage in the Tristine Chronicles offers this observation and a warning.

"Since before the first human clawed his way to the threshold of civilization, Man has shown a frightening willingness to forsake all he holds sacred to sate his lust for power, wealth, and vengeance. So it is from lost souls such as these, that pacts are spawned with creatures of darkness. From greed, wrath and sadism are born demonic progeny such as the witch, necromancer and rune master. Souls given freely to the devouring darkness. While the Orc and other craven beings have always embraced such infernal masters, one would think Man would learn from their folly, or the Elf, Dwarf and countless others before him; for union twixt man and the devouring abyss can only breed sorrow, agony and destruction.

"And be warned 'O Man, turn thy face to the light and forsake the seductive whispers from the beckoning darkness, for it is the enemy of Man and life itself that calls to thee. Tho' the Great Old Ones lay in eternal slumber, their dark essence is splintered and borne into the world through their terrible dreams. Dreams that reach out to embrace the aching soul and beckons the lost, the greedy and the vengeful to its comforting darkness. Go there not, for it is an abyss of wickedness beyond human comprehension. An evil that offers the power to extract one's desires from the world in ways most foul. The witch, brought forth from the darkness, is the child of such union and forever damned. A creature of depravity, wantonness and wrath. Touched by evil, within its breast beats the heart of the slumbering darkness, content, for the moment, in bringing its terrible dreams to life in Man's world. Awaiting the day of chaos that will end their slumber and shake the universe.

— Tristine Chronicles

There are two key elements that makes witchcraft different from other forms of magic. 1. A direct link and willing allegiance to an evil supernatural being. 2. Empowerment by that evil force.

Magic, like technology and knowledge, is a tool. Potential psychic energy (P.P.E.) is an energy source that can be used for good or evil; to build and protect or to destroy and subjugate. Among the various disciplines of magic, there are practitioners who use magic for good, evil and selfish gain, but witchcraft, as defined in the context of the Palladium World, is *always* a malevolent and destructive force. Even the well meaning who agree to service as a witch are either motivated by dark emotions (anger, hatred, vengeance, etc.), or delude themselves into believing they can control and use the dark forces for good (they are wrong). The very act of making a "pact" with a demonic power is a plunge into evil and, with time, the individual will find himself given to selfishness, anger, cruelty and wickedness.

To become a witch, the character must make a pact with an evil supernatural force. These supernatural beings are usually powerful gods of darkness, demon lords or alien intelligences (some say lesser cousins of the slumbering Old Ones). Many clergy and scholars believe that the majority of witches (65%) *unwittingly* bond themselves to the slumbering Old Ones! Although these legendary alien intelligences are locked in a magic sleep and hidden away, their subconscious mind or dream essence can still reach out and touch the humans and Humanoids of the Palladium World. It is these terrible creatures of chaos and darkness from which many witches draw their powers! Consequently, witchcraft has been outlawed in some parts of the world, including the Timiro Kingdom, Lopan and Bizantium — the penalty for witchcraft: death. However, witchcraft is relatively common among primitive tribes, wil-

derness people, and many of the monster races, particularly Orcs, Ogres, Trolls, Coyles, and Gigantes.

Many alien intelligences and supernatural menaces feed on human emotions like psychic vampires. Thus, they have little real concern about events set into motion by their witch, but only in the turmoil and suffering that such an event creates. These maleficent beings promote chaos, suffering, treachery and murder, all of which are the nectars they drink. The Palladium World, with its strong magic energy, has always been a place of magic, where one can easily open portals to other worlds. Thus, many are the forces of evil that come to torment, taunt, toy and feed on its inhabitants.

The alien intelligence or evil god sends an essence fragment into the world in search of likely servants who will become their minions. The most likely candidates are the frustrated, desperate, hate-filled and selfish who are seeking a means to power or revenge. Those who turn to witchcraft often do so because it is the quick, seemingly easy way to power. The witch's supernatural "master" provides supernatural abilities, magic, a demon familiar (both protector and counselor) and insight. To some degree, all of this does compensate for the lack of formal education and real mystic knowledge, but makes the witch all the more dependent on his or her demonic master, and therefore, a puppet of supernatural evil!

The creature will usually offer the witch one of the following: *The gift of power, gift of magic,* or *gift of union.* The gifts of power and magic knowledge requires that the alien intelligence or essence-self anchor itself to our world. To do this it requires a *host body,* typically an innocuous animal, such as a cat, dog or bird, will suffice, but sometimes the witch will serve as both minion and host. Demon familiars counsel, assist and protect the witch as well as offer a source of additional power.

Practitioners of witchcraft actually know very little about the workings of magic. In fact, the typical witch (about 65%) is illiterate and uneducated — this does not mean stupid, only the lack of formal education.

The Gift of Power

The gift of power is an illusion in which the recipient believes he has been magically granted superhuman abilities. In a way, he has, except the power is not drawn from some inner strength, but directly from the alien being. The creature projects a fraction of its power into its human pawn, giving him a taste of true power. It is only after the character has grown to love his power that he learns it is the demonic being who holds that power, and gives of it only to servants that meet with its approval. This means the "power" can be shut off any time the giver desires. It is the witch who is a slave to the power and the creature who holds it.

Select four abilities from the following:

- Add lD6x 10+40 to I.S.P.
- Add 2D4x 10+20 to P.P.E.
- Impervious to poisons, toxins, drugs, gases and disease.
- Super tough: adds 200 physical S.D.C. points to the witch's body, plus he/she heals twice as fast as normal.
- +2 to save vs all types of magic and possession.
- See the invisible and sense magic; automatic.
- Increased mental endurance: +3 to save vs horror factor, +1 to save vs psionic attacks and all forms of mind control, plus the witch has the psionic power of sixth sense.
- The ability to fly at will and without limit; spd lD6x 10+44.
- Supernatural physical strength and endurance, raises P.S. 10 points, rarely fatigues, does double damage to mortal opponents, and inflicts normal damage from physical attacks to demons and creatures of magic who are normally vulnerable only to magic!

- Increased physical prowess; raises P.P. 10 points, providing the appropriate bonuses, and +2 to initiative!
- Bio-regeneration; restores 1D4x10 S.D.C. and 4D6 hit points per hour or 1D4x10 M.D.C. to mega-damage beings.

One more gift can be awarded if the monster decides to be generous or as an incentive at a later time (4th level or higher, after the witch has proven himself), a demon familiar.

Note: The character's skills increase in proficiency as the witch increases in experience, but the powers do not, they remain the same.

The Gift of Magic

The witch is instantly bestowed with magic powers through his union with the evil force. All the following are made available:

- 1D6X10+10P.P.E.
- Demon Familiar.
- An additional 100 P.P.E. is available from the familiar who will freely give of its energy as long as the witch is doing as it and its master (the alien intelligence) desires. The familiar must be within 300 feet (91.5 m) for the witch to be able to draw on its P.P.E.
- Select six spells from level one spell magic, four spells from level two, two spells from level three, and one spell from level four. Once selected, the spells cannot be changed.
- One new spell can be selected as each new level of experience is attained. Also with each new level, the range of available spells is increased by one level, thus a second level witch can select a spell from levels 1-5, a third level witch from levels 1-6, and so on.
- Bonuses: +1 to save vs magic, +1 to save vs horror factor and +1 spell strength at levels three, seven and thirteen.

The Gift of Union

Supposedly the ultimate reward in the way of power is the gift of union, because the witch character willingly allows the horrid creature to share his body. The union fuses man with monster, but is *not* the classic possession, because the creature allows the human's essence to share control of the host body. Union instills a great number of changes.

First, the character's alignment immediately changes to the same evil alignment as its supernatural master, and the witch develops a whole new perspective on the world. He or she will realize that the end always justifies the means. He will feel superior to all other life forms and realize that he was meant to be revered as a god. A new confidence will wash over him and he will know that anything is within his grasp, provided he is willing to do the terrible things necessary to attain them. The character will be ruthless, merciless, and unfeeling toward his fellow humanoids, whom the witch sees as ignorant savages to be used and abused as he desires. A voice in his head will assure him that this is all true. That same voice will implant suggestions, urge violence and entice acts of cruelty.

Powers and Abilities Include:

- All the magic known by the witchs master, but at one-third the creature's normal range of knowledge and spell strength. This means a being that casts magic at 10th level will now cast magic at an equivalent of third level (one third is 3.3 levels; rounded down is third level). Also note that it's the supernatural *essence* inside the body that knows and provides the magic, thus it is only the creature part of the unified human who controls the use of its knowledge and power. The supernatural essence and the witch *share* the same body, however, it is still the supernatural being who is in *complete* control of the magic and all the following powers. Consequently, unless the witch performs up to its expectations, it can cancel any or all of the abilities it has instilled.
- The co-possessing essence also retains any psionic powers it may have, but at half their normal strength.
- Additional I.S.P.: 3D4x10.
- Additional 3D4x10 S.D.C.
- Additional P.P.E.: 100, are combined with the human's P.P.E.; both the creature and the human can draw on the total available amount of magic energy. Same is true of I.S.P.
- Add one hand to hand attack per melee.
- Supernatural strength and endurance: Add 6 points to P.S. and P.E. attributes.
- Impervious to any further possession and mind control and +4 to save vs horror factor, +4 to save vs illusionary magic, and +2 on initiative.

Note: The character's skills increase in proficiency as the witch increases in experience, but the powers do not.

The Pact

The "gifts" are powers that are provided as a result of an amicable arrangement. In most cases, the supernatural being cannot really take ownership of a person's soul, but will in effect encourage such evil and decadence that the character will be forever lost to the forces of light, and may well become the enemy of all that is good. In this sense, the witch does lose his or her soul. Ultimately, any pact with supernatural evil only serves to make that character a minion of evil.

The actual signing of a pact is a formality that serves as a questionably legal contract and, more importantly, as a focus of concentration and surrendering of willpower. Dealing with a supernatural being is not to be taken lightly, and the creature will hold the pact maker to the letter of their agreement. The formal pact serves as a reminder to the pact maker of exactly what that deal was. Another reason for the pact, which usually demands some cruel sacrifice or condition of servitude, is pure meanness on the part of the supernatural being; just one more little pleasure.

Pacts can only be made by demons lords, the occasional dark god, and alien intelligences (including Old Ones and Splugorth). Most of these supernatural fiends will be surprisingly up front about the conditions, powers, and price of the pact, and will not try to trick or cheat the potential pact signer (although they may not explain certain details until the agreement is signed). Mortals who try to trick, cheat, or deceive such powerful beings are likely to be caught in the act and possessed or tortured and killed. These creatures don't take any nonsense, especially from some insignificant mortal.

Note: To make the pact complete and to receive its dark bounty, the character signing it must do so of his own free will.

Minor Pacts

Minor pacts may not seem all that minor, but are considered such by the supernatural monsters who create them. In exchange for the signing of the pact, the supernatural power will grant the character either the *gift of power* or *gift of magic*. At second level, when the witch has proven himself, he is given a *lesser familiar*. This familiar is identical to the wizard's familiar link spell. A greater familiar may be granted after years of loyal servitude or as the result of a major pact.

The following are the most common minor pacts.

40 years of loyal servitude. The pact maker must agree to serve the supernatural being with complete loyalty and allegiance, be obedient, accept no other as his master (but may pretend to do so if necessary), not interfere with other minions of the same master, and to further the goals of the master whenever possible for a period of forty years. Under these conditions, if the master asks the witch to betray the player group or kill a friend, the witch must do so without question. A witch has but one true friend, his demonic master.

After 40 years, ALL powers, abilities, and often accumulated wealth and power, are totally lost. The pact may be renewed, but only at the demonic lord's option and may require new terms and conditions.

Blood sacrifice. This typically requires the slaughter of hundreds or thousands in the name of the supernatural being. When the required number of murders has been provided, the being grants the perpetrator his "gift." The evil ways and loyalty are expected to continue — or else.

Blood sacrifice: First born. This pact seldom requires the actual murder of one's child, but the child must be forsaken, given over to a demon or other minion of the evil, supernatural being. Often the child is placed in a situation where he or she is raised in such a manner that child and parent will one day clash with deadly consequences. Typically, the pact maker must have a child within three years of the pact's signing or be stripped of all powers and possibly tortured, enslaved or possessed.

Sworn to destroy a foe. This pact binds the pact maker to destroy a hated enemy of the supernatural being who is providing the witch with the "gift." Remember, this foe is *probably* a noble king, mage, hero, or priest of good alignment. The demon will indicate the foe to be destroyed. The character will be at least tenth level or higher, and usually has powerful friends, followers, guards and sanctuary. The foe usually possesses great strength, skills, power and position. Any means may be used to destroy this enemy. This means the pact maker can slay the person single-handedly, dupe or enlist the aid of friends, raise an army, hire an assassin, etc., but the witch must be the direct or indirect cause of the enemy's demise. The campaign to destroy the foe must begin within two years of the pact's signing and can take as long as a decade to complete. Failure means slow, long torment and death.

Major Pacts

Lifelong servitude. Basically includes the same conditions as those found under 40 years of loyal servitude except the deal is for life. This is especially desirable when dealing with races like elves who have a long life expectancy. Also the pact maker may be obligated to join an established cult or to establish one.

Selling of body and soul. This pact binds the maker to a one hundred percent commitment to his supernatural master and to a life dedicated to pure evil. All the conditions are the same as 40 years of loyal servitude, only the deal is more encompassing. During the course of his existence, the pact maker is called upon to establish a church or cult in the name of his master, actively solicit followers, bear or father a child or children in the name of the master, and turning them to evil. In addition, the character must destroy any foe the master identifies (not necessarily high level), smite any enemies that become known to him, avenge the master and his minions, oppose the forces of good/light and order, and obey all demands made by his/her master, including suicide.

The bonus power of major pact makers. The makers of a major pact are preferred above all others, thus they receive even greater powers than those who make minor pacts. The pact maker can select any of the three gifts previously described and selects one of the following. This is a one time only bonus or ability, all effects are permanent.

1. Heal self. Bio-regenerates 4D6 hit points at will, but is limited to four times per day (24 hour period).

2. Summon lesser demons or lesser supernatural beings. Can summon 1D4 lesser demon/supernatural beings, but is possible only through a link with a greater familiar. Can be attempted only once every 12 hours, with a 40% chance of success. Five minutes (minimum) of meditation and prayer are required.

3. Command dead: Animate & control 2D6 dead, also able to turn dead (2D6). Functions like the magic spells of the same names.

4. Command rats: Summon and control 2D6 rats per level of the witch. Rats will obey all simple commands. Similar to the summon animal spell.

5. Invulnerable to fire: Impervious to all fires, even magic (and mega-damage); no damage.

6. Invulnerable to poison: No type of poison/toxin can hurt or affect the witch, except magic, but even then the character is +2 to save.

7. Skill bonus: +5% on all skills.

8. Telekinesis: Same as the super psionic power.

The Devil's Mark

The "devil's mark," also known as *"the mark of evil,"* is a third nipple (Note: that's nipple, not breast and nipple). This nipple can be placed anywhere on the body, but is usually placed on the upper portion of the torso. This serves three purposes: to identify the character as a witch, as a sign of ownership by evil forces, and to feed the familiar, which suckles from the nipple, drinking of the witch's own blood (small amounts, of course). *All* witches bear such a mark.

Demon Familiar

At second level, the witch who has made a *major pact* receives a demon familiar (also known as a Greater Familiar). The familiar is either a magically metamorphed demon or an essence fragment that possesses an ordinary animal into a host body for its demonic essence. The animal functions similar to a lesser familiar, except that it possesses a human intelligence, can talk, is supematurally strong and possesses psionic and magic powers of its own.

Alignment: Any evil.
Horror Factor: 10
Armor Rating: 12
Hit Points: 6D6+20
S.D.C.: 1D4x10
I.S.P.: 3D4x10, P.P.E.: 6D6+60.
The Eight Attributes: I.Q. 10, M.E. 19, M.A. 12, P.S. 18+1D6. P.P. 12+1D6, P.E. 18+1D6, P.B. 10, Spd 6D6+10; cunning, devious, treacherous and possesses the physical form and abilities of its animal host in addition to its demonic ones. Its host body is typically a cat, dog. wolf, rat, weasel, snake, hawk or raven/crow.

Supernatural Abilities:

1. The greater familiar can speak in animal form, but when outsiders are present it will not do so without instruction from the witch. Communication is much the same as two humans conversing. It will otherwise act like the animal it resembles.

2. Obeys only the witch and will follow his/her commands without question or hesitation, especially in combat situations. However, should the witch defy the will of his "true master," the familiar's vow of obedience is broken and it can act completely independently to betray, torment or slay the witch.

3. A rapport between witch and familiar. Both usually have the same outlook on life and wickedness. The two talk like old friends or business partners. The spiritual bond between the two is such that the familiar may also allow the witch to see. hear, feel, taste, and smell everything it experiences, but this is at the discretion of the familiar, not the witch.

4. Supernatural bond: The witch and demon familiar are physically and spiritually linked. This connection allows the witch to draw P.P.E. points from the creature whenever she needs them. Furthermore, the demon familiar endows the witch with an additional 20 hit points and 40 S.D.C. (or M.D.C. if a mega-damage being). If the familiar is slain, the witch permanently loses the bonus hit points and S.D.C., plus an additional 10 hit points. This "link" also enables the witch and familiar to sense when one or the other is being tortured, battered near death and when the other dies, regardless of the distance between them. Note: The familiar is sometimes sent on brief missions that can take it several miles away, otherwise the two are constant companions.

5. If the greater familiar is slain, the witch will never again be given a demon familiar. However, a lesser familiar (same as the familiar wizard spell) may be given as a replacement, but only after a period of time

(one or two years) as punishment for allowing the death of her powerful companion.

6. Psychic Abilities: Roll percentile dice to determine type and *abilities:*

1-20 All psychic healer powers.

21-40 All sensitive powers.

41-60 All physical powers.

61-79 All sensitive and healer powers.

80-89 All physical and sensitive powers.

90-00 Select six super psionic powers!

All psi-powers are equal to a 6th level psychic.

Magic Knowledge: The familiar knows all the same magic as the witch, but will only use its powers when commanded to do so, or to protect the witch or itself.

Attacks Per Melee: Three physical or psionic attacks, or one magic. The damage bonus is equal to the supernatural P.S. attribute.

Bonuses: The demon animal is +2 to save vs magic, +4 to save vs horror factor, +1 to strike, +1 parry, and +2 to dodge.

Size & Weight: Animal rarely larger than a dog.

Witch O.C.C.

Generally suggested as a Non-Player Character Villain

G.M. and Player's Note: A witch is a man or woman who draws his/her power from and confers with an evil, supernatural force. Witches are feared and powerful practitioners of magic renowned for their dark secrets, illicit unions, and associations with supernatural monsters. They are generally, foul, evil, vengeful beings with little regard for others. This means a player character who selects this O.C.C. will have to be evil and allied to/serve a monstrous supernatural being. A witch who has forsaken his/her master is powerless (loses all witch powers and familiar) and likely to be the target of a vengeful demonic lord.

Witches are particularly common among Orcs, Ogres, Trolls, and Coyles, as well as among Humans. Elves, Dwarves, Bearmen, Wolfen, Kankorans, Titans and most giants almost never consider witchcraft. Only the most decadent dwarf will consider such an alliance (super rare; remember, dwarves have forsaken magic of all kinds! Any dwarf who has turned to witchcraft will be regarded as a traitor to his race and a corrupt monster who must be destroyed). Faerie folk, dragons, and other creatures of magic cannot become a witch.

No Attribute Requirements: The requirement for becoming a witch is simply to serve one's dark master faithfully, to the letter of the pact. Thus, anyone can become a witch despite any physical or mental deficiencies. In fact, it is often the bitter and/or angry individual who has been mocked and chastised because of physical deformity, mental deficiencies, or lack of social status/position, who turns to witchcraft.

Alignment Limitation: All characters desiring to become a witch must be, or change to, an evil alignment. Game Masters must be unbending on this rule, characters of the witch O.C.C. are EVIL; miscreant, aberrant, or diabolic. Remember, these are not people forcing a devil or demon to do their bidding for the good of others, or even for selfish reasons, but people who are joining demonic monsters as one of their faithful servants.

O.C.C. Skills:

Speaks two additional languages (+10%)

Lore: Demon & Monster (+20%)

Lore: Faerie Folk (+10%)

W.P. Two weapons of choice.

Hand to Hand: Basic

Hand to hand: basic can be changed to hand to hand expert at the cost of two "other" skills, or martial arts for the cost of three "other" skills.

O.C.C. Related Skills: Select 10 other skills, but two must be from wilderness or domestic. Plus select two additional skills at level three and one at levels six, nine and twelve.

Communications: None

Domestic: Any (+10%)

Espionage: Any (+5%).

Horsemanship: General or Exotic only.

Medical: Any (+5%)

Military: Interrogation and Surveillance only.

Physical: Any; except Acrobatics, Gymnastics, Boxing & Wrestling.

Rogue: Any (+6%)

Science: Any

Scholar/Technical: Any (+10% on lore and language only)

Weapon Proficiencies: Any, except the Lance and Long Bow.

Wilderness: Any (+5%)

Secondary Skills: The character also gets to select two secondary skills from the previous list at levels one, three, six, nine and thirteen. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parentheses. All secondary skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in the list.

Standard Equipment: Two sets of clothing, bedroll, backpack, 1D4 small sacks, two large sacks, water skin, flint and tinder box, 1D4 candles, 1D4 black candles, a wooden cross, 1D4 wooden stakes, small mallet, small mirror, 1D4 sticks of incense and 1D4 cloves of garlic.

Armor: Starts with soft leather (A.R. 10, S.D.C. 20); same restrictions as the wizard and warlock.

Weapons: A small silver dagger (1D4 damage), a normal knife (1D6 damage) and two additional weapons of choice. All are basic S.D.C. weapons of good quality. Magic weapons and additional items must be acquired later. Favorite weapons among witches include throwing knives, swords, axes, staves and cross bows.

Money: The character starts with 100 in gold. Additional money will come from payment for services rendered and/or the acquisition of booty. Witches who live in or near one particular community are often regarded with fear and respect — and often get paid "tribute" in the way of livestock, food, alcohol and treasure. Those among tribes or groups of Orcs, Ogres, Trolls, Goblins, and other monster races are often shamans or leaders of the group. Most humans, elves and dwarves avoid witches and the military rarely hires them for special assignments.

Diabolist O.C.C.

And the Dread Old Ones created scores of magic, from a single word or symbol, to the spell incantations and circles of power. The power held in a single word is known to no one better than the Diabolist, for he is the master of symbols and a scholar in the ways of magic.

— Tristine Chronicles

The Diabolist is sometimes called the "Magic Scribe" because of his mastery of language, the written word and symbols. He is also sometimes known as the "Silent Mage" because he is the most secretive and least flamboyant of the practitioners of magic — the use of wards does not require theatrics, spoken incantations or lengthy rituals, only the quiet making of written or carved symbols and their activation, often with only a few spoken words. The mage can be a man or woman dedicated to the study of words, wards, runes, language, cryptography, history and their application to magic. Their knowledge lies in dusty tomes, arcane symbols, wards, and circles.

Diabolists are obsessed with the study of all symbols; a symbol being any shape, design, image, or sound that confers a specific meaning. Consequently, they are excellent linguists, cryptographers, and scholars. Only Diabolists know the secrets of *ward magic, runes* and all *magic symbols.* They also have a fundamental knowledge of circle magic which enables them to tell whether a circle is active and what it can do.

Arrogant and foolish men of arms often chide the Diabolist as being a helpless and puny *adventurer* who is more of a liability than an asset. After all, he can't cast spells like a wizard or warlock, nor command a demon minion like the Summoner or witch, and most have only the most basic fighting skills. It is true that in a pitched battle, the Diabolist *may* be at something of a disadvantage, but on an adventure in foreign lands and ancient ruins (especially places of magic), or given the time to defend a strategic position, the Diabolist can be the most valuable member of any group. The character can recognize and read inscriptions, warnings, and instructions written in a number of languages —including ancient runes and mystic symbols; recognize dangerous or helpful magic circles, identify real wards and determine whether they are energized; identify real rune weapons and many magic items by the symbols inscribed on them; read books of magic and ancient tomes, locate secret passages, and speak a number of different languages — and these are his abilities that don't actually involve magic forces! The Diabolist can create and activate wards to set magical traps and alarms, for defending an encampment, strategic position or valuable possessions, or to interrogate a prisoner. Furthermore, the Diabolist can read and use most magic scrolls as well as an activated circle!

Power Words

Power words are the basis behind all areas of magic study, whether they be weaved into a spoken incantation or used to activate a ward or circle. Only creatures of magic, gods, and other supernatural beings may possess innate magic powers, often in addition to the study of one or more of the mystic arts.

When a power word is spoken, there is an invisible ripple of magic energy that transcends both space and time, allowing the person invoking the power word to tap directly into mystic energies. Where the magic energy that permeates from ley lines and emanates from most living beings originates, or why the speaking of a mere word (combined with force of will) enables the speaker to draw upon and direct the energy, is a mystery to even the most powerful wizards and oldest gods. If any being holds the answers, it is the Old Ones. Most practitioners of magic simply accept that it is true, and use the energy as they see fit.

Those who oppose the practice of magic claim therein lies the danger: for no one knows what mysterious forces are put into action each time a spell is cast or a ward activated. Is it harmless energy, does every use of magic contribute to some unforeseen force, building toward a disastrous chain reaction that could destroy the entire world? Some fear that magic energy is actually drawn from the slumbering Old Ones, and that the use of magic will one day awaken them from their enchanted sleep, signalling the world's end. If true (most practitioners of magic insist otherwise), then all sorcerers are actually the unwitting agents of armageddon, for the Old Ones are the embodiment of all that is evil. Despite the fears harbored by *some,* magic proliferates in the Palladium world.

Power words are a guarded secret known only to practitioners of magic (see each specific magic O.C.C. to determine the full range of the mage's knowledge, and each specific ward description for the proper power word that activates it). Only the Diabolist and Summoner know *all* (known) power words. For the Diabolist, they are key components for the creation of wards, instilling the arcane symbols with mystic energy.

A ward master will not reveal power words to other people, including other magic O.C.C.s, and may even hesitate to teach them to an apprentice. Much like the wizard, Diabolists rarely preserve their secrets of magic in writing — it would be too easy for someone to steal. Although a Diabolist often keeps journals written in runes and full of enigmatic symbols and annotations, power words are not among them. Likewise, really important notes and data are often written in code or combined with symbols that reveal little to those uneducated in the study of such things. Frequently, key portions of a magic ward or bit of information will be left out of descriptive notes and formulas, having been committed to memory.

THE NINETEEN POWER WORDS

Simple Words

Acba: Invokes power/mystic energy.
Keron: Deevil lord (?), symbolizes evil and darkness.
Pein: Demon lord (?), symbolizes evil and darkness.
Yin: A linking word like "and," "or," "also."

Elemental Words of Power

Ariel-Rapere-kyn: earth
Cherubot-kyn: air
Seraph-mytyn: fire
Tharsis-mycn: water

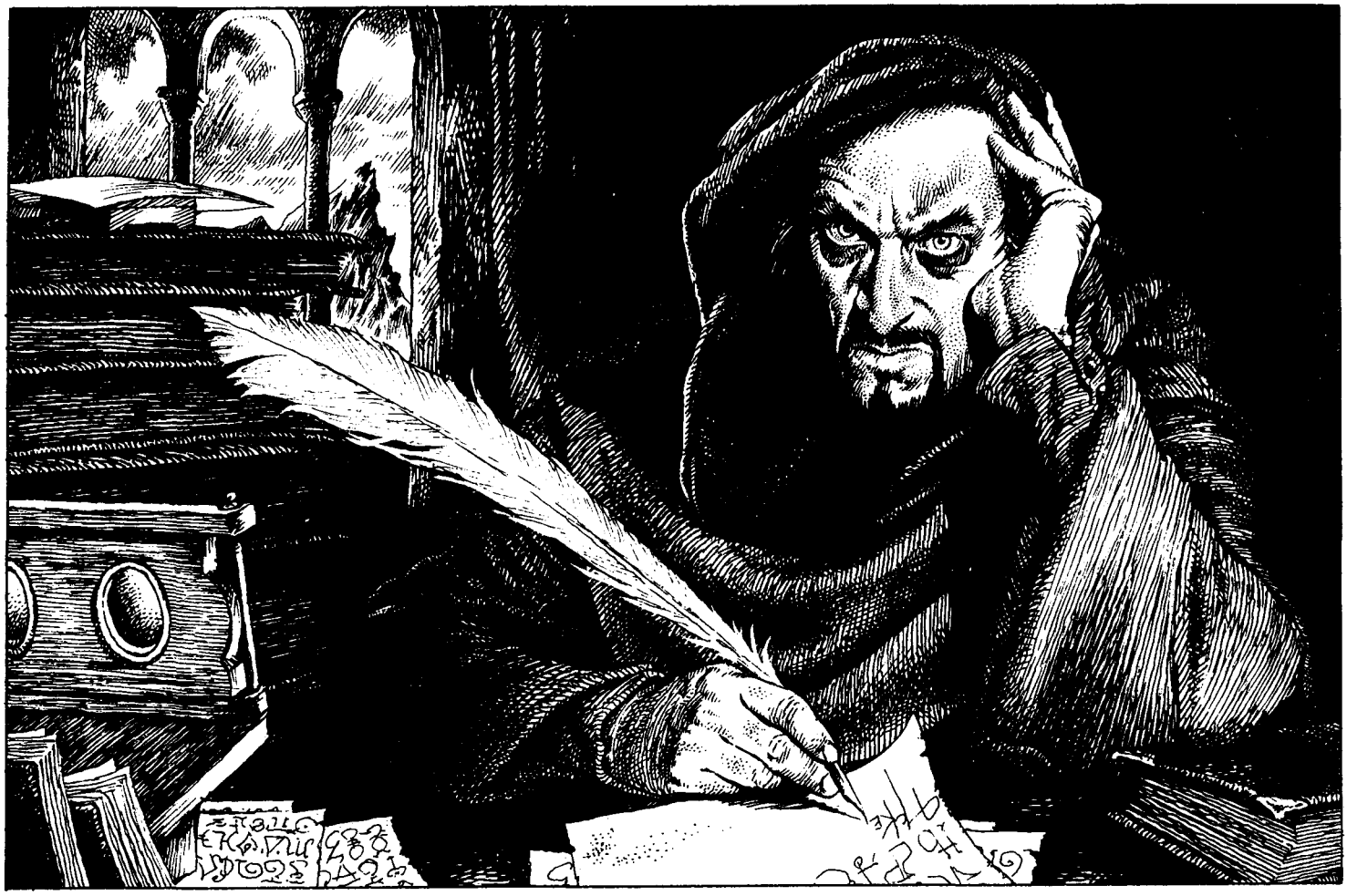
Power Words of Force

Agu: An Old One; the word symbolizes life, birth, and rebirth.
Erva: An Old One; symbolizes death and darkness.
Kym-nark-mar: A dragon; symbolizes wisdom, power, and strength.
Lictalon: An Elven wizard; symbolizes duality and knowledge.
Lo-kum: An angel; symbolizes transition, dimensions, and change.
Netosa: An Old One; symbolizes suffering, undead, and eternity.
Tao-bo: An angel; symbolizes love, peace, and serenity.
Tarm-kin-toe: An Old One; symbolizes pain, hate, and treachery.
Xy: The Great Old One! The word symbolizes power incarnate.
Ya-ahk-met: An Old One; symbolizes power and light.
Ya-blik: An Old One; symbolizes fear, betrayal and pestilence.

The Secrets of Runes

According to the Tristine Chronicles and other writings, runes were crafted by the dread Old Ones. Once the greatest of all magicks, the secrets of *rune magic* are forever lost.

According to most historians, the dwarves were the last Rune Masters, and even they held only the coveted knowledge of making the fabled rune sword and other incredible rune weapons. Even at the end of the Elf-Dwarf War, some ten thousand years ago, many of the secrets of



rune magic were already lost, although their legends persist. It is known that runes were somehow used to enslave living beings to create the indestructible rune weapons, but according to legends, runes were not limited to the creation of weapons alone. It is said that magic helmets and entire suits of rune armor once existed. Other weapons and devices were also said to have been empowered by runes. Legends claim that Xy built a megalithic throne cut from the wall of a mountain and covered it in runes — whomever sits on the throne (and survives) is said to command the powers of the gods (the throne has never been found). There are even tales of *living* magic circles devised by the Old Ones, inscribed with runes, and said to be empowered by the entrapped life essences and souls of living beings (no such circle has ever been discovered).

Over the millennia, the few remaining secrets of rune magic have been systematically destroyed and are believed to be lost forever, or so the Tristine Chronicles proclaims. This is largely the result of the efforts of the dwarven and elven survivors of the Great War, who spent decades purging the world of all "dark" magicks. They believed rune magic to be detrimental to all life, so not only were its secrets destroyed and its practitioners eliminated, but tens of thousands of the ancient weapons were destroyed, hidden, buried and magically transported to desolate places on other worlds.

Today, it is impossible to make a rune weapon. All remaining rune weapons and devices are ancient and fetch prices well into the tens of thousands in gold. The most powerful weapons can cost a king's ransom and are coveted not only by powerful warriors, knights and kings, but by demon lords, ancient dragons and the gods!

Only the rune alphabet and a few rune symbols have survived into the present age of man. Even these fragments are closely guarded secrets known only to the Diabolist, and the occasional god and ancient creature of magic. To most others, they are meaningless dots and scratches. The best most other practitioners of magic can do is recognize a true rune when they see it. The Diabolist, on the other hand, can read and write in the rune alphabet with genuine expertise. Consequently, the rune alphabet is used by Diabolists as a secret language.

Although the magic secrets behind the runes remain a mystery, Diabolists have made a number of discoveries (which they keep to themselves). Even the simple act of writing runes invokes some sort of magic. Like power words, the rune letters and symbols appear to be things of magic in and of themselves! All runes, whether written or carved in any substance, possess a magic aura. Consequently, any runic writings will radiate with weak magic energy, although no expenditure of P.P.E. is necessary to create/write them. Even words scratched in the dirt will radiate of magic until they are wiped away.

One of the greatest discoveries has been that writing runes in pure silver on *parchment* paper will make the runes and the parchment they are written on completely indestructible! Not blade, fire or force can destroy parchment written in silver runes. Books written thus are impervious to the ravages of time. Yet, writing silver runes on any other substance, object or person does not make it invulnerable — only parchment.

Many Diabolists dream of the day they can unlock the ancient secrets of these magic symbols and become the new masters of rune magic. However, it seems apparent that its secrets are not concealed in the letters and symbols of the rune alphabet; literally hundreds of thousands of people of all races have tried to unravel their secrets without success for thousands of years. Dwarves insist the world is better without this magic; elves agree.

Some silly notes about indestructible paper: Although runes are ideal for preserving or protecting books only other Diabolists can read rune writings. Of course, a single silver rune letter will make the parchment page indestructible (there must be at least one letter on every page

of a book). The indestructible page can be written on with ordinary ink, paint, and graphite. However, these ordinary materials will age, fade and crumble with the ravages of time and can be physically marred, burnt off, scraped or scrubbed away, etc.

Inevitably, some brain surgeon in the player group will come up with the ingenious idea of weaving, molding and gluing parchment adorned in silver runes into indestructible, lightweight armor. However, such clever schemes simply do not work. The parchment still has the consistency and mass of ordinary paper, so it is soft and flexible. Consequently, as armor, this soft, flimsy substance cannot protect somebody from the force of a blow. Although the paper itself is not damaged, stabbing attacks will jab and puncture the person behind the paper armor (half damage), while blunt weapons, whips, and even ordinary punches and kicks will inflict full damage! Furthermore, while the magic parchment doesn't burn, the intense heat of fire still hurts and burns the person clad in the paper armor (half damage for the first 1D4 melee rounds, full damage thereafter).

Another problem is with the materials used to bind the sheets of parchment together and which are *not* transformed into indestructible materials. This means the glues and threads *are* vulnerable to heat, cold, fire, water, solvents, wear, cutting, and all the usual things that damage or tear them apart. Thus, a book (or an idiot's paper armor) should be sewn and/or glued together *before* the silver rune is inscribed on the page. Once the parchment is transformed, it is impossible to cut or poke a hole in the material, and glues are not as effective (half as durable). Furthermore, paper armor or clothing is stiff, uncomfortable and extremely noisy as the paper crunches with every movement (-1 to strike, parry and dodge, -15% to prowl, -5% on climb, swim, gymnastic and acrobatic skills).

As mentioned previously, the armor offers no protection against flame/heat or cold, and looks ridiculous. No self-respecting diabolist will consent to making such a suit unless he/she is paid a great deal of money (30,000 in gold or more, for a suit that is effectively useless).

Layering sheets of rune paper underneath a suit of armor is equally ineffective, uncomfortable and noisy. Sails and paper barriers have the same problem with the vulnerability and weakness of the binding agents, and the stiffness of the paper does not catch the wind like canvas sails. Likewise, an indestructible sheet of paper cannot be used to cut, scrape, or be rolled in a funnel or tube and used to strike or stab an opponent (no damage).

Diabolists & Armor

Like the wizards and most characters who are not men at arms, the use of heavy armor is uncomfortable and awkward: -15% to prowl and -20% to climb/scale walls or swim in full splint or plate armor, -10% to prowl, swim or climb in chain or scale mail, and -5% in studded leather. However, unlike the wizards, the magic of the Scribe Mage is not hampered by wearing armor, provided that the character touches each ward with his bare hand when energizing it and invoking the power words.

Diabolist O.C.C. Knowledge & Abilities

1. Power Words: Knows all currently known power words (as previously described). According to myth and legend, other power words *may* exist, but have been forgotten or lost to antiquity.

2. Literacy: Runes: Even at first level, the Scribe Mage is proficient at reading, understanding and writing in the ancient rune alphabet; 88% +1% per level of experience. This knowledge also enables the character to identify authentic rune weapons and whether it's a lesser, greater or greatest weapon.

3. Mystic Symbology: Mystic symbology is the study of ancient and modern magic symbols, most of which are known or used by secret organizations, sects, and societies. These secret symbols include mystic symbols, swords, arrows, animals, stones, and colors (see illustrations). Diabolists recognize, understand and use *all* of these symbols.

Mystic symbols are particularly significant as they are the magic symbols used in the creation of magic circles. However, mystic symbols are also used by the Diabolist and other practitioners of magic as a pictographic secret language. Frequently, practitioners of magic mark a place of magic or danger with a mystic symbol as a warning of what lays ahead. Incorporating mystic symbols with runes and other symbols can create an effective alphabet similar to hieroglyphics. Or they can be combined with other written languages and cryptography to create a writing impossible for most people to read — a common approach used by Diabolists who keep journals or diaries. Neither mystic symbols or most other symbols (including ward symbols) possess any inherent magical properties; they are simply a method of communication. Only runes are inherently magic in nature.

4. Recognize & Understand Magic Circles: As scholars of symbols and mysterious languages, Diabolists are naturally curious about magic circles. Highly knowledgeable in regard to symbology and skilled in cryptography, a Diabolist has a good chance of deciphering the exact function and operation of a circle. Whenever a magic circle is discovered, a clever Diabolist will draw a diagram of it in his note book, paying special attention to components and clues that will hint at its purpose. By studying the symbols, he is likely to discern the circle's purpose and function. Consequently, all Scribe Mages have a fundamental knowledge of circle magic. This means they can identify magic circles, tell what the circle is supposed to do (at least on a fundamental level, i.e. tell whether it is a protection, power or summoning circle), whether or not the circle is *active*, and how to use it. **Base Skill:** 22% +4% per level of experience (+10% to recognize and understand the function and operation of protection circles).

5. Use Magic Circles: If the character can determine its basic function and tell that the circle is active (roll on recognize and understand circles, described above), he or she can attempt to use the circle. **Base Skill:** 30% +5% per level of experience. Only gets two tries and must first successfully roll on the recognize and understand circles skill (+10% to use protection circles). Note: Although the character has a fundamental knowledge of circle magic and can use a circle that is currently active/turned on/magically empowered, the Diabolist cannot create or activate a magic circle.

6. Identify Energized Wards: The character is so attuned to wards that he can sense magic energy radiating from them. This enables the Diabolist to tell whether or not a ward or ward phrase is active and waiting to be triggered or powerless. **Base Skill:** 25% +5% per level of experience; half when trying to sense which wards in a *ward sequence* are still potent and dangerous. The character gets only one try. A failed roll means he's not sure whether or not the ward is energized.

7. Recognize Enchantment: Just as a doctor can recognize flu symptoms and disease, the Diabolist can recognize the influence of magic that charms, hypnotizes, or otherwise causes mind control (including trances, domination, compulsion, quest, etc.). This ability also includes identifying magic sickness, curses, the effects of faerie food and faerie magic, and supernatural or magic possession. Illusions, metamorphosis, and psionic powers do not count as enchantment. **Base Skill:** 20% +5% per level of experience.

8. Recognize Magic: The mage has a certain percentage chance to recognize a magic item by shape, inscription, magic symbols or intuition (gut feeling). It is important to understand that while the character may know something has magical properties, he does not know what powers the item may have or how to use it, unless it is written in runes or mystic symbols. **Base Skill:** 20% +5% per level of experience (+20% if magic symbols or runes are involved).

9. Magic Bonuses: +1 to save vs magic at levels two. five. ten. and fifteen; +3 to save vs horror factor, and is impervious to their own wards.

Ward strength: The number others must save against when they activate one of the character's wards: +1 at levels five, ten and fifteen. Starts at 14.

The number of wards or "ward phrases" that can be energized:

First level: One per P.E. attribute point per 24 hour period.

Third Level: Two per P.E. attribute point per 24 hours.

Ninth Level: Three per P.E. point per 24 hours.

Fifteenth Level: Four per P.E. point per 24 hour period.

10. P.P.E.: All practitioners of magic are living batteries of mystic energy. The Diabolist draws from this energy to energize and deactivate his wards. Permanent P.P.E. Base: 2D4x10, in addition to the P.E. attribute number. Add 2D6 P.P.E. per each level of experience, starting at level one. The Diabolist cannot draw on P.P.E. from ley lines, nexus points, and other people, but the power, range and duration of wards are increased by the same proportion as spells when placed on or near a ley line or nexus *(see the Magic section for details).*

To empower wards with magic, the proper power words must be spoken and *each* ward *symbol* in the "ward phrase" must be energized with one (1) P.P.E. point. The *power* symbol costs 5 P.P.E. and the *permanence* ward symbol costs 20 P.P.E. to energize. A typical ward phrase will have 2-5 ward symbols; see the *Ward Energizing* description for more details.

11. Read Scrolls: Diabolists cannot learn spell magic, but they can read most scrolls.

Diabolist O.C.C.

Alignment: Any

Attribute requirements: I.Q. 12 or higher. A high P.E. is also strongly recommended, but is not a requirement.

O.C.C. Skills: In addition to the abilities #1-11 described previously, the character knows the following skills:

Art (+10%)
Cryptography (+20%)
Languages: Native Tongue at 98%
Language: Three of choice (+20% each)
Literacy: Elven 98%
Literacy: Two of choice (+20%)
Lore: One of choice (+15%)
Mathematics: Basic (+25%)
Sculpt & Whittling (+20%)
W.P. One of choice
Hand to hand: basic can be selected at the cost of one "other" skill, or hand to hand: expert for the cost of two "other" skills. Martial arts and assassin are not available to this O.C.C.

O.C.C. Related Skills: Select seven other skills of choice at level one, plus select one additional skill at levels three, six, nine and twelve. All new skills start at level one proficiency.

Communications: Any (+15%)
Domestic: Any
Espionage: Forgery (+10%) and Intelligence (+5%) only.
Horsemanship: General or Exotic only.
Medical: Any
Military: Heraldry and Interrogation only (both are +5%).
Physical: Any; except Acrobatics, Gymnastics, Boxing & Wrestling.
Rogue: Any (+10% on Locate Secret Compartments and Streetwise only)
Science: Any (+10%)
Scholar/Technical: Any (+15%)
Weapon Proficiencies: Any, except Large Axes, Pole Arms and Lance.
Wilderness: Carpentry (+5%), Identify Plants & Fruits, Land Navigation, and Preserve Food only.

Secondary Skills: The character also gets to select four secondary skills from the previous list at level one, and two additional skills at levels four, seven, ten, and thirteen. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parentheses. All secondary skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in the list.

Starting Equipment: Two sets of clothing, a cape or cloak with or without a hood, boots, belt, bedroll, backpack, a medium-sized to large purse/satchel, five small sacks, two medium sacks, a water skin, six glass vials with cork tops, 1D6 candles, a pound (0.45 kg) of bee's wax, a half pound (0.23 kg) of clear wax, 4D4 ounces of gold dust, 4D4 ounces of silver dust, 4D4 ounces of sawdust, 4D4 sheets of parchment paper, a 100 page notebook made of parchment, three crow quill pens, eight paint brushes (various sizes), three small mixing bowls, a small kettle or brazier, two bottles of ink (each may be a different color), 1D4 sticks of graphite, 1D4 sticks of calk, two whittling knives, a set of wood carving tools, grinding tools, a small mirror, and a tinder box.

Armor: Starts with soft leather (A.R. 10, S.D.C. 20).

Weapons: Two weapons of choice. All are basic S.D.C. weapons of good quality. Magic weapons and additional items must be acquired later. Favorite weapons among Diabolists include the knife, throwing knives and small axes/hatchets, swords (large and small), staves, and the cross bow.

Money: The character starts with 130 in gold. Additional money will come from payment for services rendered and/or the acquisition of booty. Diabolists are often sought to provide magic alarms, protection and defenses of places, vaults, secret chambers, and items of value. Royalty, merchants, and guild houses are among their most common employers. Pay can be excellent, varying from 50-300 gold per ward, more for high level wards. Diabolists are also sought for their knowledge of language, both written and spoken, common and arcane, and thus often find employment as translators and scribes.

Ward Magic

Wards are created by using specific physical components, drawing or carving the proper ward symbols, and energizing the ward by invoking a power word. It is a very precise and practiced magic art that requires intelligence, cunning and patience.

As a rule, a Diabolist learns the ward symbols and power words during a four to six year apprenticeship with an established Diabolist. The apprentice is taught the fundamentals of cryptography, study habits, how to read and write, and the manufacturing of adhesives and components. The apprentice in return, cooks, cleans, prepares components, and performs any other chores, labors and responsibilities his teacher may impose. Long, hard hours of exhaustive work followed by extensive studies are the apprentice's daily regimen. As a reward, one new ward symbol is taught to him every month or two and one power word every three months, starting with the simplest — colors, numbers, alarms, etc. Most major ward symbols are learned last.

How Wards Work

Wards are ancient mystic symbols capable of holding, directing and unleashing magic energies. In some ways, one might think of wards as time delayed or time release magic — magic that is placed in a particular ward and released at a later time. All wards are harmless until energized by the proper power word(s) and sufficient P.P.E. energy. Then and only then are they filled with magic.

First each individual ward symbol is made. Upon the completion of each, the power words are spoken, activating that part of the total "ward phrase" — a sort of *incantation* written in ward symbols. However, the ward is not functional until the last symbol has been made and energized by the proper words. Only after all the symbols are made (with the proper components) and each is energized by a power word and P.P.E., is the ward complete and functional. Without the proper power

word(s) and P.P.E., the ward is nothing more than a strange design. The magic contained in the energized ward is not released until it is triggered and activated.

The Size of Wards

The ward symbols may be made as large as the diabolist desires, but cannot be made smaller than one inch (25.4 millimeters). Obvious or large wards are usually placed on walls, doors, vaults, archways and large objects to serve as a warning that an item or area is magically protected. Frequently, thieves, mercenaries, and adventurers will avoid a place, container, or object inscribed with ward symbols. Since most adventurers and bandits can't tell if a ward is energized or what magic it will unleash, the symbols alone can serve as a deterrent. Many Diabolists will place unenergized, harmless wards on many of their possessions to frighten away would-be thieves and intruders.

Ward Placement

Wards must be placed on the specific individual item or person it is to affect or protect. This includes alarm, inflict, protection, and permanence wards. Thus, if a Diabolist desires to inflict blindness or pain on a prisoner being interrogated, he must paint the ward symbols somewhere on that person's body. Likewise, if seeking protection from fire, cold, etc., each person must bear the properly painted ward symbols ("protection from" and the "condition," fire, cold, etc.), made with the proper components, and activated with the proper power words and a few P.P.E. points. Protection wards *must* be visible; a good place on a person is the forehead or chest. The ward or ward phrase affects only the person on which it is placed. Area affect ward magic cannot be used on living beings.

The same applies to wards placed on inanimate *objects.* Each item that is to be protected by ward magic must be inscribed with its own ward or ward phrase. Numerous items can be protected by placing them in a container (a leather purse, pouch, box, trunk, crate, dresser, etc.) and inscribing one or more wards on the container — every time it is disturbed, one or more wards are activated and unleash its magic on the person disturbing the container (or those around it if an area affect ward is included).

The typical ward is sensitive to physical pressure and movement, thus it will go off instantly when touched, jostled or moved. The analogy of the gun comes to mind. Wards are a mystic device which cannot think or react. At best, they can be somewhat *directed* through the use of the ward symbols, numbers, and runes. Once directed and energized, the ward is like a loaded gun with a hair-trigger ready to go off.

Typically a ward or ward phrase affects only the person who triggers/activates the ward by either touching/disturbing the ward or the object on which the ward is placed. Ward phrases connected to *area affect* wards will inflict its magic on every person in a particular area/radius. Consequently, even the people who did not set off the ward and who may be 10-100 feet (3-30.5 m) away may be struck by its magic (everybody in the *radius* of the magic must roll to save vs ward magic)!

Wards cannot be placed on weapons or any portable item that is used frequently, unless the weapon is being put into storage. Otherwise, the instant the item is drawn, used, bumped or struck the wards will be set off. If it was an area affect ward, *everybody* in the area, *friend,* foe and innocent bystander, will fall under magic attack. Imagine the consequences of an area affect ward going off because the person with the warded object stumbled or the object is bumped or jerked. Boom! The ward magic is unleashed and people all around it are struck by its magic! Placing active wards on weapons, any small object or vehicle (cart, wagon, boat, saddle on a horse, etc.) that is being carried, moved or used just cannot be done until the wards have been deactivated (or unless done secretly as a deliberate *bushwhacking* tactic).

The Diabolist can place a ward on a weapon, book, scroll, tool, statue, box, etc., that is not being used — meaning an item that is placed on a shelf or put in a drawer. The moment somebody picks it up or even touches it, the ward(s) goes off affecting that person. If the person using the warded object is the Diabolist who created it, the ward is not activated. Nor will it be activated by others touching it at the same time he is, unless he willingly activates it (see *ward energizing* and *immunity).* Wards can also be made to *exempt* a specific person, so he or she can touch and move the item without activating the magic, but if another person should touch it, the ward is activated and that person will suffer the ward assault.

Note: Wards do not work when placed on *cloth, fur.* and most fabrics. Area affect wards do not work when placed on living beings.

Affixing Wards

Wards can be carved and glued to, or drawn on, floors, doors, walls. the decks of ships, trunks, books, weapons, armor, and just about anything one can think of, including people. They can be bold and obvious or cleverly concealed among intricate borders and the designs on a book's cover or spine, or incorporated in artwork. They can protect or affect the one person or item it has been inscribed upon, or it can affect an entire area and all who enter it.

Wards are made by drawing, painting, sprinkling powder, etching or carving a ward symbol or series of ward symbols. The ward maker, must use common sense for the application of wards. For example, gold and silver dust is easy to carry and use but is equally easily blown away and is not permanent. Consequently, component substances are usually mixed with a sticky (adhesive) bonding element so that it creates a paste or thick liquid that can be painted on objects and people.

The most common types of adhesive bonding substances are rabbit skin glue, egg, clear wax (not beeswax), and tree saps. Regardless of which bonding or adhesive agent is used, the mixture must contain no less than 64% of the ward's component material. Most diabolists feel 75% to 85% is a better mix, believing the purer the component elements the stronger the magic.

Rabbit skin glue is extremely useful and a basic tool of the trade for most Diabolists. It is handy because it is prepared as a dry crystalline powder that can be easily stored in a pouch, sack, or vial. Even if it gets wet it is not ruined (although it will become thick, smell, and begin to spoil). To turn the powder into glue, one mixes equal parts of the crystals and water in a container and then brings it to a slow boil, continuing to heat until all the crystals have dissolved to create a smooth glue (no lumps). The glue may be thinned slightly with additional water while boiling. It can be used warm or cool and will dry completely in about six hours. Any remaining glue can be preserved in a sealed container but will eventually thicken and dry out; prepared glue will only last about four weeks even in a sealed container.

Egg can make an excellent bonding element, utilizing the same principles as in making *tempera paints.* Both the egg white and yolk can be used. Fresh eggs or stored eggs in a vial can be used, but both spoil in a week. The egg's contents is extracted by punching a hole in one end or cracking the egg completely and allowing its liquid contents to spill out. To avoid a runny mixture, the egg liquid should be allowed to dry in the air for a few minutes, thickening before using, but this is not necessary. Most diabolists prefer to use only the egg whites.

Clear wax melted and used hot or warm is also a good bonding agent and can be kept for long periods of time, exposed to wetness and heat without spoiling. The wax must be clear and cannot be made of bees wax.

Tree saps, syrups, and even honey can also be used to affix wards. The clearer the liquid the better.

Note: Paints, inks, blood, chalks, and charcoals do not need a bonding agent and can be applied directly to most surfaces.

Ward Energizing

A Diabolist is physically drained each time he energizes a ward or ward phrase. The key word here is "energize." A Diabolist can prepare/create an *arsenal* of wards all waiting to be energized. It is the energized ward that harnesses magic energy and unleashes it when triggered. Wards that aren't yet energized or have already been triggered and their magic activated are harmless. The physical creation of a ward requires time, the proper depiction of the ward symbols, and the correct components, but it is the *energizing* of the ward, by invoking the proper power words that instills the ward with magic, that drains the character. Consequently, the Diabolist is limited in the number of wards he can activate per day. As the mage's body adapts to the magic energies that course through it each time a ward is energized, his ability to create a greater number of wards increases.

The exact number of wards or "ward phrases" that can be energized within a 24 hour period is as follows: First level: one per P.E. attribute point, two per P.E. attribute point at third level, three per P.E. point at ninth level, and four per P.E. point at fifteenth level.

P.P.E. for energizing Wards: To be empowered with magic, *each* ward symbol in the "ward phrase" must be energized with one (1) P.P.E. point. Only the *power* and *permanence* wards cost more; five and twenty P.P.E. respectively.

Deliberate ward activation by the Diabolist: The Diabolist can deliberately activate/trigger any of one ward or a ward phrase by concentrating on it and expending two P.P.E. points while touching it! This action counts as one melee action. As always, the Diabolist is immune to the magic from his own wards (although he may pretend otherwise).

Ward Deactivation: The Diabolist can also deactivate wards of his own making without unleashing the magic within it. However, such deactivation costs five P.P.E. points per each ward; 10 for the power ward. Only the permanence ward and the wards connected to it in the ward phrase cannot be deactivated; once it is energized it is truly permanent! Wards created by other Diabolists *cannot* be deactivated.

Note: Also see the *ward phrase* explanation.

Immunity

A Diabolist is impervious to the magical effects of his *own* wards and cannot trigger them by touching or disturbing them. Consequently, he can pick up a book he has covered with wards without triggering a single one. However, someone else touching the book will set them off in an instant.

Furthermore, if some unauthorized person sets off an area affect ward placed by the Diabolist, the mage is *not affected* by "his" magic; unfortunately, everybody else around him is affected, unless they make a successful saving throw — such is the nature of wards.

The only way the Diabolist can trigger one of his own wards is to do so *deliberately*. Such an action requires deliberate intent, concentration, spending two P.P.E. points, and touching the ward. A Diabolist will sometimes do this to set off a sound alarm ward to frighten intruders or alert allies, or to activate an area affect ward to attack intruders or an opponent within the radius of the ward. Remember, while the Magic Scribe may deliberately set off one or more of his own wards, he is impervious to any magical effects they may unleash, while those around him are struck down. The Diabolist is only immune to his own magic, wards created by other mages have full effect on him, although unlike most other characters, the Diabolist can "read" the ward symbols to know what type of magic it will unleash.

The Diabolist can also place and use *protection wards* on himself; although technically, protection wards are actually affecting those around the object or person under its magic protection; i.e. holding creatures at bay, diminishing the effects of magic, etc., and not the Diabolist himself.

Saving Throw vs Wards

To save against the effects of a ward, the player rolls a twenty sided die; a 14 or higher is needed to successfully save. Those who fail to save suffer the full effects of the ward's magic. Those who successfully save are not affected in any way whatsoever.

The base saving throw against a ward is 14. The Diabolist enjoys a +1 to ward strength at levels five, ten and fifteen, so many wards will require a save of 15 or higher, some 16 or higher, while 17 or higher is quite rare.

Ward Duration

Most wards (particularly alarm and protection) remain magically potent for centuries, laying dormant until disturbed. It is only upon being disturbed that the spell is triggered and reacts, whether that reaction is sounding an alarm or inflicting damage. After the ward has done whatever it was designed to do, it is rendered inert and harmless.

Each ward type will indicate its duration in minutes or melee rounds per level of the Diabolist. The duration of the ward is based on the experience level of its maker at the time of its creation and energization. Thus, a ward created by a 5th level Diabolist remains at 5th level potency even though 100 years may have passed and the Diabolist is now a 12th level ward master.

When the duration time of the magic has elapsed, the object and/or area is safe, unless there are other energized wards that are activated if disturbed. Valuable objects may have many different wards protecting them. Typically, each ward or set of ward phrases are activated and their magic unleashed, every time the warded object is disturbed.

A power ward *doubles* all magical effects, including duration.

A permanence ward causes the magical effect to last forever!

The exact duration period, radius of effect and other elements of the magic can be specified by specific details of a "ward phrase," a string of ward symbols and/or runes that serve as specific directions.

After a ward has been triggered and its magic used up, it is no longer potent. Furthermore, a spent ward can't be recharged or reactivated, even by the Diabolist who originally created it. Part of the ward creation process and focus of will necessary to empower it is the actual *making* of the ward symbol(s). After the magic has been expended, the ward symbol(s) remains where it was inscribed. To the untrained eye, it looks no different than it did when charged with mystic energy. Only a Diabolist or characters with the magical or psionic means to sense magic or see aura are able to tell if the ward is charged with magic energy. Those ignorant in the ways of Diabolism will have no way of telling whether or not a ward is energized and dangerous or depleted of P.P.E. and safe.

The Ward Phrase

Often the overall effect of a ward requires the creation of several ward *symbols* to create ONE effect. This string of wards is called a "Ward Phrase" and is considered to be one related unit and counts as the creation of *one* long ward sequence.

Ward Phrase Example Number One: The Diabolist wants to protect a special item from theft and decides to make a potent magic. He strings together the following wards: 1) protection by infliction, 2) agony (is inflicted), 3) area affect (the magic affects everybody within a certain radius), and 4) power (to double the damage, duration and area affected). This is a total *of four* ward symbols with a total cost of 8 P.P.E., one each for the first three symbols and five for the power ward, but combined to create one effect/one ward phrase so it counts as *ONE* ward creation. Since there is no specific trigger, any disturbance of the item by anybody other than the Diabolist will trigger the ward.

If the Diabolist has a P.E. attribute of 10, he can create and energize 10 such ward phrases per 24 hours (provided he has sufficient P.P.E.).

Note: Most wards will require at least *two* or *three* ward symbols to make a functioning *ward phrase*, such as:

- Silent alarm (when disturbed) — one ward.
- Sound alarm (when disturbed) — one ward.
- Magic alarm (when disturbed by the use of magic or by a creature of magic like a dragon, sphinx, faerie folk, scarecrow, etc.) — one ward.
- Alarm (magic, sound or silent) and area affect — two wards.
- Silent or sound alarm, (when disturbed only by) condition (evil, fire, energy, undead, etc.) — two ward phrase.
- Silent alarm ward that also "triggers" a sound alarm or other ward — three ward phrase.
- Silent or sound "alarm" ward that also "triggers" an "area affect" ward which "inflicts" the "condition" of agony (or other; darkness, blind, sleep, etc.) — five ward phrase.
- Inflict plus condition/effect (agony, darkness, etc.; when disturbed) — two ward phrase.
- Protection from plus the ward condition/effect (undead, evil, energy, fear, etc.) — two ward phrase.
- Protection by infliction plus the ward condition/effect (inflicts despair, agony, cold, sleep, etc.) — two wards.
- Inflict plus the ward condition/effect (fear, sleep, pain, etc., is inflicted if the warded item is disturbed) — two wards.
- Inflict, the ward effect/condition, plus area affect —three wards.
- Trigger by, condition (evil, good, light, dark, magic, undead, etc.), inflict, condition/effect of the magic inflicted —four ward phrase.
- Trigger by, condition (evil, good, light, dark, magic, undead, etc.), inflict, confusion, and area affect — five ward phrase.
- Trigger by, condition (evil, good, light, dark, magic, undead, etc.), inflict, confusion (or other condition), to an area affect (at double damage, range and duration because of a) power ward — six ward phrase.

And so on.

In each case, a short sequence or *phrase* of ward symbols are required to create *one* ward response/effect/condition, thus it counts as one ward sequence the same as activating a single ward. Each part of the ward phrase simply helps to define the specifications of how the ward should respond. **For example:** *trigger* by *condition: evil,* to *inflict* with the condition of *confusion,* to the entire *area* (affect), means that only an "evil" being will "trigger"/activate the ward and that the magic unleashed or "inflicted" by the ward is magic "confusion." The confusion is an "area affect" magic so everybody within the radius around the warded item will be affected unless they each save vs ward magic. A total of five wards at a P.P.E. cost of five points.

A Diabolist *cannot* use just one "condition" ward like blind or agony to create a magical effect. Only *alarm wards* can be used individually at a P.P.E. cost of one point. Even the simplest *attack* ward requires some sort of direction, such as *inflict by* evoking some *condition/ward effect* like agony, blind, burning pain, or darkness (two wards). A single blind ward is useless unless it is told to *inflict* the blindness on the person who disturbs the warded item or to an *area.* Without the inflict ward symbol, the blind ward cannot be activated.

Likewise, the protection ward is useless without an indication of what it is to be protecting one from, such as darkness (including shadow beasts), energy, undead, evil, etc. — two wards. Note that a protection phrase can only protect against one thing or condition per phrase. However, more than one protection phrase can be placed on an object. If *area affect* is added (three ward symbols) the entire radius of the ward magic will be protected.

Authorization or exclusion: The diabolist can also set up an item or area ward so that a specific person or persons other than himself can come and go or touch it without activating the ward. This is done by simply inscribing the true name of that person next to the ward. The name can be written in any substance and in any language but must be written. Only those whose names appear do not trigger the ward nor are they affected if an unauthorized person activates it.

The Diabolist can use runes in a ward phrase or sequence to help tailor wards to his needs with specific instructions. By inscribing runes next to a ward, he can direct an area affect ward to exclude a particular person (but only if the true name is written). Or it could be made to afflict only characters of good alignment by using the rune symbol for light, only evil characters by using the rune symbol for darkness, men of magic with the magic/forces rune symbol and so on. The principles of magic being what they are, wards, even combined with runes, cannot be made to exclude or include a particular race, only alignment (which is considered a "force") and a specific individual, but only if that person(s) true name is known and incorporated into the "ward phrase." Otherwise, wards create or affect forces indiscriminately. Much like a modem gun or trip mine, the ward cannot make a decision to hurt someone, it is simply loaded/energized, fired/activated, and hits anybody who it's pointed at.

Ward Sequence

A ward sequence is a series of wards or ward phrases that either go off in a particular order each time the warded object is disturbed, or goes off in rapid succession in a chain reaction of magic.

The most common ward sequence is a series of ward phrases placed on the same item. Each phrase is listed in numerical order, thus when a warded object is disturbed for the very first time, ward phrase number one is activated (usually an alarm ward). If touched again, the second ward goes off (usually a condition of infliction). If the culprit flees, the remaining sequence of wards wait silently for the next person to disturb it. The next time this happens, ward number three goes off, and so on, until the entire sequence is burned out.

The other type of sequence is a series of wards or phrases that fire in rapid succession, one after the other. These are also numbered in sequential order, but each ward phrase ends with a *trigger ward* which activates the next ward in line — there is usually a six second delay between the activation of the next ward.

Multiple Wards

The same object or area can have dozens of wards or ward phrases placed in any sequence, provided the surface is large enough. Thus each time the object is disturbed another ward is activated and unleashes its magic.

Multiple wards are always numbered to insure that they go off in the desired sequence. Of course, it is impossible for those other than a Diabolist to tell which of them have already been triggered and which remain activated for the entire sequence will register as magic until all have been activated.

Ward Components

Each particular ward symbol must be drawn or composed of a specific substance. No substitutes are allowed. Using the wrong substance will make the ward useless and even one incorrect substance will negate an entire ward phrase or sequence.

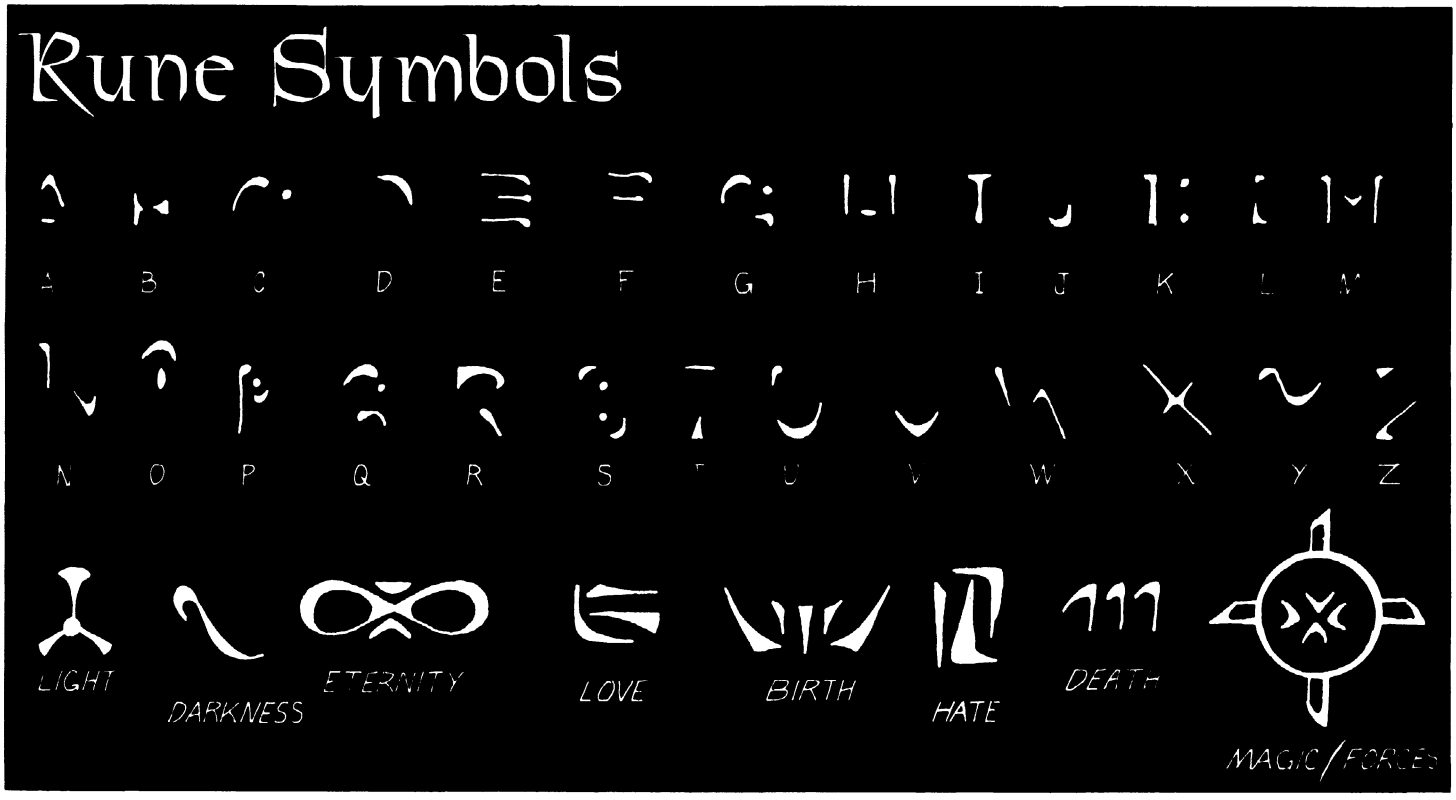
Alarms can be made with *any* substance, drawn in dirt or dust, made with chalk, charcoal, paint, blood, etc., or carved from any material or etched into any material (wood, stone, metal, etc.).

Area affect wards must be drawn with the Diabolist's own blood.

Colors must be drawn with silver (same methods of use as described under conditions).

Conditions:

All *color wards, cold, dark, evil, good, invisible,* and *sleep* wards must be made of silver (the actual metal). This is typically a silver dust glue or paste mix, but the symbol can also be made from poured molten silver, molded/cast from silver into jewelry like trinkets or medallions, or etched into silver. In all cases, the silver content must be at least 64% or the ward won't work.



Charm, fire, light, knowledge, magic mystic drain, and *energy* ward symbols must be made of gold (the actual metal; same methods of use as silver).

Agony, blind, burning pain, confusion, despair, death, fear, hate, and *undead* ward symbols must be made of quicksilver (mercury combined with a resin or glue binding agent; must be 64% mercury).

Inflict: Drawn with sawdust/wood combined with a binding agent/glue or carved from a single piece of wood (any type of wood is acceptable). Protection wards can also be carved or etched *into* wood (a door, trunk, table, tree, etc.).

Numbers: Can be drawn or carved in any substance.

Permanence: This ward must be carved from the bone of a dragon, demon, devil, godling, or god.

Power: This ward must be drawn or painted with the ground bone of a Hydra's tooth or Unicorn horn.

Protection from: Made of beeswax. The beeswax is usually melted and applied as a liquid to make a protection ward, but it can also be molded by hand when warm or carved from a block of wax. It is a pleasant smelling wax, light brown in color (its natural color is caramel or amber). Artificial color can be added for dramatic effect without adversely affecting the ward.

Protection by infliction: Drawn with sawdust/wood combined with a binding agent/glue or carved *from* a single piece of wood (any type of wood is acceptable). Protection wards can also be carved or etched *into* wood (a door, trunk, table, tree, etc.).

Ward Creation Time

Each specific ward symbol requires a certain amount of time to create. The following time factors are the maximum speed with which a word symbol can be made. It assumes that the components being used have been prepared in advance and are ready to use. If they are not add 20 minutes to the creation of that ward symbol. The ward symbol must be clear, clean and easily recognizable.

The times listed apply to each individual symbol. If more than one symbol is required to make the finished "ward phrase" add each one to the total time factor.

Alarms: Drawn or painted: one melee round (15 seconds); carved, two to three hours.

Area affect: Drawn or painted: one melee round; carved, two hours.

Color (Ward Symbols): Drawn or painted: two melee rounds; carved, two hours.

Conditions: Drawn or painted takes two melee rounds (30 seconds); carved and glued, three hours.

Inflict: Drawn or painted: one melee round; carved, two hours.

Numbers (Ward Symbols): Drawn or painted: half a melee round (about 7 seconds); carved two hours.

Permanence: Must be carved from the bone of a dragon, demon, deevil, godling or god; takes 120 hours to carve and all the symbol parts must be cut from the same bone. The body of the symbol must be one piece without flaw or separation of connecting points.

Power: Drawn or painted in ground bone (humanoid or animal) takes four melee rounds (60 seconds); carved, 18 hours.

Protection (both): Drawn or painted: one melee round; carved, four hours.

Rune Letters of the Alphabet: Drawn or painted: half a melee round (about 7 seconds); carved, one hour.

Rune Symbols: Drawn or painted: two melee rounds; carved, three hours. Rune symbols and words/letters can be combined with wards.

Note: All carved ward symbols are affixed by glue.

Destroying Wards

Anybody can eliminate a spent ward — a ward that has been activated and its magic unleashed — a ward that has never been energized. However, destroying an energized ward without activating it is extremely difficult, because most wards are set off the instant they or the object they are inscribed upon is touched. Only the Diabolist who made it can deactivate the magic energy of an energized ward and then safely wipe, scrape or chisel away the ward symbols. The only exceptions are wards made of loose powder/dust or written in the dirt or dust. These wards can be destroyed by having its components *blown* away, either by a person's breath, a natural wind or a magic wind (being touched by an air elemental will activate it).

Note: Other substances like wood carvings and powders adhered with glue or resin are magically impervious to the elements and conditions that would normally affect them, like heat, cold and solvents. This means a chest with a wax ward on it can sit in the heat of a desert for 100 years without melting, but once the magic has been activated, it will soften, liquify and run like normal wax.

Fire, falls from great heights and attacks that will greatly damage or destroy the warded object will also activate the ward(s). Likewise, sudden, sharp movements or violent jolts will usually set off one ward per jolt. Consequently, some adventurers will try to activate the wards on a door, container, or object by throwing things at it, or lassoing it with rope and pulling it around, knocking it over, or jabbing/pushing/rocking it with a spear or staff from what they consider a safe distance. **Note:** Shooting it with arrows, cross bow bolts, bullets or small stones from a sling and pelting it with objects lighter than one pound (0.45 kg) will not activate the ward(s).

The likelihood of setting off a standard ward with such action is 1-65%, but only one ward or ward phrase is activated per successful jostling of the item. Wind spells (even wind rush), earthquake and similar attacks are not likely to trigger any wards (unless great damage is inflicted), because they are magically perceived by the wards to be natural and nonthreatening; only 1-10% chance.

Even the jostling that activates a ward may not be quite the success one hopes for if area affect wards are involved. A first level area affect ward will have a 10 foot (3 m) radius; i.e. covers a circular diameter of 20 feet (6 m) with the warded object at the center — and closing a door won't lock out its magical attack or influence. The radius of an area affect ward made by a sixth level mage will be 35 feet (10.7 m) or a diameter of 70 feet (21.3 m), roughly the size of a typical modern house and part of the backyard and neighboring homes (remember this is a circular area of magic). Everybody caught in its circle of influence will fall under it attack or enchantment (each character must roll to save vs ward magic)! Thus, escaping the power of the ward may be difficult, especially if the item is in a confined space or enclosure (room, house, dungeon, etc.), which is usually the case. In addition, never underestimate the potential danger represented by an alarm ward. While the ward itself does no damage, it will certainly alert the Diabolist and/or his servants, Mends, protectors, or minions, especially if in his home or lair. A sound alarm is the most startling and annoying, alerting any guards or people within the range of the noise (which is pretty far). A silent alarm can be even more deadly for two reasons; one, the character(s) who have just activated it may not realize that they did so and may be oblivious to the fact that the Diabolist and/or armed guards may be rushing to that location even as the intruder looks around. Two, it may fool the character into thinking that other wards on the item are harmless; after all, nothing happened the first time he touched it (or so he believes), but the next ward could be dangerous.

Of course, the boldest adventurers will just take their chances and hope that they can save vs ward magic or survive any damage that each activation of a ward may inflict. During one epic adventure, the player group was in a life and death situation and had to get a powerful magic item out of a warded box. Each ward was tenth level in potency and the box was covered with several sequential series of deadly wards of all kinds. The majority of the group was sent 300 feet (91.5 m) down the corridor, while three of the most powerful heroes tried their hand at opening the box. Two of the three were pounded. One lapsed into a coma (-2 below zero). While the other tried to drag his injured companion to safety, an area affect spell killed them both! Miraculously, the third player made one incredible saving throw after another, so his character survived the entire ward barrage with four hit points to spare. He felt terrible, could barely walk, but got the item and saved the day. Luckily, he and the other survivors were able to convince a powerful supernatural being to resurrect their fallen comrades, provided they accepted a quest that sent them on another wild adventure.

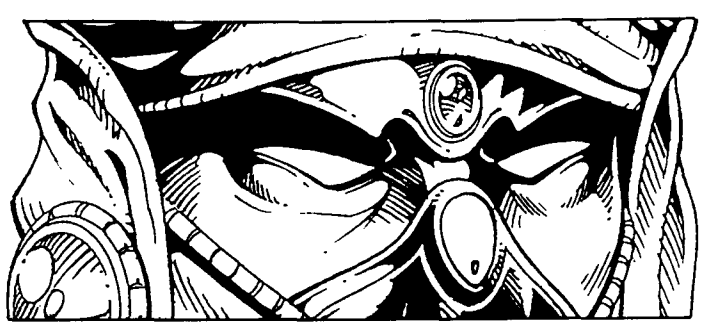
The Ward Arsenal

A Diabolist may carve, paint, or draw a number of ward symbols and affix them on items or an area and leave them without energizing them. These wards and ward phrases are can be used and energized whenever the Magic Scribe desires to do so. With but a few spoken power words and a handful of P.P.E., the wards can be energized in a few seconds (counts as one melee action).

The creation of a particular ward symbol and its proper affixing can take as little as one melee round or several hours. If the symbol, or substances for making a particular symbol, is already prepared, the Diabolist can activate it immediately after affixing it. Speed of creation and energizing can be a crucial factor, particularly in combat situations. There is no limit as to how many prepared but not energized wards can be created in advance and carried by the mage, except for time requirements, weight and availability of components. These prepared but unenergized ward symbols and the prepared components for making and affixing wards constitute the Diabolist's ward arsenal.

Some Ward Limitations & Reminders:

- Wards are primarily defensive and protective magic.
- A ward is typically activated the moment the warded object is touched or disturbed. "Disturbed" includes trying to open a box or package, taking the item from its resting place, or trying to damage the warded container or the object itself.
- They cannot be used to turn a weapon into a magic item, but can be placed on a weapon put into storage to protect it from thieves.
- Wards cannot be placed on any object that is handled frequently.
- Wards *cannot* be painted on a fabric to be unrolled at a moment of crisis, *nor* can they be inscribed on discs, stones, arrows, weapons or objects and used as hand grenades; setting off a magic ward the moment it strikes somebody, is stepped on, or touched.
- Area affect wards cannot be placed on living beings.
- A ward symbol can only be energized and used as a magic ward *once.* After it has been triggered and its magic unleashed, the symbol is harmless and cannot be energized again. Not even Diabolists are certain of the reason for this. Most contend that part of the ward's energy comes from the physical making of the ward and the focus and willpower of the maker — a rather inconspicuous aspect of ward creation.
- Although the ward symbol can only be magically energized once, many components used to make a ward, like silver and gold dust. powdered stone, and so on can be reused once the ward has been triggered and its magic spent. This is done by removing the ward from the object and returning it to its base component parts; typically involving heat, melting and solvents to separate and extract the components (basic chemistry). This recycling of materials is a common, cost saving practice.
- The Diabolist is immune to the magic from any ward which he has created.
- Only the ward creator can "deactivate" or "de-energize" an energized ward, rendering it harmless. Once de-energized, the ward's magic is spent and a new one must be created in order to replace it.



Ward Symbols & Descriptions

Alarms **Numbers**
Area Affect **Permanence**
Colors **Power**
Conditions **Protection**
Inflict **Trigger**

Alarms

There are four types of alarms: silent, magic, sound, and trigger. **Power Words to Activate:** *Acba yin Kym-nark-mar;* same for all alarms.

Alarms can protect an entire area when combined with an area affect ward (the Diabolist can control the size of the radius; the ward is activated by intruders entering the radius of protection) or placed on a specific item (activated when the item is touched). More than one type of alarm can be used in the same area or on the same item, combined with other wards or be used in a ward sequence. Alarms do not inflict any damage.

Magic Alarm Ward: This single ward responds to the presence of magic energy. It is activated when the warded item is disturbed by being touched by any practitioner of magic, spell casting priests, creatures of magic or supernatural beings, or by the use of magic on it or within 10 feet (3 m) of it. It sends out a silent alarm to its creator wherever he may be.

Silent Alarm Ward: The silent alarm is activated when a warded item (or area) is disturbed and sends out a silent alarm to the Diabolist who created it; only this person can hear the alarm in his head. He's likely to have scores of alarms in place, so the magic also enables him to know exact what the alarm is protecting. The alarm signal will alert the Diabolist the very instant it has been disturbed, no matter how far away he is, even if he is in a different dimension! The alarm can be used to alert the mage of intruders in a particular *area* when combined with an area affect ward.

Sound Alarm Ward: This single ward will create a loud, siren-like noise that can be heard within a radius of 100 feet (30.5 m) per level of the Diabolist, and will blare for two minutes per level of its creator. It is triggered/activated if the warded item is disturbed in any way; even a gentle touch will set it off. The alarm can be used to sound off when an intruder enters a particular *area* by combining it with an area affect ward.

Trigger Alarm Ward: This ward sends a silent alarm to the Diabolist and triggers/activates another ward or ward phrase within a 60 foot (18.3 m) radius. The ward it triggers (usually an area affect and condition ward) is not activated until the item or area (when combined with an area affect ward) with the trigger alarm is disturbed. The second ward can be on the same object or located anywhere within the 60 foot (18.3 m) radius of range.

Area Affect Wards

The Power Word: *Agu* is needed to empower an area affect ward.

"Area affect" is a descriptive function code symbol indicating that the ward's affect covers an entire area rather than a single object.

When an area affect ward is used with an *alarm ward*, the alarm will protect an entire area, so when an intruder/unauthorized person enters the radius of the area affect ward (the exact diameter is controlled by the Diabolist) the alarm is triggered and sounds.

To unleash magic on everyone in a particular area, the object or person must bear an *area affect ward* symbol. An area affect symbol must be accompanied by a condition, protection from, protection by infliction, or an inflict ward symbol. These indicate which effect takes place in the warded area. Such wards can be placed on large stationary objects such as floors, walls, ceilings, archways, locked doors, large trunks, crates, and so on, but not items that are frequently used or carried. Likewise, an area affect ward cannot be placed on living people and animals.

Limitations: Area effect wards can only be placed on immobile or stationary objects, because the area affected becomes magically centered on the *spot* where the ward is first activated, not on the ward or the object itself. If the warded object is moved, it goes off instantly, affecting that area. Tossing the object away will not change/move the area currently being affected. Only the Diabolist who made the wards can move the object without causing them to go off. Area affect wards will not work if placed on a living being or cloth/fabric.

Range of Effect: Ten foot radius (3 m) plus an additional five feet (1.5 m) is added to the radius per level of the Diabolist who made the ward. Everyone entering the radius of magic influence will suffer the effects of the ward. The Diabolist can magically restrict the diameter of the radius from as small as five feet (1.5 m; 10 feet/3 m in diameter) and as large as his current maximum.

Radius of Effect: The area of affect does not move once it has been activated. Once the ward magic has been unleashed, it affects the radius around the warded object. It does not follow its victims, so those who manage to flee the area of effect are free of its influence, just as any who enter the radius are instantly afflicted (roll to save vs wards). When the ward duration elapses, the area is again safe to enter.

If the warded object is moved (an action that is likely to activate more wards, with deadly result), the radius of affect does NOT move with it. As stated previously, the magic radiates from the point where the ward was activated, so if the object is moved, the radius of magic remains unchanged. Of course, it is impossible to move wards affixed to a wall, pillar, floor, ceiling or very heavy object. Covering activated wards with cloth, dirt or debris, or levitating the warded object above one's head does not diminish or negate the area of mystical effect.

Saving Throw vs Ward Magic: Each individual character in the radius of affect is allowed a *saving throw vs magic.* A successful save means the character is *not* affected or hurt by its magic in any way. The base save vs wards is 14; the typical range is 14-16.

Conditions

The "condition" ward symbol is the *descriptive* element of a ward phrase that always accompanies wards of inflict, protection by infliction and protection from (the condition). The condition indicates the particular effect, damage, reaction, or response inflicted by a ward, such as blind, fear, agony, death, invisibility, etc., or from which it protects, such as protection from undead, magic, energy, etc.

Inflict + condition is a simple two ward phrase that can be used to:

1) torture and interrogate (i.e. inflict a condition like agony, blind, burning pain, cold, energy/damage, etc.) by placing the ward on a living being and deliberately activating it by the Diabolist;

2) to instill an ability (invisibility, knowledge, etc.) by placing the ward on a living being and deliberately activating it by the Diabolist;

3) or instill a nonlethal or nonhurtful condition (cold, fear, charm, sleep, confusion, invisibility, etc.) by placing the ward on a living being and deliberately activating it by the Diabolist.

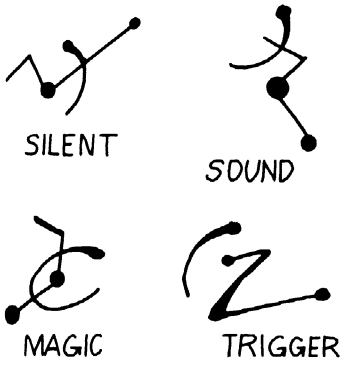
Note: The inflict + condition cannot be combined with an area affect ward (see *protection by infliction* for area affect infliction).

Protection by infliction is similar to the inflict and condition combo but it is placed on an object and is activated only when disturbed; it can also be combined with an area affect ward. Protection by infliction must have a condition ward or it is incomplete and useless (a two ward combination). The ward *protects* by *inflicting* the indicated *condition* on the person who touches/disturbs the warded object.

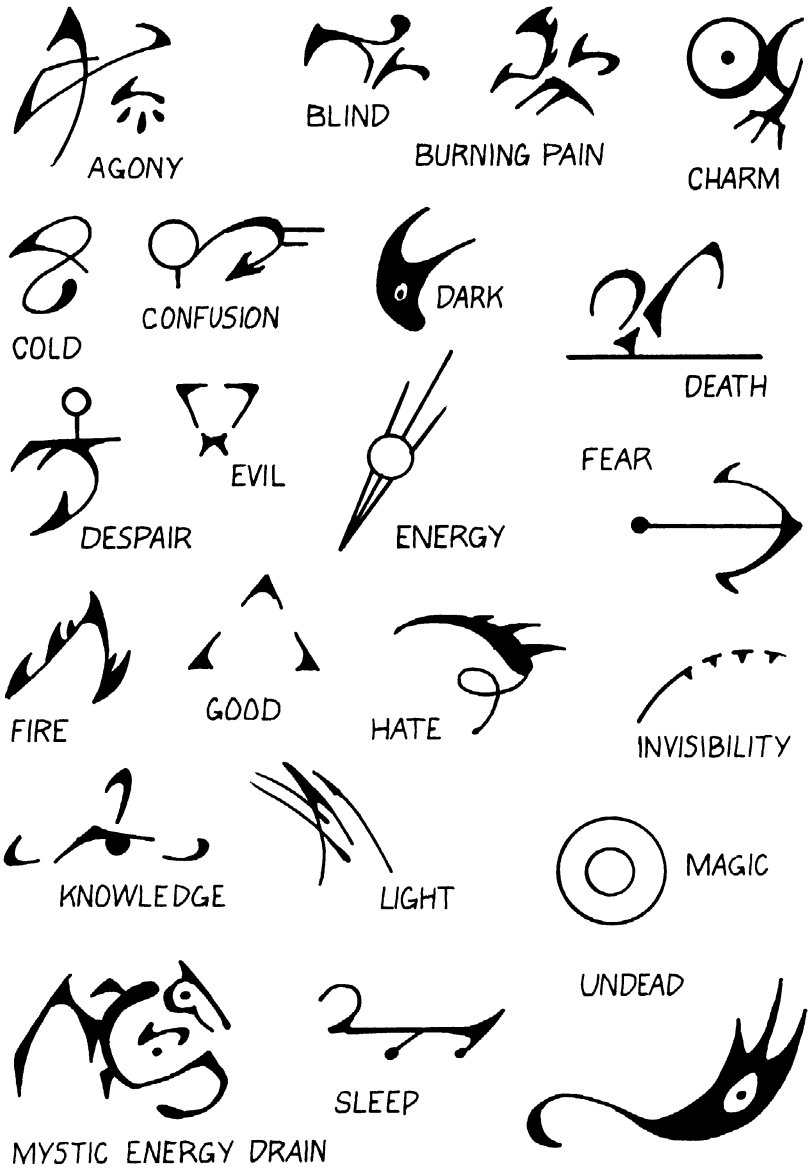
When combined with an *area affect* ward, the *condition* (cold, light, dark, fear, or damage or effect such as confusion, blind, agony, fire, etc.) is *inflicted* on everybody in the radius of the ward magic; this is a

Word Symbols

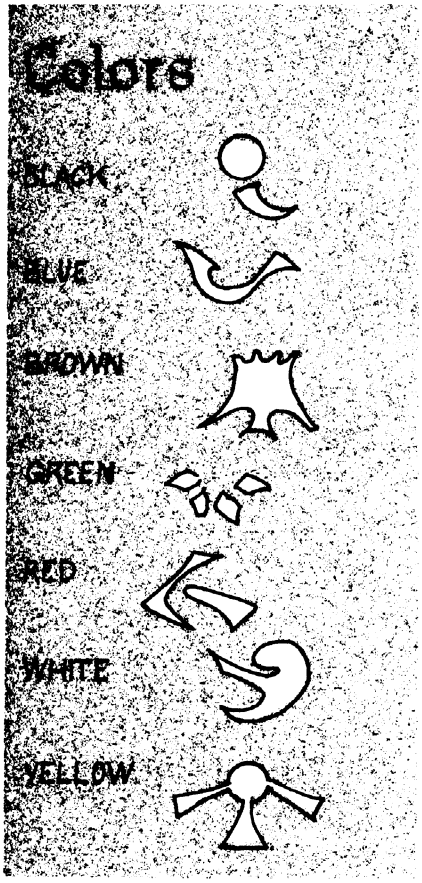
Alarms



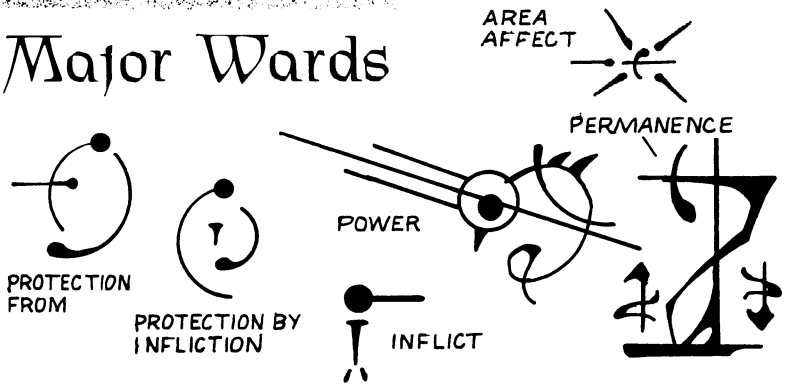
Conditions



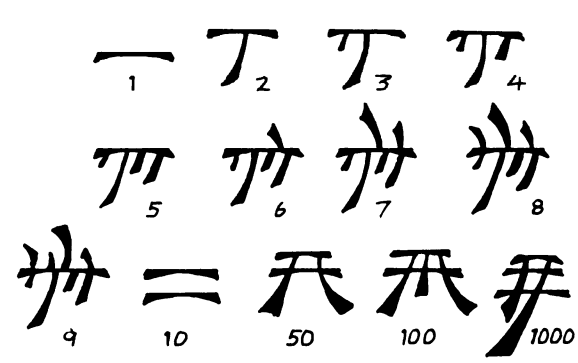
Colors



Major Words



Numbers



three ward phrase. Only those who successfully roll a save vs magic (14 or higher for wards) are not affected.

The protection by infliction ward + condition combo, or protection by infliction + condition + area affect ward phrase, can be combined with a sound, silent or trigger alarm (or power ward), making it a three or four symbol ward phrase. Additional instructions, exclusions and details can also be added to the ward phrase as desired, but remember that each ward requires at least one P.P.E. point to energize. Only one condition can be used per *inflict* or *protection by infliction* unless the second condition ward is used for purely descriptive purposes (typically evil, good and magic fall into this category). Also see ward sequences.

The Damage & Effects of Condition Wards

The following are usually the effects, damage, and conditions created by a condition ward when combined with an *inflict or protection by infliction* ward.

Agony

The ward inflicts agonizing, stabbing pain in the head, neck, and stomach, but leaves no evidence of physical damage.

Damage: 2D4 per level of the Diabolist.

Penalties: The victim loses initiative, all combat bonuses and all but one attack per melee round (none if bound). Speed and skill performance are reduced by half.

Duration: Two melee rounds per level of the Diabolist.

Ward Used With: Inflict, protection by infliction, and area affect.

Power Words: *Pein yin Netosa*

Burning Pain

The ward inflicts terrible burning pains as if every muscle is on fire, but leaves no scars or burns.

Damage: 1D6 per level of the Diabolist.

Penalties: The victim loses initiative and all combat bonuses and attacks per melee round are reduced by half (none if bound). Speed and skill performance is reduced by 80%.

Duration: Four melee rounds per level of experience.

Ward Used With: Inflict, protection by infliction, and area affect.

Power Words: *Acba yin Tarm-kin-toe yin Seraph-mytyn*

Blind

The victim(s) is temporary blind.

Damage: Temporary loss of sight; see penalties.

Penalties: -9 to strike, parry and dodge, no initiative and speed without stumbling and falling must be reduced by 80%.

Duration: 10 minutes per level of the Diabolist.

Ward Used With: Inflict, protection by infliction, and area affect.

Power Words: *Acba yin Keron*

Charm

The victim(s) is compelled to regard the Diabolist who made the ward as his friend and will obey all commands that are not life threatening or strongly contrary to the character's alignment. If the ward maker is not present, the charmed character(s) is put in a lackadaisical state (see penalties).

Damage: None per se; see penalties.

Penalties: If the Diabolist is not present to command the charmed character, the victim is -4 on initiative, -2 on all combat bonuses, -1 on attacks per melee and -10% on skill performance.

Duration: Four minutes per level of the Diabolist.

Ward Used With: Inflict, protection by infliction, area affect and protection from.

Power Words: *Acba yin Lo-kum*

Cold

The ward creates a bone chilling cold that hurts and distracts its victim.

Damage: One point of damage per melee round.

Penalties: -2 on initiative, -1 to strike and -5% to perform skills.

Duration: One minute (4 melee rounds) per level of the Diabolist.

Ward Used With: Inflict, protection by infliction, area affect, protection from.

Power Words: *Cherubot-kyn*

Confusion

The magic causes the character to be confused and disoriented.

Damage: None per se; see penalties.

Penalties: Victim(s) is -5 on initiative, -2 to strike, parry and dodge, skill performance is -10% and the victim has no sense of direction or time.

Duration: Two minutes (8 melee rounds) per level of the Diabolist.

Ward Used With: Inflict, protection by infliction, and area affect.

Power Words: *Lictalon yin Tarm-kin-toe*

Dark

Creates an unnatural darkness in a 10 foot (3 m) radius per level of the Diabolist.

Damage: Those with normal, human-like vision are blind (-9 to strike, parry and dodge); the range and clarity of *nightvision* is reduced by half.

Duration: Two minutes per level of the Diabolist.

Ward Used With: Inflict (creates darkness around someone), protection by infliction, area affect and protection from (person protected has nightvision of 60 feet/18.3 m even in magic darkness).

Power Words: *Acba yin Pein*

Death

A magic that inflicts damage direct to hit points!

Damage: 1D6 points per level of the Diabolist direct to hit points, per melee round. Reducing a character to zero or slightly below will plunge the victim into a coma regardless of how many S.D.C. points may remain!

Penalties: -20% to save vs coma/death.

Duration: One melee round per level of the Diabolist.

Ward Used With: Inflict, protection by infliction, area affect and protection from.

Power Words: *Erva yin Xy*

Despair

Activating the ward invokes a feeling of deep sorrow, loneliness and little desire to go on fighting or living.

Damage: No physical damage per se; see penalties.

Penalties: There is a 1-50% chance of the victim surrendering to an opponent or leaving without a battle (+10% likelihood if the foe is the Diabolist who made the ward); -2 on initiative, -2 to parry and dodge, and -20% on skill performance.

Duration: One minute (4 melee rounds) per level of the Diabolist.

Ward Used With: Inflict, protection by infliction, area affect and protection from.

Power Words: *Acba yin Netosa*

Evil

This is a descriptive ward used to exclude or respond to, or affect only characters of an evil alignment.

Damage: None.

Duration: Four minutes per level of the Diabolist.

Ward Used With: Protection by infliction, area affect or protection from.

Power Words: *Keron* (devil) or *Pein* (demon)

Energy

A magical energy blast shoots from the ward and zaps the person who disturbed it. If combined with an area affect ward, everyone who fails to save vs magic is blasted.

Damage: 1D6 per level of the Diabolist. The mage can regulate the exact amount of damage in increments of 1D6 or go with his current maximum.

Duration: One blast per one melee round (per person if an area affect). The ward remains activated for one melee round per level of the Diabolist.

Ward Used With: Inflict, protection by infliction, area affect, or protection from.

Power Word: *Ya-ahk-met*

Fear

Activating the ward invokes a feeling of terror!

Damage: No physical damage per se; see penalties.

Penalties: There is a 1-50% chance of the victim running or hiding in terror, coming out or back only after the magic has elapsed (+10% likelihood if the Diabolist who made the ward is present). The victim also loses one melee attack/action every round and is -2 on initiative and -20% on skill performance unless trying to escape.

Duration: One minute (4 melee rounds) per level of the Diabolist.

Ward Used With: Inflict, protection by infliction, area affect and protection from.

Power Word: *Ya-blik*

Fire

A bolt of flaming energy shoots from the ward and at the person who disturbed it. If combined with an area affect ward, everyone who fails to save vs magic is blasted.

Damage: 1D6 per level of the Diabolist. The mage can regulate the exact amount of damage in increments of 1D6 or go with his current maximum.

Duration: One blast per one melee round (per person if an area affect). The ward remains activated for one melee round per level of the Diabolist.

Ward Used With: Inflict, protection by infliction, area affect, or protection from.

Power Words: *Seraph-mytyn*

Good

This is a descriptive ward used to exclude or respond to, or affect only characters of a good alignment.

Damage: None.

Duration: Four minutes per level of the Diabolist.

Ward Used With: Protection by infliction, area affect or protection from.

Power Word: *Acba yin Tao-bo yin Acba*

Hate

Victims are filled with powerful emotions of hate and treachery. The emotions cloud the character's judgement, eating away at him and blinding him to the people and event happening around him as he focuses on thoughts regarding the object of his hate.

Damage: No physical damage per se; see penalties.

Penalties: The hate filled character is -2 on all combat rolls and -15% to perform skills. He is short tempered and is likely to lash out with deadly force at people who startle, anger or annoy him, in which case he's +3 on initiative and +1 to strike and parry.

Duration: One minute (4 melee rounds) per level of the Diabolist.

Ward Used With: Inflict, protection by infliction, area affect, and protection from.

Power Words: *Tarm-kin-toe yin Lo-kum*

Invisible

This ward turns the person who disturbed the item (or whom is being inflicted with the ward), or the object that is warded, invisible. In any case, the sudden invisibility can be startling, confusing, or suspicious.

Damage: None, turns person or object invisible.

Penalties: If a person is unexpectedly turned invisible, he loses initiative for the first melee round and cannot be seen by others; which can mean his comrades accidentally bump, hit or shoot him, or causes them to think he has fled or is trying to cheat or trick them.

If the warded object turns invisible, the character cannot see it (unless he can see the invisible) and is -9 to strike or use the object and -50% to perform skills on it like lock picking.

Duration: One minute per level of the Diabolist.

Ward Used With: Inflict, protection by infliction, area affect and protection from.

Power Word: *Cherubot-kyn yin Ya-ahk-met*

Knowledge

A powerful magic ward that temporarily bestows the knowledge to read, speak, and understand all languages, and recognize enchantments, all at the base skill of 80%. This ward may be used for random activation when the character who disturbs the warded object needs to read instructions, a warning, or communicate with the Diabolist or a minion.

Damage: None.

Duration: One minute (4 melee rounds) per level of the Diabolist.

Ward Used With: Inflict (instill knowledge), and area affect.

Power Words: *Acba yin kym-nark-mar*

Light

The magic unleashed creates a light equal to one torch per level of the Diabolist.

Damage: None, unless an undead or are sensitive to sunlight. Vampires and other undead will suffer 1D6 damage per melee round and be blinded by any ward light that is greater than two torches.

Duration: Five minutes per level of the Diabolist.

Ward Used With: Inflict, protection by infliction, area affect, and protection from.

Power Words: *Seraph-mytyn yin Ya-ahk-met*

Magic

The condition ward for magic is used as a descriptive term that will cause a ward to respond/activate if magic is used on it or within 10 feet (3 m) from it. It can also be used to indicate that another condition ward should exclude (not harm/affect) or affect (harm) only practitioners and creatures of magic, or that it goes off only if disturbed by them.

Damage: Protection from magic

Duration: 8 melees per level of the diabolist.

Ward Used With: Protection from, protection by infliction and area affect only.

Power Words: *Acba yin Xy yin Acba*

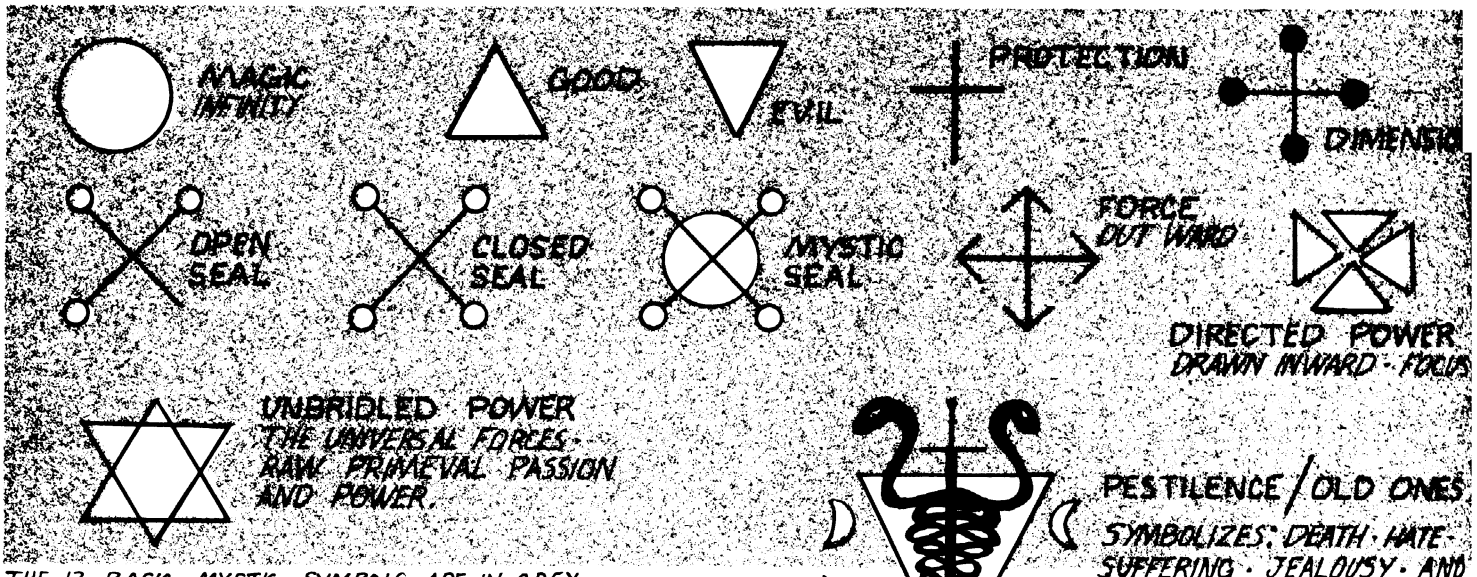
Mystic Energy Drain

This powerful condition ward is always combined with a second condition ward that serves a purely descriptive purpose, indicating what the mystic drain ward is supposed to magically drain! This ward is often combined with an area affect ward.

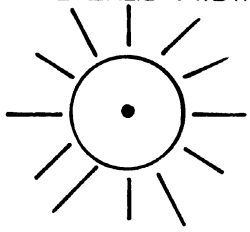
Note: If the mystic drain ward is activated *before* a spell is cast, then that spell will be totally negated. However, if the ward is set up with a Protection by Infliction, it will only go off after a spell strikes the wearer of the ward. When this happens, the spell's effect/duration/damage will be reduced by half as the spell has a chance to take *partial* effect. One mystic drain ward will not negate another. While a diabolist has immunity from his own wards, including this one, it is a personal immunity; *magical objects* which he is actually touching or has on his person will not function. If he wishes to cast a spell from a scroll it will not work, and the scroll will be destroyed. If a ranged spell is cast into the area of affect, a fire ball, for example, it will fade out as it enters into the area of negated magic.

Damage: Varies. The mystic energy drain can be used only with the following other conditions (and area affect):

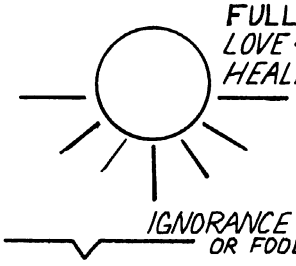
Mystic Symbols



THE 12 BASIC MYSTIC SYMBOLS ARE IN GREY.



SUN
LIFE · STRENGTH



FULL MOON
LOVE · REBIRTH · HEALING

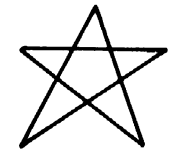
DEATH · DARKNESS · CREATURES OF THE NIGHT

IGNORANCE OR FOOLISHNESS

HATE

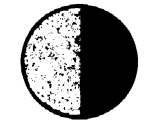
HALF MOONS

JEALOUSY



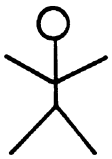
STAR
NOCTURNAL · UNDEAD

CRUCIFIXION
SUFFERRING



DUALITY
GOOD / EVIL

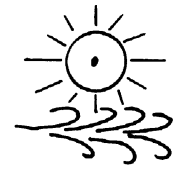
MAN



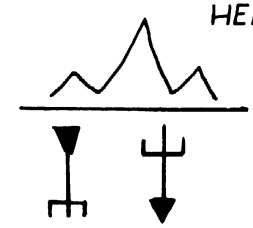
WOMAN

DEVIL

DEMON



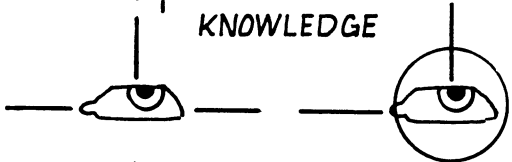
HEAVEN



HELL

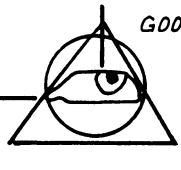
RAIN
FERTILITY

KNOWLEDGE

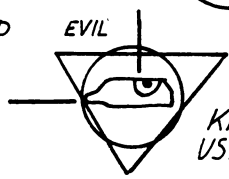


MYSTIC KNOWLEDGE

GOOD

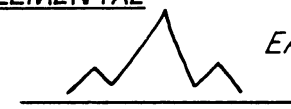


EVIL



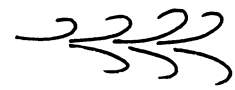
SYMBOLS OF MYSTIC KNOWLEDGE INDICATING USE FOR GOOD OR EVIL.

THE FOUR ELEMENTAL SYMBOLS

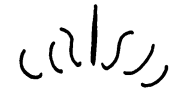


EARTH

AIR



WATER

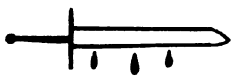


FIRE

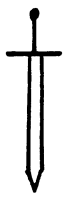
Other Symbols

Swords

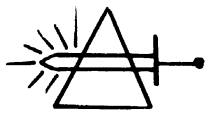
JUSTICE



VENGEANCE



DEATH

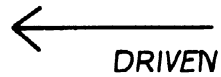


ANGEL
RIGHTEOUSNESS

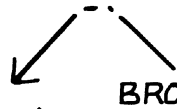
Arrows

SLAYER
WARRIOR

SLAIN
DEATH IN COMBAT



DRIVEN · *HIGHLY MOTIVATED · CONFIDENT*



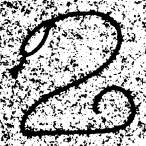
BROKEN
LOST · CONFUSED · WITHOUT HOPE

DEATH

DRIPPING BLOOD
PAIN · SORROW

Animals

SCORPION
BETRAYAL



SERPENT
TREACHERY

BULL
STRENGTH

DOVE
PEACE · SERENITY

BUTTERFLY
SPIRIT · SOUL

OWL
WISDOM

HYDRA
MAGIC · POWER

Stones

WATER	*EMARALD · PEARL*
EARTH	*ONYX · SALT CRYSTALS*
FIRE	*RUBY · TOPAZ*
AIR	*DIAMOND · SAPPHIRE*
PURITY	*SILVER*
STRENGTH	*IRON*

Colors

RED	*TRIUMPH · WAR*
YELLOW	*LIGHT · KNOWLEDGE*
BLUE	*TROUBLE · DEFEAT*
GREEN	*LIFE · REBIRTH*
BROWN	*STRENGTH · ELEMENTAL*
BLACK	*DEATH*
WHITE	*PEACE · HAPPINESS*

Cold: Drains the chill from the air and raises temperatures to make the area comfortably warm (by the standards of the Diabolist who made the ward; will vary with different races).

Confusion: Drains away the effects of any confusion or disorientation caused by magic, psionics, drugs or disease, returning the character (at least for the duration of the ward) to his full alertness and ability.

Dark: A dark area will suddenly become dimly lit, as if illuminated by twilight or a single torch.

Fire: The magic will drain the energy from magical fires at a rate equal to two torches per melee round. Once extinguished, the torch/fire cannot be relit until the duration of the ward has elapsed.

Invisibility: Turns invisible beings visible for the duration of the ward's magic.

Knowledge: All skill abilities are temporarily reduced by half.

Light: A light area will suddenly become dimly lit, as if illuminated by a single candle, regardless of the time of day or number of torches present.

Magic: Drains 2D6 P.P.E. (per person if combined with an area affect ward) per melee round. Furthermore, the cost of casting a spell or energizing a ward costs twice as much (the ward absorbs half the energy) and the duration, range and damage of a spell, ward or magic item affected by the mystic energy drain is reduced by 25%!

Duration: One minute (4 melee rounds) per level of the Diabolist.

Ward Used With: Inflict, protection by infliction, area affect, and protection from.

Power Words: *Xy yin Acba yin Lo-kum*

Sleep

Victim(s) fall into a slumber from which they cannot be roused unless attacked with deadly force or blood is drawn (standard saving throw).

Damage: None, per se.

Duration: Two melee rounds (30 seconds) per level of the Diabolist.

Used to: Inflict, protection by infliction, area affect and protection from.

Power Words: *Acba yin Tao-bo*

Undead

The ward repels mummies, zombies, vampires and other undead (not animated dead) from the warded person or object; or the radius of an area affect ward. This ward also prevents the creatures from coming into a warded area and from attacking the warded person or object. This ward cannot be used to turn a person into the undead.

Damage: None per se.

Duration: Ten minutes per level of the Diabolist.

Used **With:** Protection from and area affect wards.

Power Words: *Acba yin Netosa yin Agu*

Colors

Usually a descriptive ward, but it can be used to *inflict* a color, magically transforming the warded object or person, or those in the radius of an area affect ward, into a particular color for the duration of the ward.

Damage: None; turns object or person that color. Affects all persons/objects, or area.

Duration: 10 minutes per level of the Diabolist.

Used to: Inflict, protection by infliction, and area affect.

Power Words: *Acba yin Ariel-Rapere-kyn*

Numbers

A descriptive ward or used in a ward series or sequence.

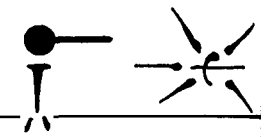
Damage: None.

Duration: Permanent indication.

Used to: Inflict, protection by infliction, protection from, and area affect

Power Words: *Acba yin Lictalon*

Note: Also see protection wards.



Inflict Wards

The inflict ward symbol is used to inflict a *condition* on a *living being* (see *condition ward descriptions* on the previous pages). This ward symbol indicates that the particular person on which it is inscribed will be affected by some type of outside condition (cold, pain, fear, invisibility, etc.). The inflict symbol must be accompanied by a condition symbol indicating that which is to be inflicted. Area affect wards cannot be used with an inflict ward.

To torture a person, only the inflict and condition ward symbols need to be drawn on the victim; the inflict symbol drawn in the Diabolist's own blood, usually on the forehead. Persons tortured or killed in this way show no signs of physical abuse (the wards can be washed off/removed. **Power word to inflict:** *Lo-kum.*

Permanence Ward

This ward symbol must be carved from the bone of a dragon, demon, devil, godling, or god and combined with an area affect ward. Once activated, the ward is permanently affixed to that item or place and the entire ward phrase is indestructible and makes whatever other magic effect, be it caused by a ward, circle, magic curse or magic spell, permanent and always active in the immediate area around the ward! In the case of adding a permanence ward to a magic circle, the entire circle (one giant symbol) becomes indestructible and permanently energized and activated. Only the *mystic energy drain* ward or power leech circle can temporarily reduce the potency of the permanent magic by half. The negate magic and dispel magic barrier spells have no effect on a permanence ward (or magic circles in general).

Damage: None, in and of itself; extends the duration and effects of other wards or magic spells or circles indefinitely.

Duration: Permanent/eternal!

Used to: Inflict, protection by infliction, protection from, and area affect.

Power Words: *Xy-Lictalon yin Ariel-Rapere-kyn yin Agu yin Netosa*

Note: A permanence ward can only be applied to a living creature by *sewing* on the character's body (other wards can be glued or sewn; area affect wards cannot be used on a living being). Activation of the permanence ward with other wards or spell magic can be used to endow the person with abilities that can be normally bestowed via magic, such as invisibility, invulnerability, resist fire, nightvision, blind, curse, magic sickness, etc. Spells like fire ball, wall of fire, wind rush, call lightning, illusions, and similar *cannot* be given to a living being via a permanence ward. After a year, the permanence ward magically bonds to the body and cannot be removed except surgically. Removing the ward inflicts 1D6x10 damage direct to the hit points of the warded person and 2D4x10 damage to everybody within a five foot (1.5 m) radius around him at the time it is removed.

A permanence ward affixed to a living being is extremely rare. Although it may give the character a magical power, it does not endow him with special healing, invulnerability, bonuses to save vs magic, or a longer life. A permanence ward cannot be attached to creatures of magic or supernatural beings.

Power Ward

This ward doubles the damage, range/radius, and duration of any other wards it is combined with.

Damage: Doubles the effect, damage, range, and duration of any other ward or ward phrase.

Duration: Double the length of the normal duration of the ward it accompanies.

Used to: Inflict, protection by infliction, area affect, and protection from.

Power Words: *Xy yin Agu yin Ya-ahk-met*

Protection Wards

There are two types of protection ward symbols, one is *protection from:* repelling, keeping at bay, or adding bonuses to save, etc., for anyone wearing an active symbol or in a protection area. The other is *protection by infliction,* doing damage or enchanting anyone who touches/disturbs the protected item or area. Wards of protection may be used individually or combined with several other wards like alarms, power and permanence, etc.

Placing Protection From + Condition wards on people for protection!

Something which many people miss in reading the *condition* ward section is that most of the wards can be drawn or affixed on a person (the Diabolist or somebody else) to defend/protect against a number of physical, magic and psionic attacks. All such applications must include the *protection from* ward and the *condition ward* to make a one ward phrase. The ward must be placed/glued on the flesh of the character. Area affect wards cannot be used on people. The inflict ward is not applicable for protection (it is used only to inflict harm).

Important Note: The bonuses of the protection wards are *not* cumulative and only one ward of protection can be placed on a person and activated at a time. However, subsequent wards can be activated after the previous ward and its magic elapses.

The duration of all protection from wards is 10 minutes per level of the Diabolist, unless stated otherwise.

Agony: Protection from agony means the character can endure more pain than usual without the usual ill effects. Consequently, any penalties resulting from physical pain or pain inducing magic or psionics is reduced by half; the duration of the magic is also reduced by half.

Burning Pain: Not applicable.

Blind: Protection from blind gives the character a bonus of +3 to save vs magic and psionic induced blindness.

Charm: Protection from charm means the character is +3 to save vs all magical and psionic charms, including: charm, charismatic aura, love charm, domination, trance, and the mind controlling gaze from vampires and the succubus and incubus.

Cold: Protection from cold means the character can endure cold twice as long as normal without any ill effects and when he is affected, penalties and damage are half.

Confusion: Protection from confusion means the character is +2 to save vs the wisps of confusion spell and other disorienting magic.

Dark: Protection from darkness grants the protected character the ability of nightvision (60 feet/18.3 m) even in magic darkness.

Death: Protection from death means the character is +2 to save vs the "death" ward, spell and circle, as well as is +20% to save vs coma. If the pair of wards is combined with the ward symbol for evil, the ward powers are changed to protect the character from animated dead and skeletons, as well as ghosts and poltergeists. They will not attack the character unless he attacks them first.

Despair: Protection from despair makes the character +4 to save vs magical and psionic despair and sorrow, including the wail of the banshee. Should the character fall victim to such magic, all penalties and duration are half.

Energy: Protection from energy means all energy attacks do half damage, including lightning strikes and dragon's fire breath. Duration is two minutes per level of the Diabolist.

Evil: Protection from evil means the character is +1 to save vs magic, psionic or poison attacks from witches, devils and demons.

Fear: Protection from fear gives the person a +4 to save versus fear, be it magical, psionic or horror factor! This includes even such powerful fear spells as the Crimson Wall of Lictalon.

Fire: Protection from fire means normal fires do one-third normal damage and magic fire (including elementals) does 1/2 damage.

Hate: Protection from hate gives the character a +2 bonus to save against all mind and mood altering magic or psionics that evoke feelings of anger, hatred, revenge and berserker rage.

Invisible: Protection from the invisible enables one to see the invisible, including air elementals, entities, ghosts and those made magically invisible.

Knowledge: Protection from knowledge means that magic spells, circles and objects that magically instill knowledge, skills or special understanding do not work. These include the spells tongues, eyes of Thoth, eyes of the wolf, and similar.

Light: Protection from light makes characters who are sensitive to or blinded or injured by light, function normally in the light of day. Duration is one hour per level of the Diabolist. Not applicable to vampires and other undead.

Magic: Protection from magic gives the person a +2 bonus to save versus all types of magic, including potions, wards, circles, curses, and faerie food.

Mystic Energy Drain: Protection from mystic drain means the character's P.P.E. energy cannot be drained in any way except through blood sacrifice, and the effects, duration and damage from the mystic drain ward and life drain spell are reduced by half. The ward is not powerful enough to counter the power leech circle. Duration is two minutes per level of the Diabolist.

Sleep: Impervious to magic or psionically induced sleep, plus the character can stay alert and awake (no chance of falling asleep) for the duration of the ward's magic.

Undead: Protection from undead makes the character impervious to the bite and mind control gaze of the vampire, plus wild vampires, mummies and zombies will not attack the character unless they are attacked first.

Trigger Alarm (special)

The *trigger alarm* ward has two functions: One, it sends a silent alarm to the Diabolist who created it when it is disturbed, and two, it "triggers" another ward or ward phrase elsewhere on the object or in the room. The triggering of the other ward or ward sequence can activate an entire series of wards (usually at least one area affect ward)! Prior to that time, the other ward(s) will lay dormant even if touched, bumped or stepped on. The trigger effect has a radius of 10 feet (3 m) per level of the Diabolist. It is important to note that the trigger alarm cannot be used to set off every ward within its radius. Each trigger is linked to only one additional ward, or ward phrase, or to a numerical *sequence* of wards or ward phrases. In the latter case, the wards in the sequence go off in order.

A trigger ward can also be part of a ward phrase that indicates a specific condition under which the ward phrase or sequence is activated; i.e. trigger (activate) when dark (a condition). Or trigger (activate) when touched by so and so (condition: true name) or trigger (activate) when touched by evil or undead or whatever "condition" is indicated.

Summoner O.C.C.

Also Known as The Circle Master and Mad Mage

Woe to him who calls upon the darkness and demon host without the protection of the mystic circle, for they who come shall feast on thy bones. But the Master of Circles can call upon the human and inhuman, the light and the dark with impunity, if the circle be made of proper construction and his soul is not corrupt.

So it is that He Who Summons shall command forces that few men dare to look upon. Yet, he must never forget his own frailties and must ever be wary of the whispers and honey coated words that shall come from the mouths of those things which are summoned. For they have no liking for this world and loathe to call any man their master. Learn from the Elf and the Dwarf, for woe to he who loses his mooring and comes to see little difference betwixt light and dark, the sweet and the bitter, good and evil.

Lost is he who becomes obsessed with his own dreams and desires to the point that nothing else matters. Be there no doubt that with knowledge comes power, but corruption and madness be its companions. Without compassion, without restraint, without regard for life, He Who Summons embraces insanity, cruelty and the devouring darkness. And once lost, he is no different than the vile monsters at his command.

— The Tristine Chronicles

"I call upon the forces that be. Magic, the four elements, animals, men and the insects that crawl on the ground are all mine to command. Should I fear such power? I think not. Mine is a curious mind, so I reach out for answers and welcome the knowledge and the power that comes to me.

"Should others fear me? Only if they fear the knowledge and power at my command — and many do.

"Is it forbidden power? Dangerous forces? No different or dangerous than any other, I suppose. I simply command a power not understood by most, and it is the sad history of this world that what its people do not understand, they destroy — look at the Changeling and the lost mystic arts.

"No. I am not a coward, nor a destroyer. I am an explorer. My quest is knowledge and the power that comes with it. If people fear that, so be it. If people fear me, so be it — although they have nothing to fear lest they mean me harm. If I am attacked, should I not defend myself? If a thief comes in the night, should I not protect my possessions?

"Madness? Do I sound mad? With knowledge comes enlightenment. Truths which may sound strange or forbidding. To those who do not have the eyes to see, or the ears to hear, such enlightenment may seem like the stuff of madness. Can I help it if feeble minds dare not to think? Am I to suffer because their narrow minds cling to the comforting darkness of ignorance? It is the fool who hides his eyes from the light. And it is the fool — the blind, frightened fool — who kills the lightbringer. That is what you do this day."

— The final words of Marxtellan the Mad, Summoner; beheaded for countless crimes against humanity.

Without a doubt, the Summoner and Diabolist are departures from the traditional spell casting mage. Both provide players with new challenges and flexibility in role-playing a practitioner of magic. Summoners have a basic knowledge of magic symbols, can recognize wards, and are masters of circle magic — a rare art even in the Palladium world.

The Summoner is the infamous "mad mage" who dares to call on supernatural monsters and elemental forces to try to control and command them. These power hungry men and women dare to open dimensional portals to explore other worlds and enslave alien beings and supernatural creatures. The Circle Master is the most feared of all the men of magic, because most are willing to sacrifice anything to attain their goals. To that end, most will subject themselves to personal sacrifice, suffering and madness to command the malevolent forces made available to them through the secrets of circle magic.

Many Summoners start their career full of dreams and good intentions, confident that they will not succumb to the dark forces at their command and which whispers in their ear. Most are slowly corrupted until they are as evil or self-serving as the inhuman beings they try to command. It is only the most foolish, arrogant and self-righteous Circle Masters who convince themselves that they are safe from the evil that walks in their shadow — for he who consorts with demons, the supernatural, and creatures of magic will eventually fall victim to them in one way or another.

Summoners & the Dilemma of Alignments

A Summoner character may start with any alignment but the foul nature of the circle making, its components and the sacrifices needed to activate them usually limit the alignments to selfish and evil. Those who try to maintain a good or even an unprincipled alignment must forbid themselves from ever using certain circles, which severely limits the scope of their potential power. The tiny handful of good Summoners only use protection circles and those that do not enslave or harm others. Nor will they engage in the blood sacrifice of sentient beings or consort with demonic supernatural forces for fear that it will lead to their corruption (which it usually does).

Summoners of selfish and evil alignments are experts at justifying their wicked and self-serving ways. Most adopt the philosophy of "the ends justifies the means."

Summoner O.C.C. Knowledge & Abilities

1. Understands, creates and uses all types of circles: The Summoner is an expert in circle magic and knows *all* protection and summoning circles. However, the Summoner starts with no *power circles.* These powerful magic devices must be acquired over time. Power circles can be occasionally purchased from an alchemist, provided as a reward from a king, sorcerer, demon lord or god, or forced out of a supernatural being or other Summoner. However, most power circles are learned by finding drawn circles or ancient drawings or text of circles that the mage can study and *decipher* into a working circle.

2. Deciphering Circles: Whenever a previously unknown magic circle is discovered, a Summoner will draw a diagram of it in his notebook, paying special attention to components and clues that will hint at the circle's function. By studying the symbols, he is likely to discern the circle's purpose and the components needed, but formulating exactly how it works is much more difficult and dangerous.

Once the Summoner believes he has unravelled the mystery of the circle, he can find out if he is correct only by creating it and invoking the power words he believes are necessary. It is the determination of the power words which is the most difficult pieces of the puzzle in deciphering a circle, because they must be surmised from the circle's purpose, symbols and components.

Each time a player wants to discover if his character has deduced the correct creation/invocation of a circle, he must actually create the circle and attempt to activate it with his power word sequence. Then and only then does the G.M. allow the player to roll percentile dice for a successful deciphering of the circle. **Base Skill:** 20% +4% per level of experience. If the roll is a success, the circle will function exactly as it should. If the roll is unsuccessful, the character has not deciphered the correct circle invocation and must roll on the following table for likely reactions.

Incorrect Circle Invocation Table

01-10 Small explosion, 3D6 damage to every person in the circle.
11-20 Big explosion, 6D6 damage to a 20 foot (6 m) radius.
21-25 The Summoner is drained of all P.P.E. and feels physically drained; -10% on skill performance and -1 on initiative.
26-30 Teleports the Summoner 50 miles (80 km) away.
31-35 Temporarily blinds the Circle Master for 3D6x10 minutes.
36-40 Suffers from a terrible hallucination that lasts for 6D6 minutes.
45-50 Summons a gargoyle, gurgoyle or lesser entity.
51-55 Summons a lesser demon who is not happy to be called upon.
56-60 Summons a lesser deevil who is not happy to be called upon.
61-65 Memory loss! For 1D4 days, the Summoner cannot remember who he is or anything about circles and symbols, but he will be able to perform other skills as normal.
66-70 The Summoner (and anybody else in the circle) is struck by paralysis for 2D4x10 minutes.
71-75 Turns self invisible or into mist and cannot turn back to normal for 1D4 hours.
76-80 Berserker rampage! The Summoner attacks everyone encountered over the next 6D6 minutes.
81-00 No reaction whatsoever. Wrong power words or components (or insufficient P.P.E.); keep trying to decipher its secrets.

Note: Incorrect circle invocations will react differently each time the character tries to use the circle.

I'm often asked if players or G.M.s can add new circles and symbols to the ones presented in this book. Of course you can, but be extremely careful to maintain game balance. The ones presented in the *Palladium Fantasy RPG* have been carefully designed and thoroughly play-tested for balance. The inclusion of a new circle could very easily imbalance a good game. Also remember that circle magic is a lost art. This means that there is likely to be a number not generally known even by these Circle Masters, but it also means that circle magic is uncommon and a previously unknown circle is an extremely rare find. One will *NOT* discover a new circle in every ancient temple or ruin he visits!

3. Power Words: Summoners know all the power words, but do not know how to create, use or energize wards.

4. Mystic Symbology: The Summoner studies magic symbols and their meanings, particularly as they apply to circle making. They include mystic symbols (not to be confused with *ward symbols),* swords, arrows, animals, stones, and colors. Mystic symbols are particularly significant as they are key components in the creation of circle magic. See the illustrations of the symbols in the Diabolist section. **Base Skill:** 88% +1% per level of experience.

The Summoner's knowledge of circles does not include wards and runes. Runes are little more than unintelligible carvings of a forgotten, archaic language. He is familiar with the history and lore concerning them, the concepts behind them and is familiar enough to recognize a suspected ward or rune when he sees one, but doesn't know enough to read them. Nor can the character tell if a ward is energized or how to create, energize, or use them. **Base Skill:** 15% +5% per level of experience. See ward descriptions and illustrations in the Diabolist section.

5. Recognize Enchantment: The Summoner is astute at recognizing the influence of magic, psionics and drugs that charm, hypnotizes, mesmerizes, daze or otherwise causes mind control, including trances, domination, and compulsion. This ability also includes identifying magic sickness, curses, the effects of faerie food and faerie magic, and supernatural or magic possession. Illusions, metamorphosis, and other types of shape-changing do not count as enchantment. **Base Skill:** 40% +5% per level of experience.

6. Recognize Magic: The mage has a certain percentage chance to recognize a magic item by shape, inscription, magic symbols or intuitive gut feeling. It is important to understand that while the character may know something has magical properties, he does not know what powers the item may have or how to use them, unless it is written in mystic symbols. **Base Skill:** 20% +5% per level of experience (+10% if magic symbols are involved).

7. Magic Bonuses: +1 to save vs magic at levels four, eight, and twelve; +2 to save vs horror factor at levels two, four, seven and ten, and is +3 to save vs possession and mind control of all kinds.

Circle Strength: The base save against magic circles (ritual magic) is 16. The Summoner can add +1 to his circle strength at levels seven and fourteen.

8. **P.P.E.:** All practitioners of magic are living batteries of mystic energy. The character draws from this energy to create and use magic circles. Permanent P.P.E. Base: 3D6x10 plus the P.E. attribute number. Add 2D6 P.P.E. per each level of experience, starting at level one. The Summoner can also draw on P.P.E. from ley lines, nexus points, blood sacrifices and other people whenever they are available. *See the Magic section for details.*

To empowered circles with magic, the proper power words must be spoken and sufficient P.P.E. points expended. Because most circles require high amounts of P.P.E., the Summoner must often make his circles at or near ley lines and nexus points, or use blood sacrifices. The problem often becomes that the creature being sacrificed must have a great deal of P.P.E., such as a supernatural being or creature of magic. Remember, the P.P.E. momentarily doubles at the moment of death, so a creature with 30 P.P.E. will have 60 at the moment of death.

Common animals with high P.P.E. used for blood sacrifice include the catoblepa (1D4x10 P.P.E.), chimera (3D4x10), and gryphon (1D6x10).

Intelligent beings commonly used for sacrifice includes the cockatrice (5D6x10 P.P.E.), drakin (1D4x10), dragon wolf (2D4x10), emirin (1D4x10), faerie folk, loogaroo (1D4x10 plus those gained from a magic O.C.C.), Maxpary (1D4x10), pegasus (2D4x10), sphinx (3D4x10 plus P.P.E. gained from a pursuit of a magic O.C.C.), Sun Devil (2D4x10), unicorn (4D6x10 P.P.E.), Wing Tips (1D4x10) as well as the occasional dragon hatchling, ki-lin, sphinx, lesser demons and practitioners of magic!

9. Read Scrolls: Summoners cannot leam spell magic, but they can read most scrolls.

10. Summoners & Armor: Same as the wizard.

11. Religious Affiliations: Most Summoners lean toward the Gods of Darkness, particularly the Gods of Taut, demon and deevil lords, as well as the Old Ones. Consequently, they may be members (or leaders) of a religion, sect, cult, or church dedicated to a god or pantheon of darkness. However, this affiliation and service to an evil religious group does not classify the Summoner as a member of the clergy nor a split class of Priest and Summoner. Most join such organizations only if it serves their purpose (typically attaining knowledge, power, wealth or revenge) or if the character was a fanatical follower before pursuing a career as a Summoner and maintains those roots.

No Spell Abilities — A note to players: The Summoner (and Diabolist) cannot cast spells because it is not their area of mystic study or mastery. These practitioners of magic derive their power from the ancient, sometimes forbidden knowledge of magic circles and symbols. This type of magic requires dedication, preparation of components and often, lengthy and complicated ceremonies (which also makes the base saving throw higher than spells). Players will have to orient themselves to a character who is a schemer who must plan and manipulate things rather than call upon instant magic like spell casters.

Some players insist that this makes the Summoner and Diabolist more vulnerable, while others claim they are more powerful than other magic O.C.C.s. Ultimately, the effectiveness of these two unique character types depends on how well *you,* the player, take advantage of your character's special skills, abilities, strengths and weaknesses. I have designed the Summoner and Diabolist with distinct strengths and weaknesses that *should* balance the characters so that they are *NOT* any more or less powerful than any other character in the Palladium Fantasy World. I have also designed them to be very *different* than the traditional "wizard" and spell casters found in virtually every other fantasy game. Considering the characters have been among the favorites of

players of the original RPG edition for 12 years, I think they have been proven to be balanced and fun to play. However, because they are very different than the familiar spell caster, they may be a bit more challenging to play and may not be to the personal liking of every player. That's cool, because I try to create interesting, fun, and *different* characters for a wide variety of players. Nobody's going to like every Occupational Character Class (O.C.C.) but everybody should find several that they enjoy.

Summoner O.C.C.

Alignment: Any, but often unprincipled, anarchist or evil.

Attribute requirements: I.Q. 10, M.E. 14 or higher. A high M.A., P.E. and P.B. can also be helpful.

O.C.C. **Skills:**

Gemology (+15%)
History (+15%)
Languages: Native Tongue at 98% plus two of choice (+20% each)
Literacy: Two of choice (+20%)
Lore: Demons & Monsters (+20%)
Lore: One of choice (+15%)
Mathematics: Basic (+20%)
Preserve Food (15%)
W.P.: Two of choice.
Hand to hand: basic can be selected at the cost of one "other" skill, or hand to hand: expert for the cost of two "other" skills. Martial arts and assassin are not available to this O.C.C.

O.C.C. Related Skills: Select eight other skills of choice at level one, plus select one additional skill at levels three, six, nine and twelve. All new skills start at level one proficiency.

Communications: Any (+10%)
Domestic: Any (+5%)
Espionage: Any
Horsemanship: General or Exotic only.
Medical: Any
Military: Interrogation Techniques (+5%) and Surveillance only.
Physical: Any, except Acrobatics, Gymnastics, Boxing & Wrestling.
Rogue: Any
Science: Any (+10%)
Scholar/Technical: Any (+15%)
Weapon Proficiencies: Any, except Large Axes and the Lance.
Wilderness: Land Navigation and Wilderness Survival only.

Secondary Skills: The character also gets to select four secondary skills from the previous list at level one, and two additional skills at levels three, six, nine, and twelve. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parentheses. All secondary skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in the list.

Starting Equipment: Two sets of clothing, a robe or cloak with a hood, boots, a pair of soft leather gloves, belt, bedroll, backpack, a medium-sized to large purse/satchel, four small sacks, two medium sacks, one large sack, a water skin, a 100 page notebook, three crow quill pens, two bottles of ink (each may be a different color), 1D4 sticks of graphite, 1D4 sticks of chalk, 1D4 candles, a small mirror, silver cross (may be worn on a chain around the neck), 1D4 cloves of garlic, 1D4+1 wood stakes, two iron spikes, a hammer or mallet, and a tinder box.

Armor: Starts with soft leather (A.R. 10, S.D.C. 20).

Weapons: A silver coated dagger or short sword and two weapons of choice. All are basic S.D.C. weapons of good quality. Magic weapons (coveted by Summoners) and additional items must be acquired later. The Summoner tends to favor deadly stabbing and cutting weapons as well as magic items.

Money: The character starts with 140 in gold. Additional money will come from payment for services rendered and/or the acquisition of booty. Summoners are generally feared and avoided. However, their services and powers are sometimes sought by royalty, the military, merchants and the wealthy.

Note: If allowed by the G.M., the player *may* try to summon and control one lesser demon or deevil as his slave and servant, but only if the player character has an anarchist or evil alignment. See summoning circles and the battle of wills.

Circle Descriptions

Circles of Protection
Protection: Simple
Protection: Superior
Protection from Angels
Protection from Deevils
Protection from Demons
Protection from Elementals
Protection from Elemental Forces
Protection from Evil
Protection from Faerie Folk
Protection from Good
Protection from Ghosts/spirits
Protection from Jinn
Protection from Magic (simple)
Protection from Magic (superior)
Protection from Old Ones
Protection from Undead
Protection from Witches
Protection from Were-beasts

Circles of Summoning
Angels
Animals
Demons/Deevils (lesser)
Demons/Deevils (greater)
Elementals
Elemental Forces
Faerie Folk
Gargoyles
Ghosts
Jinn
Insects
Pawn
Serpents
Spirits
Undead

Circles of Power
All Seeing
Animate Dead
Command
Death
Dimensional Rift
Domination/control
Force
Healing
Invisibility
Insanity
Knowledge
Pain
Passion
Power
Power Leech
Power Matrix
Teleport
Wonder

Circles of Protection

Requirements, Effects, & Notes Regarding Protection Circles:

Basic Protection: All circles of protection prevent harm from befalling the occupants within the circle by preventing something or some force from entering its protective confines, and by providing bonuses for the characters in the circle to save vs horror factor and magic and psionic attacks directed at them from outside the circle.

Beings which the circle protects against are magically held at bay and cannot enter the circle unless they make a successful saving throw (16 or higher). However, they can attack from a distance outside the perimeter of the circle with range weapons: bows and arrows, thrown spears, rocks, etc. Those in the circle must try to parry and dodge such attacks. A foe may also attack from a distance beyond the circle with magic or psionics. Everybody inside the circle gets huge bonuses to save vs such attacks. **Note:** Each protection circle is usually very spe-

cific to the type of races, monster, force or alignment that it protects against. Characters and forces that the circle are not designed to stop can walk into a magic circle without difficulty.

Further Circle Protection: The beings held outside a magic circle may also try to save vs circle magic (base save is 16, sometimes higher; see saving throws). A successful save to beat the circle's magic *temporarily* enables the creature to enter its protective confines. However, because the circle is designed to protect people from that particular being, it is bombarded by magic forces the moment it steps into the circle. Damage & Penalties suffered are automatic; the intruder does *not* get another saving throw. Reduce speed, all melee attacks, combat bonuses and skill performance by half! Any magic, psionic and bio-regenerative powers the intruder may have will *not* work inside the circle! Plus the intruder suffers 4D6 damage (start with S.D.C.) every melee round that he remains inside the circle. This is in addition to any damage the occupant's) of the circle may inflict!

Leaning into the circle to attack, while actually standing just outside the circle, will have the same effects as above because the attacker is leaning part of his body into the circumference of the magic circle. Poking, jabbing or swiping at people inside a circle with a weapon, while standing just outside the circle, will inflict 2D6 damage to the attacker and he is -2 to strike, parry or dodge. In both cases, the attacker must make a successful save vs circle magic or he cannot penetrate the circle's protective barrier. **Note:** The magic spells, negate magic and dispel magic barriers do *not* apply to magic circles of any kind.

Saving Throws vs Circle Magic: Mystic circles are created via ceremonial magic, thus the base save vs circle magic is 16. A Summoner gets +1 circle strength at levels seven and fourteen, so a circle created by a 7th level Summoner would require a saving throw of 17 and a 14th level Summoner a save of 18 or higher. Characters who successfully save vs circle magic can *enter* the protection circle (and attack!) for 1D4 melee rounds before they must roll to save again. If the roll to save fails, the creature must leave the confines of the circle immediately and he cannot try to save again and enter the circle for another 1D4 melee rounds! Most lesser demons, deevils and animals won't even try to enter a circle, but most greater beings will — and frequently succeed.

The more limited and exclusive, the greater the range of protection and the higher the saving throw necessary for those beings. The wider the range of protection, the lower the saving throw.

Attacking from within a protective circle: The Summoner and/or other occupants of the circle are free to use long-range weapons, throw things, or cast magic or psionics from inside the circle at those outside it without penalty.

Time Requirements: It typically takes 15 to 20 minutes to create and activate a *protection circle*, unless otherwise noted.

Range: All protection circles only protect those within its radius. Most lesser beings and animals will not come within 10 feet (3 m) of an activated circle.

Duration: Permanent until destroyed or deactivated by the circle maker. Once activated, the magic circle remains functioning indefinitely; all components are magically kept fresh. This means anybody who knows how, can enter the circle and use it, unless it's "sealed."

To use an active circle of any kind, the user must know the power words and pump in five P.P.E. points. These simple requirements mean even a person without magic knowledge can use an active circle provided he or she has proper instructions and five P.P.E. points available to him/her. The desire to use the circle is enough to focus and allow the release of the P.P.E.

Components: Each description will indicate what the circle must be drawn with (in many cases, any substance is acceptable) and any other components necessary. Metals needed to draw the circle can be melted and used as a liquid or ground into powder/dust and sprinkled or combined with a binding agent (same as the Diabolist). Gemstones should be of a good quality, but don't have to be the biggest or best; gem chips or stones of terrible quality are not acceptable. See the circle diagrams for exact circle designs, symbols needed and placement of components.

Deactivation of a Circle: The circle maker can deliberately deactivate a perfectly good, undamaged circle by willingly expending half the P.P.E. it took to make it. Removing one or more key components will effectively shut the circle off, but replacing the component and placing 40 P.P.E. points into it will reactive the circle. Removing the components and washing or scraping away 50% or more of the circle patten will destroy it.

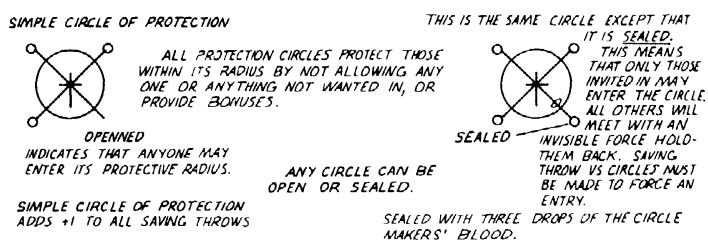
P.P.E. & Circle Activation: Unless otherwise noted, a protection circle costs 70 P.P.E. to create. Once created, the circle remains activated until it is destroyed. Anybody not restricted by the nature of the circle itself can enter it at any time to enjoy its protection, unless it is "sealed."

Sealed Circles: A Circle Master can "seal" his circle by placing a few drops of his own blood in a small circle at the lower right end of the "X" symbol (see diagram). A *sealed circle* prevents others from entering and using the circle. Only the circle maker and those he specifically allows as having access to his circle can enter it without necessity of a saving throw. An invisible magic barrier prevents all others from entering. Those who successfully save vs circle magic can also enter the sealed circle but suffer the usual damage and penalties whether the Summoner is present or not.

The circle maker can list the specific people who can enter and use his circle by inscribing their true name, or by using a drop of their blood. Or the mage can limit the availability of the circle to a broader range of beings by indicating with a magic symbol that it can be used by those of good or evil alignment, demons, witches, etc. In either case, the circle must be sealed with the mage's own blood. Protection circles are seldom sealed (about 20%).

Using more than one circle simultaneously is impossible unless they are connected with the *power matrix* (see circles of power).

Drawing the Circle: The circle does not have to be drawn perfectly, but should be as symmetrical and well constructed as possible — a very sloppy or elliptical shaped circle will *not* work! Likewise, any symbols, lines and words in the circle should be drawn as straight, legibly and perfectly as possible or the circle won't work. Components must also be placed in the proper positions. This is one reason it takes time to make one.



Protection Circle: Simple

This is the simplest of all magic circles. Characters inside the circle are +1 on all saving throws. This circle does not hold any creatures or magic forces at bay; anybody can enter it without penalty.

Components: Drawn in white chalk or white or clear wax.

Power Words: *Acba yin Lo-kum*

P.P.E.: 35

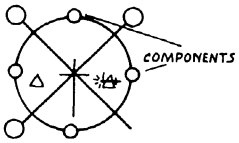
Note: Takes five minutes to draw with chalk.

Protection Circle: Superior

This is the sealed, superior version of the basic magic protection circle. Characters inside the circle are +3 on all saving throws and animated dead cannot enter it. Only those who the circle maker invites in can enter the "sealed" circle without the necessity of a saving throw.

Components: Drawn in quartz crystals or silver and sealed with the circle maker's own blood.

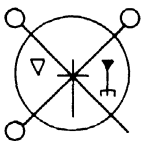
Power Words: *Acba yin Lo-kum yin Kym-Nark-Mar*
P.P.E.: 70



Protection from Angels

Angels, Spirits of Light, wing tips and ki-lin cannot enter the magic circle and can't even come within 10 feet (3 m) of it. Characters within the circle are +6 to save against any magic or psionic attacks leveled against them by these beings.

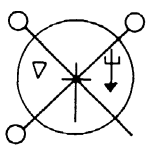
Components: Drawn with any substance, but must include a lump of salt, dish of water, burning candle and an empty, sealed jar.
Power Words: *Erva yin Tao-bo*
P.P.E.: 90



Protection from Deevils

All supernatural creatures known to be members of the Deevil pantheon/family (beings from the plane of Hel), as well as the Dar'ota, and Malignous cannot enter the magic circle. Lesser Deevils cannot even come within 10 feet (3 m) of it, but greater beings, including the Dar'ota and Malignous, can step right up to the outer edge of the circle and even attempt to enter the circle! Characters within the circle are +5 to save against any magic or psionic attacks leveled at them by deevils.

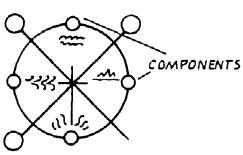
Components: Drawn with holy water or the blood of a priest of light.
Power Words: *Acba yin keron*
P.P.E.: 70



Protection from Demons

All supernatural creatures known to be members of the Demon pantheon/family or living in the planes of Hades, including gargoyles, gurgoyles, gargoylites and dimensional ghouls, cannot enter the magic circle. Lesser demons cannot even come within 10 feet (3 m) of it, but greater beings can step right up to the outer edge of the circle and even attempt to enter it! Characters within the protective circle are +5 to save against any magic or psionic attacks leveled at them by demons.

Components: Drawn with holy water or the blood of a priest of light.
Power Words: *Acba yin Pein*
P.P.E.: 70

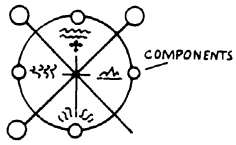


Protection from True Elementals

All supernatural creatures known to be elementals cannot enter the magic circle. Lesser elementals cannot even come within 10 feet (3 m) of it, but greater elementals can step right up to the outer edge of the circle and even attempt to enter it! Characters within the circle are +3 to save vs elemental magic or psionic attacks leveled at them by elemental beings.

Components: The circle can be drawn with any substance, but must include a dish of water with a pearl, dish of salt, lit candle, ruby, and a diamond (symbols of the four elements).
Power Words: *Acba Tharsis-mycn yin Ariel-Rapere-kyn yin Seraph-mytyn yin Cherubot-kyn*
P.P.E.: 100

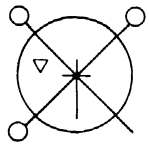
Note: Creatures of Light, also known as angels, are elemental in nature, but aren't true elementals. Consequently, they are *+4* to save against the magic of this circle, and if they save, they can enter the circle without the normal penalties and damage that applies to those held at bay by circle magic.



Protection from Elemental Forces

This incredible circle protects those inside from the elemental forces of nature as well as those created by magic (summon storm, wind rush, warlock spells, etc.). Characters within the circle are +3 to save vs all elemental magic, and those who fail to save suffer half damage and the magical duration and effects are half as potent. The brunt of natural forces is also halved; this means the wind, extreme temperatures, a pounding rain, etc., will be half as severe inside the circle. Furthermore, those inside have no fear of being struck by lightning, hail, falling or uprooted trees, flash floods, mud slides, avalanches or earthquakes.

Components: Emeralds, onyx, topaz, and sapphire are the key components, but the circle can be drawn in any substance.
Power Words: *Acba Lo-kum yin Tao-bo*
P.P.E.: 120

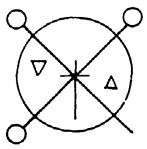


Protection from Evil

This circle is broadly encompassing and prevents any creatures of an evil alignment, human or non-human, from entering the circle. It does not include animals, even predators hunting for food like a lion or tiger. Evil beings cannot enter the circle unless they save vs circle magic (+2 to save if 7th level or higher). Characters within the circle are +3 to save vs magic or psionic attacks leveled at them by evil beings. The saving throw is low because of the broad spectrum of this circle.

Components: Drawn with any substance, with the component requirement of a lit candle made of pure wax or a clear glass jar or vial filled with water.
Power Words: *Acba yin Ya-blik*
P.P.E.: 70

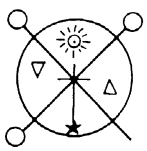
Note: Takes about 5-10 minutes to create.



Protection from Faerie Folk

All creatures of magic known to be members of the Faerie race (collectively known as Faerie Folk) cannot enter the magic circle. This includes the goblin, leprechaun, puck, spriggan, nymph, kinnie ger, and kelpie, among others! Characters within the circle are +4 to save against any magic or psionic attacks leveled at them by faerie folk.

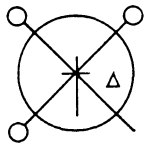
Components: Drawn with salt. A cross or horseshoe with a red ribbon tied around it is placed in the center.
Power Word: *Ya-blik*
P.P.E.: 70



Protection from Ghosts, Spirits & Entities

No ghost, spirit or entity can enter the magic circle. This includes all entities, nymphs, Will-o-the-Wisps, ghosts, astral beings, energy beings and the fragmented essences of supernatural intelligences! Characters within the circle are +4 to save against any magic or psionic attacks leveled at them by such beings.

Components: Circle drawn in a green color and burning incense with a sweet aroma.
Power words: *Erva yin acba yin agu*
P.P.E.: 70



Protection from Good

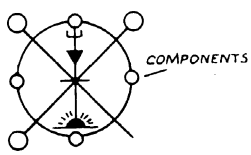
This circle prevents any creatures of a good alignment, human or non-human, from entering it. The circle does not include animals. Good beings cannot enter the circle unless they save vs circle magic (+2 to save if 7th level or higher). Characters within the circle are +3 to save vs magic or psionic attacks leveled at them by good beings. The saving throw is low because of the broad spectrum of protection offered by this circle.

Components: Drawn with any substance, with the component requirement of a lit candle made of pure wax or a clear glass jar or vial filled with water.

Power Words: Acba Tao-bo

P.P.E.: 70

Note: Takes about 5-10 minutes to create.



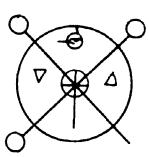
Protection from the Jinn

The Jinn cannot enter the magic circle. Characters within the circle are *+6* to save against any magic or psionic attacks leveled against them by these beings.

Components: A dish or water with a pearl, dish of salt, ruby diamond, and a lit oil lantern. The circle can be drawn in any substance.

Power words: *Pein yin Erva yin Ya-ahk-met*

P.P.E.: 90



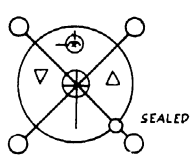
Protection from Magic (simple)

Those within the circle are *+2* to save against all magic attacks from spells, elemental magic, witchcraft, necromancy, circles, wards, and rituals. Only +1 to save vs magic from a god, demon lord or alien intelligence.

Components: Can be drawn with any substance.

Power words: *Kym-nark-mar yin acba*

P.P.E.: 50



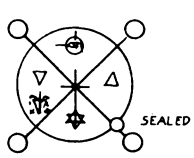
Protection from Magic (superior)

Those within the circle are *+6* to save against all magic attacks from spells, elemental magic, witchcraft, necromancy, circles, wards, and rituals. Only +3 to save vs magic from a god, demon lord or alien intelligence.

Components: Drawn in gold and must be sealed with the blood of the circle maker.

Power words: *Acba yin kym-nark-mar yin acba*

P.P.E.: 100



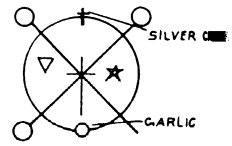
Protection from the Old Ones

Old Ones and alien intelligences (in any form) cannot enter the circle. Characters within the magic circle are +5 to save vs horror factor, insanity, possession, and psionic and magic attacks by these creatures.

Components: Must be drawn with holy water or blessed ink using the quill of an angel's feather as the tool to draw and inscribe it, and it must be sealed with the blood of the circle maker.

Power words: *Agu yin Tao-bo yin Kym-nark-mar*

P.P.E.: 120



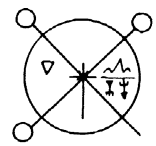
Protection from the Undead

Vampires (all types and in any form), zombies, mummies, maxpaiy shamblers, yema, dybbuk possessed corpses, and all other types of undead cannot enter the circle. Furthermore, characters within the protective circle are +5 to save vs any magic or psionic attacks leveled at them by these creatures, plus they are impervious to the mind control/calling of the vampire, and +5 to save vs horror factor.

Components: A silver cross and a clove of garlic. The circle can be drawn in any substance (holy water, ground or powdered garlic, sawdust and silver are most commonly used to make the circle).

Power words: *Pein yin Erva*

P.P.E.: 70



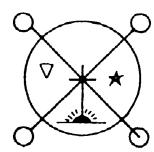
Protection from Witches

Witches and their familiars cannot enter the circle. Characters within the circle are *+6* to save vs magic or psionic attacks cast by the witch and the familiar, and +1 to save against attacks by any other demonic minions at the witchs disposal.

Components: The circle must be made of salt and three iron nails arc driven into the circle's center.

Power words: *Acba Keron yin Pein*

P.P.E.: 70



Protection from Were-beasts

Were-beasts cannot enter the circle. Characters within the circle are +5 to save vs horror factor and any magic or psionic attacks leveled against them by these creatures.

Components: The circle is drawn with silver and sprinkled with holy water.

Power words: *Acba yin Lietalon yin Erva*

P.P.E.: 70

Summoning Circles

The art of circle magic is an ancient, nearly extinct, form of magic. Summoning, in particular, has been abandoned by many because of the need for blood sacrifices and the hazards involved. The most immediate and obvious danger is that summoning circles often create a temporary dimensional portal from which demonic beings are brought into this world. Immediately upon their arrival, there is a battle of wills between the creature(s) and the Summoner. Although circle makers would argue the point, there is no guarantee that the Summoner can control the creatures or forces he/she calls forth. Many a Summoner has met a grisly fate at the hands of the monster he summoned — and many a village has been plagued by nightmarish creatures who have slipped out of the Summoner's control.

How Summoning Circles Work

The Summoner performs a ritual in which a powerful summoning magic is created by means of the magic circle. First the circle and symbols are drawn in whatever medium they must be made. Then the components are added. The entire time, the Circle Master focuses his concentration on creating the circle and drawing upon the magic needed

to activate it (a chant or mantra is usually part of the ceremony and focussing process). When the drawing of the circle is complete and the components are in place, the Summoner must activate the circle with the correct amount of magic energy (P.P.E.) at the moment that he kills a living animal. The blood sacrifice of a living creature is one of the components of this magic and can serve as a symbolic part of the ritual or to help power the circle (the victim's P.P.E. is momentarily doubled at the moment of death and is magically drawn into the circle to empower it). The ambient energy available at a ley line or nexus can also be used to acquire the large amount of P.P.E. needed to activate most summoning circles.

Shortly after the circle has been activated (2D6 melee rounds), the type of creature summoned will appear through the dimensional portal created by the circle. As long as the summoner stays within the protective area of the circle, he should be safe from any attacks by that creature. Like a circle of protection, the specific type of being summoned cannot enter the circle and the Summoner has bonuses to save against its attacks. However, the moment he steps outside the area of protection he becomes vulnerable to attack, unless the being is under his control.

The Battle of Wills

As soon as the being appears, a mental battle of wills is begun. To save versus submission, the summoned being must *roll above the summoner's ME. (Mental Endurance) three out of five tries.* Rolls are made on a 20 sided die and M.E. attribute bonuses and bonuses to save vs mind control are added to the creature's roll to save. The higher the summoner's M.E. the more difficult it is to save. Characters with an M.E. of 20 or higher will usually have an easy time winning the battle of wills when the being is *initially* summoned. However, there are additional tests of dominance in which an extremely high M.E. may not help a great deal. **Note:** A natural, unmodified roll of 20 will always be a winning roll even if the Summoner has an M.E. of 20 or higher. If it fails to save, it will be totally subservient to the Summoner, obeying all commands except to reveal its true name or to commit suicide.

If the creature does not become subservient, it will be agitated and hostile and must be sent back before it tries to attack or flee into the world. Many times, sending the vile thing back from whence it came is a simple matter and done whether the creature agrees to it or not. However, there is always a 1-30% chance that the strong willed creature can resist being sent back and remains. If it refuses to return, it usually does so in anger, snarling and insulting the Summoner in hopes of luring him from the protective circle and into its clutches. In some cases, the monster will promise to return in trade for gold, a magic item, a blood sacrifice, the Summoner's true name (always a bad thing to agree to) or being allowed to hurt the Summoner (bite, claw, stab, torture him), or watch the Summoner hurt or mutilate himself (amputate a finger, ear, slice or impale a part of his body, etc.); remember these are usually evil demons, devils and other malignant forces of evil. **Note:** The magic of the circle is such that the creature is magically bound to any promise it makes with the mage, and cannot break its word.

If the Summoner refuses such a generous offer, the creature is likely to *threaten* all sorts of things, like ransacking and vandalizing the mage's lair or home, destroying or stealing something of value, killing an assistant or friend, ravaging the local community (beat and kill villagers, slaughter livestock, set fire to homes and crops, etc., plus identify the Summoner as the reason for its actions), and so on. Whether the creature lives up to its threats will depend on the circumstances, how angry the monster really is, and whether or not it really wants to be sent home (ultimately, reactions and motivations of the creature are left to the Game Master). If the being is just looking for some fun, he may be "yanking the Summoner's chain," and agree to be sent back after a period of time in which the Summoner does not respond to its threats, lies, and smashing of things in the immediate area. Likewise, the creature may get frustrated and give up extracting any vengeance and agree to be sent back. However, some malevolent forces mean what they say and will follow through on their threats unless tricked, forced to do otherwise or slain. Others will welcome the opportunity to prey upon an unsuspecting world and will attempt to make a hasty escape, never to be seen again. While still others will try to escape, work their mischief in the world, but come back at a later date to extract revenge on the Summoner. The more conniving and intelligent supernatural beings may suggest an alliance or partnership with the Summoner, but these arrangements are extremely dangerous because the creature will make no promises and is under no magical restraint or obligation to live up to its part of the deal. Many a Summoner has fallen victim to a demonic partner who betrays him days, months or years later (or who has been playing him for a dupe or a pawn from the very beginning).

Note: Summoned creatures that win the battle of wills are free to stay in the world indefinitely and are not subject to the influence of the Circle Master who summoned them. For this reason, the Summoner often performs his summonings in a dungeon, locked basement or desolate area away from his lair, friends and belongings (sometimes far from civilization). Likewise, there are often other means in which the mage can influence or destroy beings out of his control. This can include being in a dungeon or basement with only one exit sealed with a strong door, lock and magic (wards, magic seal, etc.), as well as other circles, wards (made by a Diabolist), magic talisman, magic weapons and even an armed force of warriors or other superhuman slaves or minions.

Also note that should the Summoner step out of the summoning circle, the creature can instantly attack him, incapacitating and torturing the character, but often leaving him alive to remember his folly. Of course, the mage can attack and defend himself to the best of his abilities (he can also strike from inside the summoning circle where he has magical protection).

Maintaining Control

The longer the summoned creature is around, the more familiar it becomes with its so-called master. As the creature develops a growing understanding of the Summoner, it begins to learn his strengths and weaknesses. This knowledge and familiarity enables the creature to test the limits of its master's control over it and, if lucky, break free of his hold.

All intelligent beings get a cumulative bonus of +1 to save vs submission during an attempt to break the magic and mental bondage of the Summoner.

Lesser beings can try to break free of the submissive control once every month with a bonus of +1. However, if the creature is submissive for months, biding its time, the +1 bonus per month is cumulative up to a total of +10! Each act of breaking free of the magic bonds of slavery is mentally and emotionally debilitating, so each failure is demoralizing and breaks the creature's spirit. This means after every attempt to break free of the Summoner, the character uses up all its bonuses and must start from scratch. For example, if a demon has been submissive for three months, he is +3 to break the magic charm that makes him submissive and obedient to his human, Summoner master. He tries to exert his will, forcing a new battle of wills — same procedure as the first time. The demon fails, is probably punished, and he loses his +3 bonus. After another full month has passed, he is +1 to save. After the second month, +2 He tries again, fails and is punished. Again his +2 bonus is lost and he must wait another full month to get a +1 bonus. **Note:** Lesser creatures can try to break the Summoner's hold over it as often as 1D4+1 for every two M.E. points. Thus, a character with an M.E. of 10 gets five plus 1D4 attempts. After that point the character's will is broken and he won't even consider trying again except under the most extreme circumstances.

Greater beings can try to break free of the submissive control once every two weeks with a bonus of +1 (or +2 per month). However, if the creature is submissive for months, the bonuses will be cumulative up to a total of +14! **Note:** Greater creatures can try to break the Summoner's hold as often as once every two weeks as many times as 1D4+1 for every M.E. point. Thus, a character with an M.E. of 10 gets ten plus 1D4 attempts. After that point the character's will is broken and he's

SUMMONER AND BAAL-ROG DEMON

not likely to consider trying again except under the most extreme circumstances or if provoked beyond restraint.

There are other factors which can break the Summoner's control. The submissive being may roll to break free of his/her master's control *each time* one of these situations occur, even if it is in the same day. As always, the character must roll *over* the Summoner's M.E. attribute number three times out of five tries to win this renewed battle of wills.

- The Summoner is unreasonably cruel; beats, tortures or unjustly punishes his slave; +1 to save/ break control.
- The Summoner humiliates or makes the being *extremely* angry; +2 to save.
- The Summoner uses deadly force against the character or the character believes he is going to kill him; +8 to save.
- The command is repugnant; +2 to save.
- The command is extremely repugnant or strictly contrary to the being's alignment, morals or code of honor; +6 to save.
- The submissive character is commanded to kill a loved one (friend or family); +10 to save.
- Commanded to commit suicide; +16 to save.

Note: In the last three instances, the Game Master *might* allow the character to struggle to break free when the command is first given and again when the command is just about to be executed. These bonuses are NOT accumulative and are only momentary pluses instilled by the heat of emotion at that moment. If the attempt to break free of the Summoner's control is successful, that being will have instantly regained his/her/its free will and can do as it may. If the particular attempt fails, the being must obey the command.

What happens if a creature breaks free of the summoner's control? Good question. That will depend on the circumstances, the characters, relationship between the summoned creature and its one-time master, and the player or G.M. playing him. Once free of the Summoner's control, the being can act according to its own desires. In many instances, evil or demonic creatures often maim, torture, enslave or kill the fool who dared to enslave it. In others, the being may demand payment (reasonable or not) for past services rendered, and depart. In rare cases, the being will stay of its own free will. This is true if it is enjoying its work for the Summoner, has developed a like or respect for its master, or when it can further its own goals. **Note:** Elementals will automatically leave, attacking only if another elemental is hurt or enslaved. Remember, the Summoner may have other magically enslaved minions and/or loyal comrades, friends, or servants to help defend him and his possessions (consequently, many ex-slaves let bygones be bygones and flee).

Subservient Creatures

Summoned creatures who fail the battle of wills are placed under a magic charm that places the being under the Summoner's control. These beings cannot personally raise their hand against the Summoner unless they regain their free will, and even then, it's safer to make a hasty escape rather than confront the Circle Master. Exactly how the Summoner treats his chattel will depend on the disposition and alignment of the mage and the slave. Some characters will treat their minions fairly and even express some modicum of respect and kindness toward them. Others physically, emotionally and magically abuse their slaves, believing that it is only fear and brute strength that their minions respect, or that one must break the beast's spirit to ensure its loyalty. In many cases, such foul tactics work to make the creature too frightened to consider betraying or harming its master. On the other hand, many seethe with hatred and long for the opportunity to extract their revenge.

How well the enslaved creatures follow orders can be tricky. *Elementals* have great difficulty comprehending our world, let alone a complicated message. This lack of comprehension means they follow orders to the letter. For Example: In one of my games, a fellow commanded his fire elemental to "get that man!" pointing to a villain fleeing into a building. Well, the elemental obeyed by running into the wood building, setting it ablaze. The villain ran out the back door and into the next building. The fire elemental, obeying its order, pursued. Noise and distance made it impossible for the Summoner to retract or amend his command. By the time the mage managed to catch up with his elemental, several buildings were ablaze, dozens of innocent people were injured, and the villain was burnt to a cinder in the elemental's hands (which was also not the player's intention). The elemental stood in the middle of a burning building awaiting its next command, totally oblivious to the destruction and trouble it caused. Remember, the command was "Get that man," it wasn't told to bring him back, so when it finally "got" him, its stood there (frying the poor guy), waiting for its master's next command. The buildings, the injured people, its captive being burnt alive, and the destruction had no meaning to it. None of its actions were belligerent or of evil intent. It was simply obeying orders the best it could.

Demons, deevils and most supernatural beings, on the other hand, are malevolent, and will *intentionally* twist a command to cause trouble, endanger the Summoner, murder, and to have cruel fun at the expense of others. It is wise to keep commands relatively simple, with restrictions as to conduct. Be warned, the more elaborate the command, the more likely the evil being can find something to twist. For Example: In another game, a Summoner told his Laesae demon to, "Go to the palace and steal the pendant," a detailed description and likely locations were provided. He went on to say, "Don't let anyone see you and try not to kill anybody. Just get in and bring it back as quickly as possible." Sounds like a pretty good command, doesn't it? Simple, to the point, and well worded. However, the demon hated being enslaved by a sniveling mortal and was able to mess things up good. The Summoner said "Don't let anyone see you," meaning sneak in and out and nobody will know what happened. Well, the Laesae dutifully turned invisible, so nobody could see him, snuck in, stole the pendant, didn't kill or harm a soul, but did run by the King's chamber to proclaim in a loud, menacing voice: "The pendant (of so and so) has been reclaimed by its true owner! Know that any fool who dares to oppose my master (name given) will suffer the wrath of (name given again) and the (name the player group was traveling by)." The Summoner couldn't figure out how the King found out he was responsible, and he and the group had to avoid the King's tracking parties and assassins for weeks to come.

An example of a demon's cruel sense of *humor* occurred in an adventure where a cocky, second level summoner called forth a Shedim demon. Dripping with arrogance, he had the demon perform a couple of simple chores without difficulty. The demon recognized the mage to be a total "nerd" and showed that he would follow orders *exactly* as worded. A little later, the Summoner told the demon to follow him as he boldly kicked in an unknown door and was attacked by a half dozen female orcs, and kobolds. "Deevil, destroy them!" he screamed. "Oh dear. My poor master," said the Shedim demon, leaning, to relaxed against the door. "How will you escape?" "Deevil, I command you to slay these orcs and kobolds!" bellows the Summoner. Looking around with a big grin, the Shedim *demon* said, "My, deevils can be so unreliable. I hate them." Beaten, stripped of his armor and strapped to a torture table, the Summoner screamed "DEEVIL, I am your master. Strike them dead and fear me! You must obey me!" The demon continued his little monologue about the unreliability of deevils, interjecting comments about the methods of torture that were being prepared for the Summoner. The problem, as you may have already deduced, is that the player had his Summoner character keep shouting "deevil this" and "deevil that." Well, the creature he summoned was a *DEMON, not a deevil.* Consequently, the demon ignored the commands because they were *apparently* directed toward a *deevil* and not him, a shedim "demon." Fortunately, the player, with 80 percent of his hit points gone, realized his error and correctly commanded his demon to slay his torturers and free him, which the shedim did with amazing ease. When chastised about not helping sooner, the demon moaned in an obviously mocking

tone, "Oh, I'm so terribly sorry master. I thought you had another servant who you were calling upon. I had no idea you meant me." Right.

Control limits: The number of beings that can be placed under the Summoner's absolute control is limited by the experience level of the circle maker. One lesser creature per every two levels of experience and one greater being for every four levels of experience or two lesser beings. Here's a clear breakdown:

First Level: NO creatures can be controlled. The character is limited to protection circles and power circles (if any are known).

Second Level: *One lesser creature* can be summoned and controlled.

Third Level: Still limited to one lesser creature.

Fourth Level: Two *lesser* creatures can be controlled, or one *greater* being.

Fifth Level: Same as fourth, two lesser or one greater.

Sixth Level: The Summoner is both experienced and powerful enough to control three lesser creatures, or one greater being *and* one lesser creature.

Seventh Level: Same as sixth level.

Eighth Level: As many as four lesser creatures, or one greater and two lesser, or two greater beings (no lesser).

Ninth Level: Same as eighth level.

Tenth Level: Five lesser beings, or one greater and three lesser, or two greater and one lesser beings.

Eleventh Level: Same as tenth level.

Twelfth Level: Six lesser creatures, or one greater and four lesser, or two greater and two lesser, or three greater beings, can be controlled simultaneously.

Thirteenth Level: Same as twelfth level.

Fourteenth Level: Seven lesser creatures, or one greater and five lesser beings, or two greater and three lesser or three greater and one lesser creature, and so on.

Notes: 1. The Summoner can summon a specific *type* of deevil, demon, faerie, etc., by inscribing the name of the type in the circle (i.e. a "baal-rog" rather than a general "greater demon" or "puck" rather than a general call to all faerie folk). The likelihood of summoning the specific type is 1-60% (roll percentile). If the exact type desired isn't acquired, what the character gets is up to the G.M.'s discretion, although it will fall into the general type. For example, a Summoner character tries to summon a Demon Locust, but rolls a 72 (failure), so instead he gets a tiny little Laesae insect-like demon.

2. The Summoner can use a summoning circle to summon a lesser or greater creature at any time regardless of his experience level. However, if he is too low level to control the beast or already controls the maximum number of creatures possible for his level, the new creature summoned will not be under his/her control — *NO* battle of wills is possible! This is where circles of protection come in handy, enabling the Summoner to seek refuge from *things* he cannot control. To get this free-willed being to work for him, the mage will have to make a special arrangement, trade, payment or offer his own service to the monster. In such cases, there is a 1-50% chance that the summoned creature will remain in our world indefinitely! Whether or not it seeks revenge upon the Summoner, leaves the area without incident or decides to work with him, will depend on how the mage treats it, what he has to offer, and the disposition of the monster (Game Master's discretion).

3. The Summoner can try to summon the exact same creature repeatedly, but only if he knows its *true name.*

Releasing circle slaves without danger of attack

When the summoned slave has outlived its usefulness, has proven to be too much trouble, or the Summoner wants to replace it with a different creature, he must release it from his control and send it back to whatever place it came from. The smartest thing a Summoner can do is to use his enslaved being for a brief period of time, perhaps a few months maximum, and release it. This way it never builds up many bonuses to challenge his will. The longer it is kept, the more likely it is to break free and extract revenge.

To safely send a creature away or back to its own dimension, the Summoner must make the appropriate circle of protection around him and then command it to leave, saying something like, "Return to your home and be free of my will." At that moment the being is free and the dimensional portal that brought it to him magically appears. Whether the creature actually goes home or not is the problem. 1-70% will leave immediately, never to return, even if it has been treated badly. The others may challenge the Summoner to combat, strike at him from the shadows or simply leave the area, but stay in the world while it explores other avenues of adventure and mischief.

While the freed creature is present, the Summoner cannot leave the circle of protection without fear of being attacked. For this reason, a mage often has powerful friends, assistants, or magic to kill or drive his one-time slave away. The remaining 20% will pretend to leave, but return to maim, kill or plague the Summoner until it is killed, summoned again or leaves of its own accord.

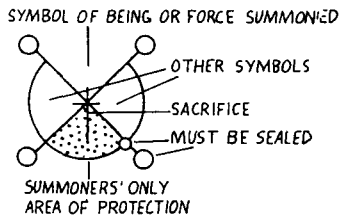
The absolute safest, sure-fire way to release an intelligent being, especially demons and deevils, is to make a *deal* with them when they are first summoned, even if the Circle Master wins the battle of wills. Such initial promises are binding on the creature and most will accept short periods of servitude (a few weeks or months), or one specific job, with little resistance, particularly if it's something the creature will enjoy or if he's receiving some sort of payment/reward. In this way, the being becomes a willing slave and, as long as the summoner lives up to his end of the deal, will leave without trouble when asked (and paid). Lesser demons and deevils are most likely to accept such arrangements. Greater ones and lords, who are powerful, cruel and maniacal, are much more resistant to deals with lowly mortals, unless the pay-off is big. Furthermore, payment for such a deal is likely to be in *blood* rather than gold. A typical arrangement might call for the sacrifice/murder of an innocent person or numerous people, the destruction of an enemy, making hundreds or thousands of people tremble in pain or fear, or the monster may want a piece of the summoner. As grisly as this may sound, demons and deevils often request (and usually eat) a part of the Summoner, such as a finger, hand, toe, ear, eye, etc. Some will settle for breaking or mangling a limb, such as a hand, arm, foot or leg. To make such a heinous agreement, a person must be desperate, obsessed, evil or insane; many Summoners bear the scars from their deals with dark forces. This is another example of why most people fear the Summoner, for a person who has little regard for his own welfare is likely to have no regard for others.

If the Summoner is killed, the creatures under his control are instantly free to do as they please. They will not obey any of the Summoner's servants or associates, and they are not obligated to complete the last command of their master. Many will loot the home and even the body of their dead master before returning to their own dimension. Returning home requires the power of dimensional teleportation — an ability possessed by all greater supernatural beings and demon lords. Those without such an ability must find another way home or make do with life on the Palladium World, which is acceptable to most. Elementals will always leave immediately.

A Note About Summoned Creatures: Remember, any being summoned is limited by its natural physical, mental, magical and learned abilities. The creature cannot do something that it has no skill or capability of doing. For example, a human can't perform a skill he doesn't know or lift a weight beyond his P.S. limit. A wolf cannot travel as fast as a horse at full gallop for more than a few minutes (they run at great speeds in bursts; its best prolonged running speed is around 12 mph/19 km). Likewise, while a Summoner can command his animal, mortal or demon slave to stay awake and stand guard all night, there is no guarantee it can do so. The poor creature will try to do as it's told, but he may fall asleep from exhaustion no matter what (normal limitations of that creature; G.M discretion — use common sense).

Summoning Circle Descriptions

Requirements, Effects, & Notes Regarding Summoning Circles:



Basic Protection: Same as protection circles: beings which the circle protects against are magically held at bay and cannot enter the circle unless they make a successful saving throw (16 or higher). However, they can attack from a distance outside the perimeter of the circle with range weapons, magic or psionics. Unlike the protection circle, the area of protection in a circle of summoning is limited to a 25% pie slice section of the circle at the bottom.

Further Circle Protection: The type of being summoned is held outside a magic circle, but may try to save vs circle magic to break the magic barrier and attack the Summoner inside the circle. All rolls to save, conditions, penalties and damage are the same as the protection circle. This is in addition to any damage the occupant(s) of the circle may inflict!

Saving Throws vs Circle Magic: Same as the *protection circle.* Mystic circles are created via ceremonial magic, thus the base save vs circle magic is 16. A Summoner gets +1 circle strength at levels seven and fourteen. Most lesser demons, deevils and animals won't even try to enter a circle, but most greater beings will — and frequently succeed.

Attacking from within a Summoning Circle: The Summoner and/or other occupants of the circle are free to use long-range weapons, throw things, or cast magic or psionics from inside the circle at those outside it without penalty.

Time Requirements: It typically takes 30 to 60 minutes to create and activate a *summoning circle,* unless otherwise noted.

Range: The typical summoning circle has a 20 mile (32 km) radius of summoning or magically plucks a creature from another place or dimension and brings it to the Summoner via a dimensional portal! Magic protection applies only to those within the circle's small area of safety (see diagram).

The Summoning Portal: A dimensional portal appears a few feet in front of the circle where the creature(s) being summoned appears. The portal disappears after the creature(s) steps through it, and reappears when the Summoner is ready to send the creature(s) back to where it came from, unless it resists being sent back or it won the battle of wills. In the latter case, the being can only be sent back to its native world via the summoning circle only if it agrees to let the mage do so.

Duration: Permanent until destroyed or deactivated by the circle maker. Once activated, the magic circle remains functioning indefinitely; all components are magically kept fresh. This means anybody who knows how, can enter the circle and use it, unless it's "sealed."

To use an active circle of any kind, the user must know the power words and pump in five P.P.E. points. These simple requirements mean even a person without magic knowledge can use an active circle provided he or she has proper instructions and five P.P.E. points available to him/her. The desire to use the circle is enough to focus and allow the release of the P.P.E. Note: Most summoning circles (90%) are sealed to prevent their use by others.

Components: Each description will indicate the components necessary to draw the circle with and those needed to be placed inside the circle. Metals needed to draw the circle can be melted and used as a liquid or ground into powder/dust and sprinkled or combined with a binding agent (same as the Diabolist). Gemstones should be of a good quality, but don't have to be the biggest or best; gem chips or stones of terrible quality are not acceptable. See the circle diagrams for exact circle designs, symbols needed and placement of components.

Deactivation of Summoning Circles: The circle maker can deliberately deactivate a perfectly good, undamaged circle by willingly expending *half* the P.P.E. it took to make it. Removing one or more key components will effectively shut the circle off, but replacing the component and placing 60 P.P.E. points into it will reactivate the circle. Removing the components and washing or scraping away 50% or more of the circle pattern will destroy it.

P.P.E. & Circle Activation: Unless otherwise noted, a *summoning* circle costs 100 P.P.E. to create and requires a blood sacrifice. Once created, the circle remains activated until it is destroyed. Anybody not restricted by the nature of the circle itself can enter it at any time to enjoy its protection, unless it is "sealed."

Blood Sacrifice: All summoning circles require a blood sacrifice in order to activate it, even if the mage has more than enough P.P.E. on his own. This is the foul nature of summoning magic. Sacrifices are made at the center of the circle.

Sealed Circles: Same as protection circles. Most summoning circles (90%) are sealed to prevent their use by others and to prevent enemies from entering the circle.

Using more than one circle simultaneously is impossible unless they are connected with the *power matrix* (see circles of power).

What kind of beings can be summoned: There are two categories of creatures the Circle Master can summon: lesser and greater beings.

Lesser beings include insects, animals and all mortal beings, such as humans, elves, orcs, goblins, giants, wolfen, etc.; as well as lesser demons and deevils, sub-demons like gargoyles, minor/lesser elementals, ghosts, spirits and faerie folk.

Greater creatures include all greater deevils and demons, Gargoyle Lords, Gargoyle Mages, Lizard Mages, scarecrow, sphinx, sivan, waternix, Za, undead (vampires), major elementals, sea serpents, and angels.

Creatures which cannot *usually* be summoned include dragons, demon and deevil Lords, godlings, demi-gods, gods and alien intelligences. The Circle Master can *try* to summon any of them, but they will appear only if they *want to* and there is *NO* battle of wills; they are free to do as they please, so watch out!

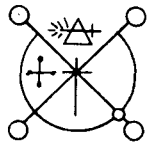
The number of creatures summoned: Unless stated otherwise, only *one* being is summoned per summoning.

True Names: In the Palladium World, words have power. Thus, a character's true name (the name given to him by his parents or guardians) has great significance and magical power. Knowing a character's "true name" allows others to use a variety of magic against (rarely for) that person, including wards, circles and rituals.

As a result, most characters have a public name which most people know them by and a *secret* "true name." Names of notoriety can be titles, Lord James, Erick the Destroyer, Martin the Black, Butcher MacKree, Mickey High Pockets, Zandar, and so on. Frequently, all or part of the name is really a nickname, so the entire "true name" remains unknown. Some may even adopt a normal sounding name like Adam Detroit or Detroit Adam with part of the name really being the name of the city, village, or neighborhood that the character grew up in, or a place or name he's always liked.

Some gods, dragons, supernatural beings, Diabolists, and Summoners may require a character to reveal or swear on his true name (requiring the character to reveal it) in order to get their assistance, make a deal/pacts or use a particular magic. Note: A true name cannot be revealed through psionic probes, except by mind bond.

Note: All characters inside a summoning circle are magically able to communicate with the creature(s) that has been summoned.



Summon Angels

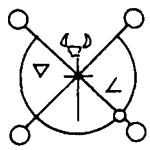
Angels, Spirits of Light, Wing Tips and Ki-lin can be summoned with this magic circle. While the Summoner remains in the protected area of the circle, he is +6 to save against any magic or psionic attacks leveled against him by these beings.

Components: Drawn with gold and requires the sacrifice of a live butterfly (a moth cannot be substituted).

Power Words: *Acba yin Tao-bo*

P.P.E.: 150

Range: Dimensional portal.



Summon Animal

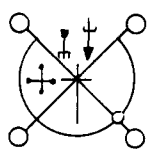
Any kind of animal can be summoned with this magic circle. While the Summoner remains in the protected are of the circle, he is safe from even the most aggressive beast (the animal will not attack). Wild predatory animals are -2 to save vs the battle of wills and domesticated animals and non-predators are -4 to save.

Components: Drawn in the blood of the animal desired and requires the sacrifice of any living animal, from a mouse to an elephant.

Power Words: *Acba yin Acba yin Agu*

P.P.E.: 60 to summon an animal from the surrounding area or 100 to dimensionally "pop" one in from another land.

Range: 20 mile (32 km) radius or dimensional portal.



Summon Lesser Demon or Deevil

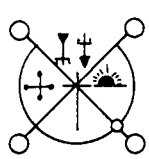
All lesser supernatural creatures known to be members of the Deevil and Demon pantheon/family (beings from the plane of Hel and Hades) as well as the Dar'ota, Dimensional Ghoul and Malignous can be summoned via this magic circle. As long as the Summoner stays in the area of protection, he is +6 to save against any magic or psionic attacks leveled at him by these beings.

Components: Drawn in the blood of a goat and requires the sacrifice of a goat or sheep.

Power Words: *Pein yin keron*

P.P.E.: 100

Range: Dimensional portal.



Summon Greater Demon or Deevil

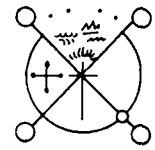
All greater members of the Deevil and Demon pantheon/family (beings from the plane of Hel and Hades), can be summoned via this magic circle. As long as the Summoner stays in the area of protection, he is +4 to save against any magic or psionic attacks leveled at him by these beings.

Components: Drawn in the blood of doves and requires the sacrifice of three doves.

Power Words: Xy *yin Pein yin keron*

P.P.E.: 250

Range: Dimensional portal.



Summon True Elementals

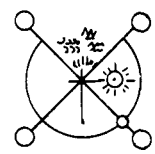
All supernatural creatures known to be elementals are summoned by this magic circle. As long as the Summoner stays in the are of protection, he is +3 to save vs elemental magic or psionic attacks leveled at him by elemental beings.

Components: The circle must be drawn with charcoal and requires the following components: an emerald, onyx, ruby and a sapphire (symbolizing the four elements). The sacrifice is that of fruit, cut in half with a sword or smashed.

Power Words: *Acba yin Lo-kum*

P.P.E.: 100

Note: Creatures of Light, also known as angels, cannot be summoned with this circle.



Summon Elemental Forces

This incredible circle summons elemental forces equal to the following wizard and warlock spells but with double the radius of affect and duration (per level of experience).

They include: change wind direction, northwind, call lightning, ball lightning, fire ball, cloud of ash, extinguish fire, darkness, darken the sky, calm storm, calm waters, whirl pool, circle of rain, rain dance, create fog, summon fog, summon rain, summon storm, sand storm, snow storm, tornado, rainbow, atmosphere manipulation, drought, and earthquake.

Each spell is equal the level of the circle maker. *ONE* elemental magic can be cast every minute (4 melee rounds). Several long-lasting elemental spells can be in effect at the same time as others as long as they don't contradict each other (i.e. rain storm and drought). As many as one elemental force per level of the circle maker can co-exist with others. Immediate spells like fire ball and call lightning, which only exist for a moment, require one available slot to be cast. This circle is ideal for use outdoors against large groups, armies and villages.

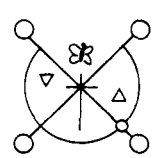
Characters within the area of the circle's protection are +3 to save vs all elemental magic, and those who fail to save suffer half damage and the magical duration and effects are half as potent. Plus they are impervious to the elemental forces summoned by the circle.

Components: The circle must be drawn in iron dust (can be combined with an adhesive), and emeralds, onyx, topaz, and sapphire are the key components. A hawk must be sacrificed.

Power Words: *Ya-ahk-Met*

P.P.E.: 150

Range: 20 miles (32 km) maximum radius.



Summon Faerie Folk

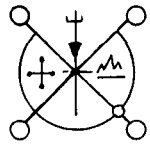
All creatures of magic known to be members of the Faerie race (collectively known as Faerie Folk) can be summoned via this magic circle. This includes the goblin, faerie, brownie, leprechaun, bogie, puck, spriggan, nymph, kinnie ger, and kelpie, among others! Characters within the area of the circle's protection are +4 to save against any magic or psionic attacks leveled at them by faerie folk.

Components: Drawn in flower petals or honey and requires the sacrifice of a lamb.

Power Words: *Acba yin Lictalon*

P.P.E.: 100

Range: 20 mile (32 km) radius or via dimensional portal.



Summon Gargoyles & Sub-Demons

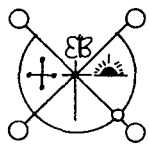
All creatures of magic known to be members of the Gargoyle race, as well as other sub-demons, including bug bears, boogiemen, Brodkil, and worms of Taut. Characters within the area of the circle's protection are +4 to save against any magic or psionic attacks leveled at them by these beings.

Components: The circle must be drawn with or in mud and requires the sacrifice of a lizard.

Power Words: *Pein yin Ariel-Rapere-Kyn*

P.P.E.: 100

Range: 20 mile (32 km) radius or via dimensional portal.



Summon Ghosts & Entities

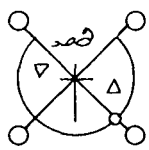
All types of ghosts, entities, ghost-like spirits of nature like the Will-o-the-wisp, nymphs, and similar beings can be summoned with this magic circle. Unlike the protection circle, it does not include astral beings, energy beings or the fragmented essences of supernatural/alien intelligences (see *summon spirits)!* Characters within the protective area of the circle are 44 to save against any magic or psionic attacks leveled at them by such beings.

Components: The circle must be drawn in owl's blood and two toads must be sacrificed.

Power Words: *Agu yin Netosa*

P.P.E.: 100

Range: Dimensional portal.



Summon Insects

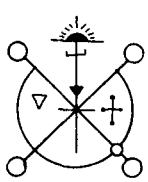
This magic circle can be used to summon ordinary insects and arachnids (1D4x10 small insects, or 1D6 giant insects, per level of experience; poisonous or not), including bees, wasps, gnats, beetles, flies, ants, spiders, scorpions and so on. The insects are directed and attack en masse. They can only follow simple commands and instructions. This magic does not work on sentient insect beings or supernatural insect beings like the demon locust or laesae demon.

Components: The circle must be drawn with the mangled bodies of the general type of insect desired. A giant cave or timber spider must be sacrificed.

Power Words: *Yablik Yin Acba*

P.P.E.: 50 points.

Range: 20 mile (32 km) radius or via dimensional portal.



Summon the Jinn

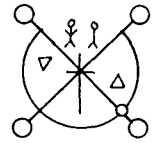
All types of Jinn (greater demons) can be summoned with this magic circle. Characters within the circle's area of protection are +4 to save against any magic or psionic attacks leveled against them by these beings.

Components: The circle must be drawn in a black color of any substance (typically ink, paint or charcoal). Four rats must be sacrificed.

Power Words: *Pein yin Erva*

P.P.E.: 250

Range: Dimensional portal.



Summon Pawn

The pawn circle can be used to summon any mortal humanoid such as humans, elves, wolfen, trolls, etc. Creatures of magic like faerie folk, scarecrows, syvan, and other magical beings are affected. To use this circle, the Summoner must know the *true name* of the person being summoned and inscribe it in the circle, or he must place a lock of the person's hair (or a body part) with a fresh drop of the person's blood (dry blood won't work) in the circle as its components. The pawn circle can be used in a number of different ways.

1. The classic summoning and battle of wills to make a person succumb to the Summoner's and serve him as a slave (player characters are +3 to save).

2. To summon a person to discuss a deal or situation, without any attempt to subvert that one person's will via the circle magic, or to harm him. However, the Summoner may use his words, gold and promises of power or wealth to influence the summoned character to betray a confidence, reveal information, plot against a companion or to strike at an ally (the mage's enemy). When the Summoner decides the conversation is over (no longer than one hour) the character is magically sent back to the exact location from which he was plucked away when summoned. The Summoner may defend himself, but any attacks leveled against the summoned character will automatically send him back from whence he came.

3. To communicate with a subservient minion created through a battle of wills, or a servant or ally who has entrusted the Circle Master with his true name. The Summoner stands in the activated circle, scrawls the character's name in chalk or charcoal (so it can be wiped away later) and begins to talk. The message is similar to the wizard spell of Calling. Only the *pawn* hears his master's words and the message is limited to a short sentence that summons the character to his master or a particular place; i.e. "Bartold, I need you to come to me immediately" or, "Alex, I have need of your skills, meet me at (so and so) at 8:00 pm," and so on. The name of the person or the message will keep repeating itself until the character responds verbally. A simple, "Yes, I'll be there" or, "I understand." will do 'the job and stop the summoning call Likewise, a negative response, like, "I cannot. I'm being followed;" or "I can't make it," or "go to hell!" are also possible and likely to garner a response like, "find a way," or "I said be there. Do not disappoint me." Elaborate details or lengthy conversation is not possible, and the subject must be summoning/calling and a brief answer/response. Even after the brief exchange of words, the pawn will feel inexorably drawn to his master; roll to save vs circle magic to fight the sensation (but be prepared for punishment).

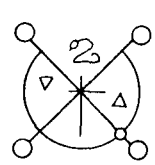
Note that the Summoner does not see his pawn or hear the words and sounds of those around him, nor does he know the character's location. The magic is limited to a simple means of direct communication. Range: 1000 mile (1600 km) radius per level of experience.

Components: The circle must be drawn in silver, requires the person's true name inscribed with chalk or charcoal and the sacrifice of a lamb.

Power Words: *Tarm-Kin-Toe*

P.P.E.: #1 and 2 require 100 P.P.E.; #3 (communication) 50 points.

Range: Dimensional portal or 1000 mile (1600 km) radius per level of experience.



Summon Serpents

This powerful magic circle can be used to summon ordinary snakes (4D6 per level of experience; poisonous or not) or snake and worm-like creatures of magic, including the Worms of Taut, Eye Killers, Serpent

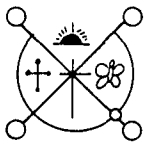
of the Wind (dragon), Kukulcan (dragon), and sea serpents (if near a large body of water). This magic does not work on sentient reptilian or snake-like beings.

Components: The circle must be drawn in the blood or scales of a snake and requires the sacrifice of a poisonous snake.

Power Words: *Ya-blik* for snakes and Worms of Taut, *Ya-blik yin Kym-Nark-Mar* to summon a Serpent of the Wind or Kukulcan.

P.P.E.: 50 points to summon ordinary snakes, 100 P.P.E. for the Worms of Taut, Eye Killers and sea serpents, and 200 P.P.E. to summon the two dragons listed above.

Range: 20 mile (32 km) radius or dimensional portal.



Summon Spirits

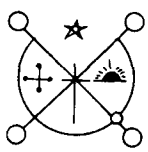
Beings, monsters and travelers from the astral plane (in astral form), beings from the Dreamstream™, energy beings and the fragmented essences of supernatural/alien intelligences can be summoned with this circle. Characters within the protective area of the circle are +3 to save against any magic or psionic attacks leveled at them by such beings.

Components: The circle must be drawn in lamb's blood, have a dead butterfly (wings will do) placed on the magic symbol of the butterfly and a ram must be sacrificed.

Power Words: *Agu yin Erva*

P.P.E.: 200

Range: Dimensional portal.



Summon the Undead

Vampires of all types and in any form, a dybbuk possessed corpse, and all other types of undead can be summoned, excluding undead *servants* like zombies, mummies, maxpary shamblers, and yema (their will is not their own). There is always a 1-20% chance of inadvertently summoning a fragmented essence of a vampire intelligence whether it is desired or not.

Characters within the protected area of the circle are +4 to save vs any magic or psionic attacks leveled at them by these creatures, plus they are impervious to the mind control/calling of the vampire, and +4 to save vs horror factor.

Components: A silver cross and a clove of garlic. The circle can be drawn in any substance (holy water, ground or powdered garlic, sawdust and silver are most commonly used to make the circle).

Power Words: *Netosa yin Erva*

P.P.E.: 100

Range: Dimensional portal.

Circles of Power

Circles of power are highly coveted by the Summoner because they represent the ultimate in circle knowledge and power. The first level Summoner starts with no circles of power, but does know all protection and summoning circles and knows many stories and legends about power circles. The secrets of power circles must be acquired over time and from others or finding and deciphering circles in the lairs of powerful mages and dragons or dusty ruins. Some Circle Masters drive themselves insane on their quest to find these circles, others barter away their humanity or very soul. The typical high level Summoner (7-15th level) will know at least four or five power circles, but rarely more than ten. Only the oldest and, frequently, most ruthless and driven will learn them all. Truly ancient dragons and supernatural beings (gods and demon lords) may also know 10-18.

Requirements, Effects, & Notes Regarding Power Circles:

There are two general types of power circles; those that affect the character(s) within the circle and those that affect people outside the circle. The visual distinctions between the two are simple: Those that affect people *within* a circle must bear the symbol of *directed power* (drawing force inward) and is an open seal circle. Circles that affect people *outside* the circle must bear the symbol of force (pushing/lashing outward) and is always a *sealed circle.*

Basic Protection: An open circle means anybody can enter the circle without resistance or penalty. Only a circle *sealed* with the Summoner's own blood will hold people and animals at bay. However, if an enemy successfully saves vs circle magic (16+), he can enter the circle and attack unhindered and *without* the penalties or damage inflicted by protection and summoning circles.

Further Circle Protection: Only the power offered by the circle.

Saving Throws vs **Circle Magic:** Same as the *protection circle.*

Attacking from within a Power Circle: Unless the Summoner is required to concentrate on wielding and controlling the power from the circle (which *is* often the case), he can use long-range weapons, throw things, or cast magic or psionics from inside the circle at those outside it without penalty. Note that many power circles allow only one person inside it — the person using its power.

Time Requirements: It typically takes 30 to 60 minutes to create and activate *a power circle;* circles of passion, pain, domination/control, and power each takes 90 to 120 minutes; while the *Power Matrix* takes six hours plus the creation of each individual linked circle.

Size: The circle can be made as large or small as desired, provided the circle maker has enough components to create it.

Range: Varies with each circle, some only affect the circle maker or those inside the circle.

Duration: The circle is permanent until destroyed or deactivated by the circle maker. Once activated, the magic circle remains functioning indefinitely; all components are magically kept fresh. This means anybody who knows how, can enter the circle and use it, unless it is "sealed."

To use an active power circle of any kind, the user must know the power words and pump in 15 P.P.E. points. These simple requirements means even a person without magic knowledge can use an active circle provided he or she has proper instructions and five P.P.E. points available to him/her, but this can be very dangerous.

Components: Each description will indicate the components necessary to draw the circle with and those needed to be placed inside the circle. Metals needed to draw the circle can be melted and used as a liquid or ground into powder/dust and sprinkled or combined with a binding agent (same as the Diabolist). Gemstones should be of a good quality, but don't have to be the biggest or best; gem chips or stones of terrible quality are not acceptable. See the circle diagrams for exact circle designs, symbols needed and placement of components.

Deactivation of Power Circles: The circle maker can deliberately deactivate a perfectly good, undamaged circle by willingly expending *half* the P.P.E. it took to make it. Removing one or more key components will effectively shut the circle off, but replacing the component and placing 100 P.P.E. points into it will reactivate the circle. Removing the components and washing or scraping away 50% or more of the circle pattern will destroy it.

P.P.E. & Circle Activation: Unless otherwise noted, a *power* circle costs 200 P.P.E. to create and may require a blood sacrifice. Once created, the circle remains activated until it is destroyed. Anybody not restricted by the nature of the circle itself can enter it at any time to enjoy its protection, unless it is "sealed."

Blood Sacrifice: Only some power circles *require* a blood sacrifice in order to activate them, however, the high amount of P.P.E. necessary to activate the circle often encourages the Summoner to engage in blood

sacrifices to draw on the increased magic energy released at the moment of death. Sacrifices are made at the top or center of a power circle.

Sealed Circles: Many power circles (70%) are sealed to prevent their use by others and to prevent enemies from entering the circle, but some must be left open in order to be effective.

Using more than one circle simultaneously is impossible unless they are connected with the *Power Matrix.* All three types of circles can be linked together by this rare and super powerful power circle.

All Seeing — Power Circle

Range: Unlimited

Duration: Active as long as the candle burns and all components remain in place. Becomes dormant when the candle burns out or is extinguished

Saving Throw: None

Like a crystal ball, this circle will locate and create a clear visual image of the person it seeks. The Summoner has three ways of magically locating and observing another person.

1. The Summoner can inscribe the character's "true name" in near the symbol of knowledge, or;

2. Place some physical "aspect" of the person being sought, such as a lock of his/her/its hair, fingernail clippings, skin, blood (dry or fresh; can be on a rag or bandage), body part (finger, ear, toe, etc), also near the symbol of knowledge.

3. Sacrifice a friend or relative of the person being sought in a blood sacrifice.

When all is prepared and the circle energized with sufficient P.P.E., the Summoner lights a candle and places it in the pupil of the eye of knowledge. The smoke is unusually thick and creates a smoky haze above the candle (takes one melee round). A moment later, the image of the person sought appears in the haze. The observer in the circle can clearly hear and see everything his target says or encounters. The angle of vision is similar to a video camera at a straight-on side view; it cannot pan or angle around to see other parts of the room/area or to people, objects or areas off camera. The magic image will follow the target person wherever he goes for as long as the user of the circle desires, or until the candle burns out (a long burning candle will last six hours, the average candle about 1-2 hours). Lighting a new candle restores the image within one melee round.

The sound and image can be shut off without turning off the circle by extinguishing the candle. Relighting a candle and placing it in the eye of knowledge will restore the image. Removing the observed person's name, aspect or remains of his slain friend or relative will cause the image to disappear and it cannot be restored until they are put back and 100 P.P.E. points are put into the circle to reactivate it. Likewise, once the effects of the previous target have been removed, a short 10 minute ceremony, 100 P.P.E., and placement of new components or true name for a new target to be observed can be done. As usual, the circle itself remains intact and useable until more than 50% of its image has been removed.

Circle Notes: 1. If the circle is not sealed, or is designed to allow select others to enter, those others can see whatever images the Summoner conjures, and if they know how, can even use the circle themselves.

2. The circle can locate, reveal and track the target of observation even when he is invisible (appears as a semi-transparent image as if made of glass) and in astral form.

3. The circle can also follow the target character into the astral plane, but not other dimensions or backwards or forward in time. The circle can locate anyone, anywhere within the same dimension (the only exception is the astral plane).

4. All events and images are "real time" — seen as it is happening.

5. No indication of distance or precise location is provided, although the words of those being observed and signs in the background may reveal the location, as will landmarks that the observer may recognize.

6. The target of observation can only escape being found by the circle of seeing if he is in a different dimension or if he is in an anti-magic cloud, sanctum, sanctuary, circle of protection from magic (superior) or circle of wonder or power leech. Of course, removing the linking "aspect" components will also prevent the mage from tracking the character, provided he doesn't have access to others.

Components: The circle must be drawn with the juice of a mandrake root, the symbols drawn in the blood of an eagle. A candle of any kind (typically 3 or 6 hour candle) burns in the center of the symbol for the Eye of Knowledge. The initial activation of the circle requires that the ground bones of a dragon (1/2 ounce of dragon dust) be sprinkled into the candle's flame.

Power Words: *Lictalon yin Lictalon-acba*

P.P.E.: 400 to create the circle; 100 P.P.E. to observe a different person (provided components are available) or to reinstate observation after the components were removed.

Animate (and control) Dead — Power Circle

Range: Affects all who bear the symbol of death.

Duration: Active as long as it is occupied by the circle maker; becomes dormant when he leaves.

Saving Throw: None

This is a circle that enables the circle maker to animate and control the dead (corpses, skeletons, etc.) in a way similar to the animate dead spell magic, except that the power circle is much more powerful. The circle will animate ALL dead things on whom the mystic symbol of death has been painted, whether it be a handful or hundreds (can animate as many as 150 per level of experience). The death symbol must be painted in the blood of a freshly killed salamander. All corpses bearing the symbol will rise and follow the commands of the circle maker. **Note:** All commands must be made from within the circle. After stepping beyond the circle, the Summoner has no power over them (thus they will obey only the orders given while the mage was in the circle). He can issue new orders only by returning to the circle (magically transmitted to his dead minions). Maniacal Summoners have been known to raise entire armies of the dead through the power of this circle!

Stats for the Animated Dead:

- The animated dead raised by a circle do not have to remain in the line of vision of the circle maker. They can be sent out, en masse, like an army, or dispatched in a group, pairs or individuals to do whatever the Summoner has commanded (usually used to fight, or capture or destroy).
- All animated dead are robot-like S.D.C. structures. The S.D.C. of a small corpse/skeleton, about 3 or 4 feet (0.9-1.2 m) tall, is 50 points; medium, 5-6 feet (1.5-1.8 m), is 80 S.D.C.; large, 7 to 12 feet (2.1-3.6 m), is 140 S.D.C. and 200 S.D.C. for giant creatures.
- Each of the animated corpses or skeletons has two attacks per melee round, a speed of 7, and will strike at anybody who comes within arms' reach and seems threatening even if their command is not one to fight or destroy. If the command is to fight/kill, the creatures slay every living creature they encounter, including animals. If it is to destray, they kill every living thing they encounter and try to destroy (smash, chop, cut, tear, rend, batter, knock over, etc.) any inanimate objects they stumble upon, including buildings, fences, tents, wagons, statues, clothes, etc. — they will not intentionally use fire to burn a place down, although the stupid things may knock over a lantern or torch.
- They inflict 1D6 points of damage from punches, kicks, bites, claws or tails regardless of size. Weapons in the hands of these creatures inflict normal damage. The stupid animatrons cannot use bow weapons, siege equipment, complex or delicate machinery, scrolls, potions or magic of any kind, unless it is a magic weapon used in its most simple form (mainly to hit things with).

Destroying the animated dead can be difficult. The things must be totally destroyed or they just keep coming. Total destruction means

smashed into tiny pieces, pulverized or burnt to a cinder. Arrows, sling bullets, gun bullets and thrown weapons do half damage. Blunt, chain and magic weapons, damage inflicted by magic spells and smashing attacks do full damage. Fire does double damage! Note that animated dead cannot be stunned or affected by a death blow or critical hit, nor by psionic attacks, charms, mind control, illusions, poison, disease or horror factor.

The only other ways to stop the advancing skeletal horde is to force the Summoner to either call them back or cancel the magic (a simple verbal command to stop, followed by the words *Ya-ahk-met yin Seraph-mytyn,* will negate the magic). Once the magic is *canceled,* the corpses and skeletons cannot be reanimated unless a new circle is created and new symbols of death are painted on each of them with the blood of a salamander. Deactivating the circle or killing the circle maker won't stop the creatures; they will continue to follow the last command(s) of the Summoner as best they can until they are destroyed. However, killing the circle maker inside the power circle to animate the dead will instantly cause the animatrons to stop and fall in a harmless heap of rotting flesh and/or bones.

Components: The circle must be drawn in the blood fluids of a vampire or other undead, and the symbols drawn on the animated dead must be made with the blood of a salamander.

Power Words: *Xy yin Lo-kum yin Netosa yin Erva*

P.P.E.: 200

Command — Power Circle

Range: Can charm/command anybody within a 60 foot (19.3 m) radius of the circle. Once a victim falls under the power of the Summoner he can be given a command and sent away beyond the 60 feet (18.3 m) still under the mage's control.

Duration: Duration of the magic is 1D4 minutes per victim, per level of the circle maker. Only one person can be affected per melee round time, but the circle remains empowered, once activated, until destroyed.

Saving Throw: Standard, unless the circle maker knows the "true name" of his intended victim; in that instance the victim is -4 to save.

By the power of this circle, the Summoner can impose his will upon other living creatures, forcing them to obey his commands. Thankfully, the effects are limited in both duration and range, and cannot be made to make someone commit suicide. However, it can force those under its magic to attack friends, reveal secrets, defend the Summoner and just about anything else.

Components: The circle must be made of lotus petals (either placed or glued on the floor), the mystic symbols are drawn in vegetable oil.

Power Words: *Kym-nark-mar*

P.P.E.: 200

Death — Power Circle

Range: 40 foot (12.2 m) radius or miles.

Duration: 10 melees per level of the circle maker.

Saving Throw: Standard per each attack!

This circle has three types of attacks:

General Damage: Enables the circle maker to inflict 1D4 points of damage per level of experience upon anyone within the circle's 40 foot (12.2 m) radius of influence, as long as the mage is aware of their presence. This attack can be used once per melee round.

Specific Direct Attack: An assault on one specific character inflicting 1D6 points of damage per level of experience of the circle maker. This attack can be made only if the Summoner has direct visual contact (range is line of sight).

Long Range Attack: To strike down a person from miles away, the circle maker must know the target's "true name," have a clipping of his hair or fingernails, and one personal item belonging to the intended victim. These articles are either made into a doll of cloth or wax or attached to a doll effigy of the victim in a small cloth sack. When the circle is activated (300 P.P.E.), the victim's true name is written in a solution of resin and quicksilver and the Summoner is ready to attack. He can stab the doll once per melee round while chanting the power words that activate the circle. If the person is within 500 miles (800 km) of the circle, its magic will locate and strike him down. The character gets the standard saving throw per each attack. A failed roll means 1D6 points of damage (start with physical S.D.C.). A successful save means no damage.

Each attack magically sends the victim a mental image of his attacker chanting in the circle. Thus, the character knows who is attacking him and is likely to have the time to tell somebody in order to avenge his death, help him escape, or even find the perpetrator and stop him before it's too late. Furthermore, because only 1D6 points of damage are inflicted per melee round, the victim may be able to find some way to escape or survive. The circle, protection from magic (lesser) reduces damage by half, while protection from magic (superior), protection from evil, and the wonder and force power circles all prevent the attack (no damage or image). The anti-magic cloud, sanctum, sanctuary, and wards of protection from death and magic also prevent damage. The occasional rune item or charm/talisman from a god may also fend off the attack.

Note: The circle maker will sense each time his victim suffers damage, is slain, or if he escapes, but he does not see the victim or have any idea what he may be doing or how near or far he may be. Although the name of the circle is "death," the Circle Master can stop at any time without actually killing his enemy. Some use the death circle as a warning or threat to one's enemy, to toy with a foe, or as the means to control minions.

Components: The circle must be drawn with the poisonous venom of a snake (color may be added) and the symbols drawn in quicksilver.

Power words: *Tarm-kin-toe yin Tarm-kin-toe*

P.P.E.: 300

Dimensional Rift — Power Circle

Range: Special

Duration: The Rift remains open for one melee round per level of experience and can be closed in an instant at the command of the Summoner. If the circle maker is killed, the dimensional portal remains open for the maximum duration. The circle remains active until destroyed, so the portal can be reopened at any time with the expenditure of only 50 P.P.E. points. Likewise, the circle maker (only) can change the portal to connect to any dimension or world in another dimension that he pleases, provided he knows enough about it to do so.

Saving Throw: None

This circle creates a dimensional gateway to any other dimension. Unlike similar spells, the circle maker does not have to have first hand knowledge of the other world. Rather, all that is needed is a rudimentary knowledge of the other dimensional destination and the proper circle components. Once the circle is activated, a hole is ripped through the fabric of space and time, providing a bridge between two worlds. The Rift appears as a dark, oval shaped opening suspended in mid-air a few feet above the ground. Strange winds often whistle through the gap as well as unusual odors and sounds. The dimensional Rift is a two-way portal which allows creatures from both worlds to come and go as they please. Anybody can be allowed to enter the portal, which is located just outside the circle itself. When combined with a summoning circle linked by a *Power Matrix,* several beings indigenous to that dimension can be summoned to the dimensional Rift (1D6 beings per level of the Summoner's experience). Only magic barriers can temporarily seal it. A permanence ward will keep that one portal open for all eternity.

Components: The circle must bear the true name of its *maker* and the circle itself must be drawn in the blood of the circle maker. The symbols are drawn in the excrement of a deevil or demon, and a still warm dragon's heart must be stabbed three times while the power

words are invoked (cockatrice, basilisk or kukulcan are the most common victims).

Power Words: *Acba yin Lo-kum yin Kym-nark-mar*

P.P.E.: 500

Domination/Control — Power Circle

Range: 40 foot (12.2 m) radius around the circle or a specific person.

Duration: Varies

Saving Throw: Standard

Note: Suicide, or a demand that directly contradicts the character's professed ethics, affords the character with a chance to break the enchantment at +3 to save vs circles. A failed roll means he/she remains under the control of the circle maker and must obey.

There are three types of domination and control.

The first is a general magic that affects everybody within a 40 foot (12.2 m) radius of the circle. All who fail to save vs circle magic will obey simple, basic commands like stop, kneel, go away, surrender, do not resist, and similar. Those who save, while not magically compelled to obey the Summoner, still see the mage as a frightening and dominant personalty. This impression will encourage them to retreat (if possible and without leaving friends behind) and makes them -1 to strike him, -1 on initiative, parry or dodge any attacks delivered by him, and -10% on any skill/action that opposes him.

Second, is the ability of the circle maker to mentally dominate one individual. This power is basically a form of magic possession in which the Summoner sends a fragment of his conscious mind into the body of his victim and seizes control or dominance of his body. He can then mentally control that person like a puppet on a string. The victim is aware that another force controls him, and remembers everything that he is forced to do against his will. However, memories are *not* shared and the victim cannot be made to commit suicide or do something that is completely abhorrent to him. Still, the Summoner can make him fight, run, attack and say things he doesn't want to do. Under this limited possession, the victim's body can perform the same number of attacks, skills and abilities known to the controlling Summoner but must remain in the line of sight of the Summoner who is dominating him.

Meanwhile, the Summoner remains seated or standing in the circle, alert and aware, but intensely focused on controlling his living puppet. During this time, he can split his action between himself and his puppet, but each action by both counts as one of the Summoner's melee attacks/actions. The mage can leave his puppet at any time with but a thought, returning to his own body or "jumping" from one victim to try to dominate another (roll to save vs circle magic — line of sight).

The third use of the circle is to mentally dominate and possess somebody in a more complete way. This time, the Summoner places his own body in a trance and seizes control of another person's body (brought to the circle) without regard to the line of sight limit or range of the circle. This ability allows him to travel hundreds of miles away inside the body of another. The Summoner sees and feels through the eyes and body of his puppet-like body, but although he controls its every move, he feels detached from it, as if piloting a vehicle. The Circle Master still retains his own knowledge, skills, and abilities, but the detached feeling makes him -3 on initiative and -10 on skill performance —the memories and skills of the natural owner of the body are not shared, each remains a separate being, only the Summoner is presently incontrol.

Maximum range is 1000 miles (1600 km), but distance is not so much the concern as the safety of his real body. The number of days the character can safely abandon his own body is two, after which it begins to suffer the ill effects of dehydration and starvation (1D6 damage per day). The maximum number of days the Circle Master can possess the body of another is one day per level of experience. The Summoner can be *forced* out of the body if he accidentally travels beyond 1000 miles (1600 km), is teleported to another dimension or engulfed by an anti-magic cloud. A successful remove curse or magic or psionic exorcism will also force him out of his victim.

The possessed person remembers everything experienced while dominated by the Summoner. A long period of domination (5 days or more) or frequent domination (4 times in a matter of a few months) will cause the victim to develop an intense emotional anxiety toward the circle maker, either hating/seeking his destruction (01-50) or becoming fearful and submissive to him (51-00; and -1 to save vs domination and control). In addition, a weak mental link is established in the case of continuing domination, enabling both victim and master to sense if the other dies.

The circle of domination/control remains active as long as the victim lives and his hair and nail clippings remain in the circle. Only one individual can be controlled in such a manner per circle, thus the circle is completely oriented to that person. A separate circle must exist for each specific person controlled.

Components: Mystic symbol of force; The circle is created from stretched cat's entrails, the symbols are inscribed in gold. The victim's true name and clippings of his hair and nails are placed in a flask or pouch in the center. Note: A general area affect circle of domination requires no names, but once a name is inscribed the circle has influence over that person only.

Power Words: *Pein yin Lictalon*

P.P.E.: 200

Force — Power Circle

Range: Circle area only.

Duration: 15 minutes per level of the circle maker.

Saving Throw: None

This circle creates an impenetrable enclosure of force that encompasses the circle's entire radius (or all circles in a power matrix). The force can sustain an infinite amount of damage and prevents stenches. vapors, mists, clouds, call lightning, fire balls, elementals, ghosts, entities, astral travelers, and similar forces from penetrating it and entering the circle. However, psionic attacks, charms, mesmerism and illusion are a quite effective means of attacking those inside the force field. A dispel magic barriers will temporarily negate the circle of force, but the circle is +3 to save against that spell and will reappear within 1D4 melees.

The circle can be reactivated at any time by the invocation of the power words and an additional 100 P.P.E. points. If the circle of force has been previously activated for its entire duration it cannot be reactivated for a one hour interval.

Components: The circle and its symbols can be drawn in any substance. A white dove must be sacrificed while the power words are recited.

Power words: *Ya-ahk-met yin Ya-ahk-met*

P.P.E.: 200

Healing — Power Circle

Range: Those in the top quarter of the circle area only.

Duration: Effects are permanent; healing properties of the circle last six melees per level of the circle maker per activation.

Saving Throw: None

The mystic energies created by the healing circle automatically heals anyone within it, including the circle maker. Hit points are restored at a rate of 4D6 per melee round, there is no scarring and there is a 15% chance of removing curses (one chance only). It also adds +10% to save vs coma and it adds +3 to save vs poison, disease and insanity.

Components: The circle is drawn in silver and its symbols are drawn with the powdered wings of butterflies.

Power Words: *Acba yin Tao-bo yin Agu*

P.P.E.: 200 points for the initial creation and 75 P.P.E. per activation.

Invisibility — Power Circle

Range: The people and objects within the circle.

Duration: Indefinitely while in the circle, 10 minutes per level of the circle maker once the character(s) leaves the confines of the circle. Same as the Invisibility Simple spell.

Saving Throw: Standard

This circle will turn the circle maker and anyone entering the circle invisible as long as they remain in the circle. Once they leave, they will remain invisible for 10 minutes per level of the circle maker. This is an enchantment placed upon any who enter the circle and as such, the circle cannot be sealed and the invisibility cannot be cancelled at will. The invisible person will remain so until the enchantment wears off. The circle maker (only), when standing in the bottom quarter of the circle, can also see the invisible inside and outside the circle. **Note:** The circle of invisibility remains constantly active until the toad skeleton is removed.

Components: The circle is drawn with the powdered bones of toads and the symbols are made in clear wax. The complete and unbroken skeleton of a toad must also be placed within the circle's radius but turns invisible once the circle is activated. Only the lines of the circle and symbols remain visible, and only the circle maker can see the skeleton.

Power Words: *Acba yin Cherubot-kyn*

P.P.E.: 200

Insanity — Power Circle

Range: Circle radius

Duration: Indefinitely

Saving Throw: Standard

This circle attacks the mental endurance of all who enter or pass over it (maximum range of affect is 20 feet/6 m high). The unfortunates who fall victim to this circle must roll once on the random insanity tables for every minute spent within the circle.

Only those whose true names are inscribed in the circle are unaffected. The circle is permanently active until it is washed away.

Components: The circle is drawn with the mangled bodies of scorpions, the symbols in paint or ink (any type or color). Two live scorpions are tied to a post in the circle's center and kept magically alive indefinitely.

Power Words: *Keron yin Lictalon*

P.P.E.: 300

Knowledge — Power Circle

Range: Circle radius.

Duration: Abilities last indefinitely while the Summoner and/or others allowed in the circle remain in the circle, but lasts 10 minutes per level of the circle maker upon leaving the circle. The circle remains active indefinitely and its magic is called upon every time one of the listed tongues is burnt and 50 P.P.E. is expended.

Saving Throw: None

The circle of knowledge instills a temporary aura around the circle maker and/or anyone allowed in the circle. Burning the tongue of an owl will provide the following enchanted abilities: +10% on all the Summoner's skills, plus literacy in any spoken language known by the character without magic, plus can understand and speak all languages while in the circle.

The burning of a goblin's tongue provides the knowledge and abilities of a sixth level thief (all O.C.C. and rogue skills only; do not select other and secondary skills)!

The burning of a wolfen's tongue provides the knowledge and abilities of a sixth level ranger (all O.C.C. and wilderness skills only; do not select other and secondary skills)!

The burning of a wizard's tongue instills the knowledge of that wizard at sixth level proficiency (G.M., decide what spells are known in addition to basic O.C.C. skills). Remember, this knowledge is not permanent and fades quickly after leaving the circle. Furthermore, a Circle Master won't lower himself to learn any casting spells.

The burning of a dragon's tongue provides the ability and knowledge to understand, speak, read, and write all languages, holistic medicine and know all lores at 10th level proficiency, +20% on all the Summoner's own skills.

Components: The circle is painted in yellow, the symbols in blue with ink or paint. A small brazier sits in the middle with hot coals to bum the tongue. It is the burning of the tongues and the invocation of the power words that activates the magic of the circle.

Power Words: *Lictalon yin Kym-nark-mar-Agu*

P.P.E.: 250 to initially create and 50 P.P.E. each time a tongue is burnt for knowledge.

Pain — Power Circle

Range: Special

Duration: As long as the victim remains in the circle and the Summoner desires to inflict pain. Upon being released from the circle, the mage can continue to inflict pain through the doll effigy for five minutes per level of experience.

Saving Throw: Standard

Only those whose true names are inscribed in the circle are affected by a circle of pain. The circle maker first draws the circle and then fashions a straw or cloth doll (human shape) symbolizing the victim. The hair or nail clippings or a personal article of the intended victim must be tied to the doll. Pins, needles, or nails are then driven through the effigy while the power words are chanted. The victim will receive sharp, stabbing pains corresponding to where the pins are driven into the doll. This circle is devised to inflict pain and suffering, not death (although it can kill). Consequently, only 1D4 points of actual damage is inflicted per melee, but the pain is as if the damage was five times greater. The victim automatically gets to roll to save vs circle magic each melee round. If a successful save is made, there is only a slight twinge of pain and no damage is done.

Components: The circle is drawn with the bodies of mangled spiders, the symbols are painted in black.

Power Words: *Netosa yin Tarm-kin-toe*

P.P.E.: 200

Passion — Power Circle

Range: Special

Duration: Indefinitely as long as inside the circle, or for periods of 10 minutes per level of the circle maker on victims outside the circle.

Saving Throw: Standard

This circle functions in a similar fashion to the circle of pain. It only affects the person whose true name is inscribed in the circle. A small human effigy is made of straw or cloth on which the hair or nail clippings or personal item of the intended victim is attached. The doll is then sprinkled with powdered mistletoe and suspended above a small flame. The circle maker concentrates on the type of passion he hopes to instill in the victim (love, lust, hate, jealousy, anger, etc.), all the while chanting the power words. Maximum range: 100 miles (160 km) per level of experience. Saving throw standard. Those who fail to save will suddenly be engulfed by an irrepressible emotion and are likely to take immediate action in response to it.

Note: The Circle Master has no idea how his victim will react or what he or she is doing, he only inflicts them with the emotions for 10 minutes per level of his experience.

Components: The circle is created with lotus petals, the symbols are painted in blue ink or paint. A small fire and the prepared doll are placed in the center. A goat is sacrificed at the very beginning of the chanting.

Power Words: *Pein yin acba-Seraph-mytyn yin Lictalon*

P.P.E.: 200

Power — Power Circle

Range: Empowers those inside the circle with spell casting abilities; range as per magic spell.

Duration: Indefinitely while the character(s) remains in the circle. Upon leaving the circle, the spell casting abilities remain for one minute per level of the circle maker.

Saving **Throw:** Standard

This circle confers great primal magic power to the people within it. It taps into and focuses magic energy upon the circle area, endowing those within it with unlimited power. The circle area seems to glow and undulate with light and color as if it were a cosmic prism, as the rush of energy envelops the circle's occupants.

The Power: Occupants are +5 on *all* saving throws, natural spell casters get +2 to spell strength (in addition to any other bonuses; spell magic only), bio-regeneration (1D6 points per melee round), and enables them to create/cast the following spells (doing 1D6 points per level of the circle maker): ball of flame, resist fire, wall of fire, and call lightning. As long as the characters stay in the circle, they cast two spells per melee round (the circle provides the P.P.E.). Upon leaving the circle, only one spell can be cast per melee round for a total of one minute per level of the Summoner.

The *circle maker* can also cast those spells plus charm, charismatic aura, weightlessness, mesmerism, animate/control dead (1D6 dead per level of experience), turn dead (2D6 per level of experience), repel animals (1D6 animals per level of experience), tongues, eyes of Thoth, size of the Behemoth, and metamorphosis (self; all). All spells are equivalents to the spell magic of the same title and last the normal duration as per level of the Summoner's experience. As long as the Circle Master remains in the power circle he can cast two spells per melee round (the circle provides the P.P.E.). Upon leaving the circle, he can still cast two spells per melee round, but the power disappears after one minute per level of his experience.

Components: The circle maker must create the circle while wearing a helm fashioned from the skull of a cockatrice or kukulcan (dragons). The dragon helm must be inscribed with the symbol of force. The circle and symbols must be drawn using a bone from an elf, but can be made in any substance.

Power Words: *Xy yin Lo-kum-yin Kym-nark-mark*

P.P.E.: 400 to create and empower for the first time. 100 P.P.E. every time it is used to empower oneself and/or others, thereafter. Only the circle maker and those standing in the quarter of the circle with the symbol of directed power can be instilled with power. The bigger the circle the more people who can be empowered per expenditure of 100 P.P.E. points (typically 2-5 plus the Summoner).

Power Leech — Power Circle

Range: 30 foot (9 m) radius per level of the circle maker.

Duration: The circle is active and in effect only as long as it is occupied by somebody who knows how to use and direct its magic.

Saving Throw: -2 to save vs circle magic.

The power leech drains all mystic energies within its radius of influence. Magic spells (including elemental magic), wards, and other circles are all reduced to half their normal strength, power, and duration. Even the powers and abilities granted to witches and clerics are reduced by half. Thus, a wizard or priest who is 6th level experience will cast spells and perform special magical abilities as if he were only third level! The power leech also absorbs all energy that is directed at it. For example, a lightning bolt or fire ball shot at the circle will be completely absorbed, doing no damage to the circle or its occupants!

Note: Dragons, faerie folk, and other creatures of magic as well as supernatural beings, are also affected in the same way, but if placed (forced) inside the circle, the creature's S.D.C., hit points, bonuses, and combat abilities are also reduced by half!

Components: The mystic symbol of directed power must be inscribed in the circle while a helm fashioned from the skull of a cockatrice or kukulcan is inscribed with the symbol of force. The symbols are painted in brown. The circle is created from the soft mangled bodies of leeches, a light (candle, lantern, fire, etc.) is placed in the center and two live leeches are applied to each arm of the circle maker. Should a leech drop off (a rarity unless it has fed for over an hour; 1-30% chance of dropping off after each hour of feeding on the circle maker's blood), the circle's magic is instantly cancelled and cannot be reactivated for 24 hours.

If a leech is physically *torn* off, there is an implosion that inflicts 2D4x10 points of damage to everybody inside the circle and 1D4x10 to those within the circle's radius of affect. Only the Summoner is unharmed by the bombardment of magic forces. The circle cannot be reactivated for 24 hours. The power leech circle can be reactivated at any time, except under the condition indicated above, as long as the dragon helm is worn and the power words invoked.

Power Words: *Ya-ahk-met yin Lictalon*

P.P.E.: 300

Power Matrix — Power Circle

Range: Special

Duration: The magic is active only as long as it is occupied by somebody who knows how to use its magic.

Saving Throw: None

A power matrix is the only means of linking of 2, 3 or 4 circles and enabling the circle maker/user to draw upon the powers and abilities of *each* without physically stepping out of one and into the other. As long as each circle is composed of the correct components and appropriate power words for each have been invoked, the circle maker can manipulate them *all* while standing in the power matrix core circle. It can be reactivated at any time by invoking the power words and expending 100 P.P.E. points.

Components: Mystic symbol of unbridled power is the linking symbol and focus of the power matrix, with the symbols of dimensions, forces, unbridled power, knowledge, mystic knowledge, and magic/infinity inscribed in each point of the star-shaped symbol. All symbols must be drawn in real gold. The dragon helm must also be worn and the circle maker must paint the eleven power words of forces on his skin (painted in any substance).

Power Words: *Acba yin Xy yin Xy yin Ya-ahk-met yin Lo-kum*

P.P.E.: 500 to initially create and use; 100 P.P.E. to reactivate the connecting power and energize all connecting circles.

Note: Destroying any one connecting circle only eliminates that circle from the matrix, at least until it can be recreated. Destroying the power matrix disconnects the other circles, but they can still be used individually.

Teleport — Power Circle

Range: Circle area/distance of 1800 miles.

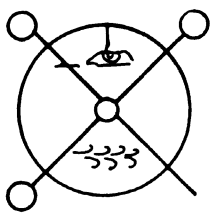
Duration: Instant transportation.

Saving Throw: None

This circle will teleport its occupants to any location within its range. The destination is inscribed in chalk, the power words invoked and the wings of a faerie burnt (takes one melee round/15 seconds) — and poof, everyone in the circle is teleported to the place written in chalk. A new location can be indicated by rubbing out the old destination and writing the new one. This is also one of the few circles that can be used by someone who did not create the circle and does not require additional P.P.E. to evoke its magic, only the burning of faerie wings. The usual hazards and conditions of teleportation apply (see spell magic teleportation), but add +10% to the success ratio.

Absolutely flawless teleportation can be established by teleporting from one teleport circle to another; both usually created by the same mage. In this case, the location of the other circle is written in silver or gold and accompanied by a tiny drawing of a teleport circle inscribed in the bottom quarter of the full sized one.

Power Circles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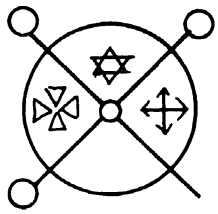
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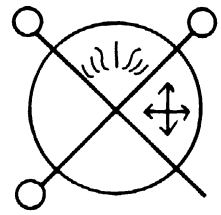
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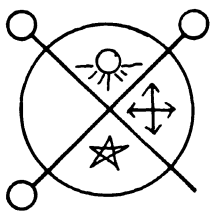
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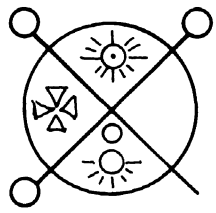
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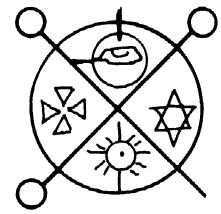
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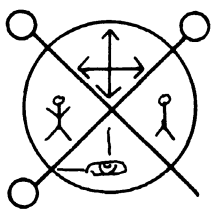
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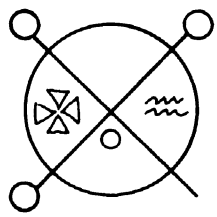
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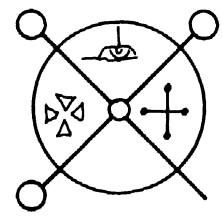
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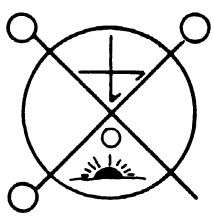
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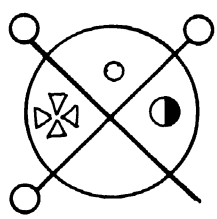
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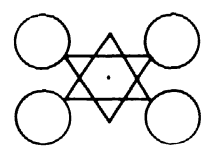
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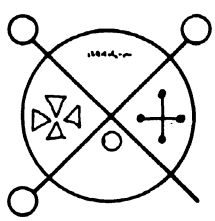
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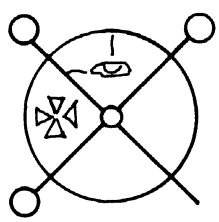
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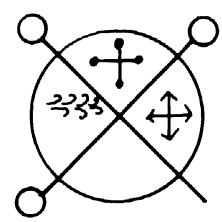
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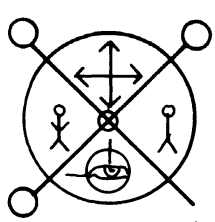
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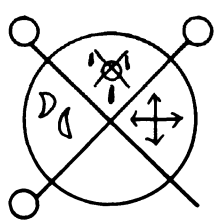
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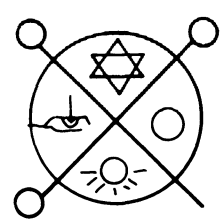

WONDER

Components: The symbols and circle can be drawn in any substance. Only burning a pair of faerie wings will activate the teleportation magic of the circle.

Power words: *Acba yin Lo-kum yin Cherubot-kyn*

P.P.E.: 300 to initially create.

Wonder — Power Circle

Range: Special

Duration: The magic remains in effect the entire time that the unicorn horn bums.

Saving Throw: Standard

The circle of wonder is an extremely powerful circle with incredible healing properties.

The Powers: Remove curse 93%, healing (restores 2D6 hit points or S.D.C. per melee round, per person), exorcism 96% (and takes only 30 seconds!), resurrection 89% (and takes only 60 seconds), furthermore those in the circle are +8 to save vs poison, disease, insanity, curses, fear (all types), and horror factor. The magic affects all the occupants of the circle. In addition, animated dead, mummies, zombies, golems, scarecrows, entities, and lesser demons and deevils cannot come within 30 feet (9 m) of the circle (-3 to save).

The circle maker (only) can extend a limited portion of the circle's healing and protective properties to cover a 60 foot (18.3 m) radius beyond the circle with the following effects (benefits can be limited to good or evil, or all alignments): healing (1D6 hit points restored per melee round; +2 to save vs poison, disease, insanity, curses, fear (all types), horror factor and possession.

Components: The circle and symbols can be drawn in any substance, but the complete horn of a unicorn must be saturated in a flammable oil and set on fire and allowed to burn completely. A typical horn will burn for 6D6 minutes.

Power Words: *Tao-bo yin acba yin Agu*

P.P.E.: 300

Note: Those inside a circle of wonder are also protected from the power circles: all seeing, death and passion, plus all summoning circles.

Psionic Powers

Psionics powers are paranormal abilities also known as Extra Sensory Perception (E.S.P.). Not even modern science understands how or why psionic powers exist or work. Approximately 25-30% of the human population possesses minor psionic abilities. Of them, a comparatively tiny percentage (2% to 4%) possess incredible psi-power. All psionic abilities seem to come from the mind/brain of the psychic and are channeled through mental concentration and willpower. Powers of the mind include telepathy, empathy, clairvoyance, telekinesis, and many others. They are hereditary traits shared by humans and many intelligent life forms across the Megaverse™. Humans and human-like races (elves, dwarves, ogres, etc.) are either born with active psionic abilities or not. Many supernatural creatures and monsters have greatly developed psionic abilities. Among those blessed with incredible psychic powers are the Mind Mage, Mystic and Psychic Sensitive.

Who Has Psionic Powers

All Psychic Character Classeses (P.C.C.), like the Mind Mage, automatically get psionic abilities. Each specific P.C.C. will explain the character's background, orientation, and psi-abilities. However, while the psychic is strong with psi-powers, he is limited in skill development.

Characters of other O.C.C.s may possess major or minor psionic abilities. See *Step Three in the Character Creation section* for the random psionics table and details about these "lesser" psychics. **If no psionics** is rolled, the character has no psionic abilities nor can he ever develop any. Note that there are a handful of races whose genetic makeup does not allow them to possess psi-powers. These include the *hobgoblin, orc, troll, troglodyte,* and *gnome,* as well as other nonhuman races and even some supernatural and mystical beings. Each racial description will indicate whether that race exhibits psychic abilities or not.

Inner Strength Points (I.S.P.)

Every use of a psionic ability temporarily uses up a certain amount of psychic energy we call Inner Strength Points (I.S.P.). Each specific psionic power will indicate exactly how many I.S.P. are required to perform that ability. When a psionic has exhausted all of his I.S.P., he is unable to perform any more psionic feats until he acquires sufficient rest.

Meditation & Recovery of Inner Strength Points

Meditation is a skill/ability automatically known to all psychics. It is the only ability that can be done at any time and costs no I.S.P. to perform. Meditation is not so much a psi-power as it is a mental discipline that enables the psychic to concentrate deeply and focus one's abilities and thoughts. The exact techniques for meditation may vary from focusing on a mental object or notion to chanting or humming a mantra. The result, regardless of technique, is a deep relaxation and focus to achieve insight and harmony into one's self and the world around him.

A relaxing meditative state also offers the following benefits to all psionics: one hour of meditation restores six (6) I.S.P. and is the equivalent of two hours of sleep/rest for the physical body.

Inner Strength Points can also be restored during sleep and/or total relaxation at a rate of two (2) per hour.

Saving Throws Against Psionic Attacks

Psionic attacks which assail the mind, emotions, or physiology of a person can always be fought off through the force of one's own will and mental endurance. Psionic attacks that fall into this category include empathy, empathic transmission, mind wipe, telepathy, hypnotic suggestion, and bio-manipulation. Some psionic attacks for which there is no saving throw include levitation, pyrokinesis, telekinesis, presence sense, healing touch, force field, and mind bolt. However, a parry or dodge may be appropriate in some cases, like dodging a mind bolt or telekinetic attack.

All saving throws are made with a 20 sided-die. **Non-psionic** characters must roll a *15 or higher* to save vs psionic attack. **Minor** and **Major psionic** individuals must roll a *12 or higher* to save. **Master psionic** characters, including all psychic O.C.C.s or P.C.C.s, need to roll a *10 or higher* to save. **Note:** Be certain to add any possible bonuses from the M.E. attribute and/or any other sources of psychic protection.

The Influence of Ley Line Energy

Range and **duration** are increased by 50% when near a ley line (within two miles/3.2 km) and doubled when within one mile (1.6 km) of a *nexus* point.

Damage from psionic energy attacks such as psi-sword, pyrokinesis. electrokinesis, and telekinesis is doubled when within a mile of a ley line *nexus* point (there's no additional damage from being directly on a ley line or nexus).

Attacks per Melee

Equal to the number of physical, hand to hand attacks (usually 2 to 5). *See Psychic Combat in the Combat Section.*

Psionic Abilities in Animals

Most large mammals seem to have innate, natural psychic senses that warn them about the presence of supernatural forces. As odd as it may seem, animals associated closely with humans on a friend/helper level have the most pronounced psi-abilities. Thus, dogs, cats and horses exhibit the greatest extrasensory perception. **Each animal has the following abilities:** See the invisible, sense evil, sense magic, sixth sense and empathy (receives only).

Each ability is an automatic instinct that helps the animals *avoid* the supernatural. **Range:** 600 foot area (183 m). The animals will sense the use or presence of these forces in the area, including the presence of supernatural and psychic beings, people and creatures. The animal's reactions will always be the same; intense nervousness, jumpiness, whimpering, hissing, growling, howling and alertness when psionic and magic energies are sensed to be nearby. If possible, the animals will try to leave the area if they get the opportunity. Only a loyal canine companion may stay with his human friend/master.

When cornered face to face with the source of magic or super natural forces, the animal will attack and attempt to flee. A dog or cat will raise the hairs on its back, bare fangs and growl or hiss in a menacing warning. A horse will whine, stomp and rear. If the person or creature does not back off, the animal will attack. The cat and horse will attack only to make a path of escape and to let the unnatural being know that they are aware of its true essence. 1-60% of the time, all canines will attack with the intent to kill! The remaining 40% of the time (61-00), the animal will flee. **Note:** Dogs, cats, and other animals *cannot* be trained to sniff out magic or supernatural creatures. Their natural instinct is to run away. They will NOT search out these forces for anybody or any reason, and will flee as soon as the opportunity arises.

The animal's use ofpsychic abilities is automatic and natural. Consequently, they do not get an I.S.P. rating.

Animals and Magic

All living creatures have potential psychic energy points (P.P.E.). A practitioner of magic, especially evil ones, may sacrifice an animal to get its potential psychic energy. Remember, the P.P.E. of all creatures doubles at the moment of death and a sorcerer can capture and use that energy when it is unleashed. See the Magic section for details.

The following is a list of animal types, their P.P.E., and minimal average Hit Points:

Apes — 4D6 P.P.E.; 4D6+6 Hit Points
Bear — 2D6 P.P.E.; 3D4xlO Hit Points
Birds (small) — 1D4 P.P.E.; 1D4 Hit Points
Birds of Prey — 2D6 P.P.E.; 1D6 Hit Points
Canine: Small — 2D6 P.P.E.; 3D6 Hit Points
Canine: Large — 3D6 P.P.E.; 4D6+10 Hit Points
Canine: Wolf — 4D6 P.P.E.; 6D6+15 Hit Points
Cat: Domestic — 3D4 P.P.E.; 2D6 Hit Points
Cat: Wild (Predator) — 3D6 P.P.E.; 6D6 Hit Points
Cat: Large Wild (Lion/Tiger) — 4D6 P.P.E.; 6D6+20 Hit Points
Cattle — 4D6 P.P.E.; 4D6+10 Hit Points
Fish — 1D4 P.P.E.; 1D4 Hit Points
Horse — 4D6 P.P.E.; 6D6+10 Hit Points
Lizard: Small — 1D6 P.P.E.; 1D6 Hit Points
Lizard: Large — 2D6 P.P.E.; 2D6 Hit Points
Monkey — 2D6 P.P.E.; 2D6 Hit Points
Mustelid (Weasel/Badger) — 2D6 P.P.E.; 4D6 hit Points
Rodent: Mouse — 1D4 P.P.E.; One Hit Point
Rodent: Rat/Other large rodents — 2D4 P.P.E.; 1D4 Hit Points

Animal Saving Throws

Animals, like humans, get an automatic roll to save vs magic attacks, however, all such saves are -4.

Animals also get to save vs psychic attacks and must roll a 15 or higher to save.

Note: An incapacitated animal prepared for sacrifice is helpless and an automatic kill (death blow).

Psychic Character Classes

Psychic Sensitive P.C.C.

The psychic sensitive has a number of abilities which allow him to sense the supernatural, manipulate the world with the power of the mind, and even heal wounds and disease. This Psychic Character Class (P.C.C.) assumes that the psychic was a young, normal man or woman who has suddenly discovered his/her special abilities. These psionic powers may have forced the character to abandon his/her normal life to embark on one of adventure. His powers may have inspired the character to go out into the world to become a hero and/or to make his fortune; either one is equally likely. As a psychic sensitive, this character is painfully aware of the supernatural predators, creatures of magic and monsters that plague humans and other mortal beings. The psychic's powers enables him to find, see and combat many of these beings. Consequently, many sensitives devote their lives to helping others combat demons and other supernatural menaces.

The life of the psychic is not always an easy one. Although adventurers and mercenaries are usually quick to accept a psychic among their group, many normal folk fear them as bewitched, inhuman monsters or frightening mutants. These people fear what they don't understand so they shun, chase away, or even attack characters with psychic abilities. Likewise, even in communities, like those in Bizantium, the Western Empire and Timiro, where magic and psionics are considered to be commonplace, psychics are often accused or suspected of mind control and other forms of mental manipulation. This fear and suspicion is not groundless paranoia, history is filled with *Mind Mages* who have used their incredible powers to shape, manipulate, conquer or destroy kingdoms. The Mind Mage is among the most feared P.C.C.s on the planet. By contrast, the Psi-Healer is the most respected of the psychics.

The Powers of a Psychic Sensitive:

1. Sense Psychic and Magic Energy: If psionic powers or magic is being used within the character's range of sensitivity, he will sense it. The psychic impression will indicate whether the energy source is far or

near, up or down, and whether it is a small or great amount of energy, but cannot track or pinpoint *exactly* where it is or who is expending it. If the energy is being continually expended, like a series of magic or psionic attacks, or a long duration effect, the character can pinpoint its location to within 20 feet (6 m). **Base Skill:** 30% +5% per level of experience (roll once every melee round). The presence of other P.P.E. sources of energy may confuse the sensation and impair locating the approximate source; -10% skill penalty. Close proximity to a ley line (2 miles/3.2 km) will reduce the ability by half. Close proximity to a ley line nexus point (4 miles/6.4 km) will completely obliterate it. On the other hand, the psychic can sense ley lines and nexus points up to two miles away (3.2 km).

Range: Other than ley lines, the character can sense the expenditure of psionic and magic energy at a distance up to 200 feet (61 m) +50 feet (15.2 m) per level of experience.

Duration: Automatic and constant. I.S.P.: None, automatic ability.

2. Sense supernatural beings: Like a bloodhound smelling a familiar scent, the Psychic Sensitive can sense the presence of powerful supernatural beings. This includes gods, godlings, greater elementals, greater demons and deevils, and even dragons and practitioners of magic who are 10th level or higher. **Base Skill:** 30% +5% per level of experience +10% when face to face with such a being (even if the creature is disguised). The psychic may be able to identify the nature of the being by scent alone at half his skill level (i.e. 15% at level one, 17% at level two, 20% at level three, etc.). The tracking by psychic scent is also done at half the current skill level.

Range: Sensitivity to the presence of a supernatural being not using its powers is 50 feet (15m) per level of the psychic's experience. Sensitivity to supernatural magic or psionics being expended through spell weaving or attack, is 1000 feet (305 m) +100 feet (30.5 m) per additional level of experience.

Duration: Automatic and constant. I.S.P.: None, automatic. Note: Close proximity to ley lines and nexus points have the exact same adverse effects as described in #1 above.

3. Psionic Powers: At level one, the psychic automatically has the following abilities: see aura, sense evil, presence sense, meditation, and six psionic abilities of choice from the sensitive category.

Additional psionic abilities: The character gets to select one additional power from the sensitive category for each additional level of experience, starting at level two. In the alternative, one super psionic power or one physical power can be selected at levels 3, 6, 9, 12, and 15. Available super psionic powers are limited to empathic transmission, group mind block, hypnotic suggestion, mind block auto-defense, mind bolt, mind bond, and telemechanics.

4. I.S.P.: To determine the character's amount of Inner Strength Points, take the number of M.E. as the base, roll 2D4x10, and add it to the base number. The character gets another 10 I.S.P. for each additional level of experience, starting at level one. Considered to be a master psionic.

5. P.P.E.: Most of the character's P.P.E. has been expended in the development of psychic abilities. **Permanent P.P.E. Base: 2D6.**

6. Bonuses: As a master psionic, the Psychic Sensitive needs to roll a 10 or higher to save versus psionic attack (plus any M.E. attribute bonuses). +3 to save vs mind controlling drugs, potions, and magic charms, +5 to save vs possession, and +2 to save vs horror factor.

Psychic Sensitive P.C.C.

Alignments: Any

Attribute Requirements: Only psionic powers, but a high I.Q. and M.E. are strongly recommended.

Multiple O.C.C.s are *not* possible.

O.C.C. Skills:

Dowsing (+15%)

Streetwise (+6%)

Languages: Native Tongue at 98% plus two of choice (+15% each)

Lore: Two of choice (+10%)

W.P.: Two of choice

Hand to hand: basic can be selected as one "other" skill, hand to hand: expert at the cost of two "other" skills, or martial arts (or assassin if an evil alignment) for the cost of three "other" skills.

O.C.C. Related Skills: Select nine other skills at level one, plus select one additional skill at levels three, six, nine and twelve. All new skills start at level one proficiency.

Communications: Any

Domestic: Any

Espionage: Intelligence and Escape Artist only.

Horsemanship: General or Exotic only.

Medical: First Aid only.

Military: None

Physical: Any, except Acrobatics, Gymnastics and Wrestling.

Rogue: Any

Science: Any (+10% on Mathematics skills only).

Scholar/Technical: Any (+10% on Lore, Language and Literacy only)

Weapon Proficiencies: Any

Wilderness: Land Navigation and Wilderness Survival only.

Secondary Skills: The character also gets to select four secondary skills from the previous list at level one, and one additional skill at levels two, four, seven, ten and thirteen. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parentheses. All secondary skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in the list.

Starting Equipment: Two sets of clothing, boots, hat, belt, blanket, backpack, one large sack, four small sacks, a water skin, dried meats and fruit equal to food rations for 1D4+1 weeks, a small silver cross, a pocket mirror, 1D4+1 wooden stakes, a small mallet, and a tinder box.

Armor: Starts with a suit of studded leather (A.R. 13, S.D.C. 38).

Weapons: Starts with a silver-coated dagger, and two other weapons of choice. All are basic S.D.C. weapons of fair to good quality. Magic weapons and other equipment must be acquired later.

Money: The character starts with 200 in gold, which can be used immediately to purchase more equipment or saved. Additional money will come from payment for jobs and/or booty.

Psi-Healer P.C.C.

The healer can be of any background, social position, religion, and faith. The ability to heal comes from a strong empathy with others and psionic powers. Healers frequently wander from town to village, selling their services as healers. Some eventually settle down and establish a medical practice, while others join groups of adventurers, warriors, or others and continue to wander and explore the world; helping people along the way.

Some healers live as hermits or druids, dressing poorly and healing the needy for a morsel of food, shelter, a night's lodgings, a few gold pieces, a favor, or for a smile (free). Others wear fine silks and smack of wealth. These are often anarchist and evil characters who rarely perform any healing service unless there is profit in it. These people tend to cater to the rich and even become members of the King's royal court or operate their own clinic or hospital. Typical fees per each healing touch is 50 to 100, psychic diagnosis the same, psychic surgery 1000 gold or more. Special privileges, promises, information, or an exchange of services, equipment, magic, and so on, may also be accepted in lieu of a cash payment. Ultimately, it is the Psi-Healer who determines what a fee will be (if any). The most self-serving will charge according to the apparent wealth and desperateness of the person seeking help.

The Psi-Healer is the most respected and honored of all the psionic P.C.C.s, even those who charge outrageous sums for their services. Many people believe them to be holy men, endowed with the healing powers from the gods; this is especially true of the canine races where a Psi-Healer can become a tribal shaman, leader or advisor. Even hostile forces of nonhumans have been known to enlist a Psi-Healer's aid, regardless of race, or allow him to pass through their territory without any acts of aggression directed toward him (and frequently, his companions) — they realize they may need the Psi-Healer's powers at some point, and if the person is holy, they don't want to evoke the wrath of his god. Of course, some brigands don't care who the character is and will attack and torture and kill a healer along with everybody else. Some tribes, clans and bands composed of the monster races will capture and enslave a Psi-Healer and force him into their service.

The Powers of a Psi-Healer:

1. Psionic Powers: At level one the psychic automatically has the following abilities: deaden pain, exorcism, healing touch, increased healing, psychic diagnosis, psychic purification, psychic surgery, see aura and empathy.

Additional psionic abilities: The character gets to select one additional power from either the healing or physical psionic categories for each additional level of experience, starting at level two.

2. I.S.P.: To determine the character's amount of Inner Strength Points, take the number of M.E. as the base, roll 2D6x10, and add it to the base number. The character gets another 10 I.S.P. for each additional level of experience, starting at level one. Considered to be a master psionic.

3. P.P.E.: Most of the character's P.P.E. has been expended in the development of psychic abilities. **Permanent P.P.E. Base: 2D6.**

4. Bonuses: As a master psionic, the Psi-Healer needs to roll a 10 or higher to save versus psionic attack (plus any M.E. attribute bonuses). +4 to save vs mind controlling drugs, potions, and magic charms, +4 to save vs poisons and disease, +7 to save vs possession, +12% to save vs coma, and +2 to save vs horror factor.

Psi-Healer P.C.C.

Alignments: Any

Attribute Requirements: Only psionic powers, but a high I.Q. and M.E. are strongly recommended.

Multiple O.C.C.s are *not* possible.

O.C.C. Skills:
Cook (+10%)
Biology (+15%)
Holistic Medicine (+20%)
Identify Plants & Fruits (+10%)
Preserve Food (+10%)
Languages: Native Tongue at 98% plus two of choice (+15% each)
Math: Basic (+10%)
W.P.: Two of choice
Hand to hand: basic can be selected as one "other" skill, hand to hand: expert at the cost of two "other" skills, or martial arts (or assassin if an evil alignment) for the cost of three "other" skills.

O.C.C. Related Skills: Select six other skills at level one, plus select one additional skill at levels three, six, nine and twelve. All new skills start at level one proficiency.
Communications: None
Domestic: Any (+5%)
Espionage: None
Horsemanship: General or Exotic only.
Medical: Any (+10%)
Military: None
Physical: Any, except Acrobatics, Gymnastics and Wrestling.
Rogue: Any
Science: Any (+10%).
Scholar/Technical: Any (+10% on Lore, Language and Literacy only)
Weapon Proficiencies: Any
Wilderness: Land Navigation and Wilderness Survival only.

Secondary Skills: The character also gets to select four secondary skills from the previous list at level one, and two additional skills at levels four, eight and twelve. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parentheses. All secondary skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in the list.

Starting Equipment: Two sets of clothing, boots, hat, belt, blanket, backpack, two medium-sized sacks, six small sacks, a water skin, small kettle, small frying pan, 2D4 vials (for herbs and potions), small pouch with six surgical knives (each does 1D4 damage if used as a weapon), several rolls of cloth bandages, first-aid kit, food rations for 1D4+1 weeks, cooking utensils, a six inch (0.15 m) wooden cross, a pocket mirror, 1D4+1 wooden stakes, a small mallet, tin of snuff and a tinder box.

Armor: Starts with a suit of soft leather (A.R. 10, S.D.C. 20).

Weapons: Starts with a silver coated dagger, and two other weapons of choice. All are basic S.D.C. weapons of fair to good quality. Magic weapons and other equipment must be acquired later.

Money: The character starts with 300 in gold, which can be used immediately to purchase more equipment or saved. Additional money will come from payment for services as a healer and booty. Many healers amass quite a fortune.

Psi-Mystic P.C.C.

The Psi-Mystic is a character who through intuitive powers can sense aspects on a psychic, magic and metaphysical level. They are often acclaimed advisors and prophets who can glimpse the future. The intuitive nature of the Psi-Mystic's power is such that they simply accept suddenly knowing something and have learned to trust their feelings. This also means that most Psi-Mystics disregard formal education in favor of following their cosmic path. Most believe that too much education creates walls that block one from the natural psychic emanations and deadens one to the true world around them. They also believe that too much reliance on technology and physical objects will have the same effect. Consequently, a Psi-Mystic will avoid technological places (cities), gizmos and collecting a great amount of tangible possessions, other than those that uplift the spirit like works of art, musical instruments, books and similar items.

An individual with some level of psionic power can be taught by a mystic or a monk in the ways of mysticism, philosophy, meditation, and opening one's "mind's eye" and body to the world. However, most Psi-Mystics will tell you that one does not learn to become a mystic, but is born with the "gift."

The Powers of the Psi-Mystic:

The abilities of the Psi-Mystic are a combination of psychic and magic powers.

1. Psionic Powers: At level one the Psi-Mystic atuomatically has the power of exorcism, sense evil, sixth sense, meditation and mind block, plus he gets to select three powers from the sensitive category and two from either the physical or healing category.

Additional psionic abilities: The character gets to select one additional psionic power from the categories of sensitive or physical at levels 3, 5, 7, 9, 11, 13, and 15.

2. **I.S.P.:** To determine the character's amount of Inner Strength Points, take the number of M.E. as the base, roll 2D4x10, and add it to the base number. The character gets another 10 I.S.P. for each additional level of experience, starting at level one. Considered to be a master psionic.

3. Magic Powers: The Psi-Mystic spends years pondering about the mysteries of life, his place in it, and how magic might help him find his place in the world. When he is ready to find or make his place in the world, by exploring it as an adventurer, the character enters into a meditative trance that lasts six days. At the end of that period, the character intuitively knows how to cast six specific spells. The nature of the spells will typically reflect the character's alignment and current view of life.

At first level, select a total of *six (6)* spells from magic levels one and two. These are part of the mystic's permanent spell casting abilities and cannot be changed. Nor can the Psi-Mystic learn new spells like a wizard, his magic abilities must come from meditation and cosmic awareness.

Additional Magic: The Psi-Mystic will intuitively sense whenever he or she has reached a new metaphysical plateau (new level of experience). At each new junction in life (experience level), the character will find time to meditate on life, his goals and magic. As a result, he can select a total of two new magic spells from any level up to his own level of experience (i.e. a fourth level Psi-Mystic can select his spells from levels 1-4).

4. **P.P.E.:** Add a die roll of 1D6x10 and add the **P.E.** attribute number to it for the character's initial base P.P.E. Add another 2D6 points to the P.P.E. for each level of experience. The Psi-Mystic can also draw on ambient P.P.E. from ley lines and blood sacrifices the same as the wizard.

5. Bonuses: As a master psionic, the Psi-Mystic needs to roll a 10 or higher to save versus psionic attack (plus any M.E. attribute bonuses).

+2 to save vs mind controlling drugs, potions, and magic charms, +4 to save vs possession, and +2 to save vs horror factor.

Psi-Mystic P.C.C.

Alignments: Any

Attribute Requirements: None, however a high I.Q. and M.A. (10 or higher) are strongly suggested.

Multiple O.C.C.s are *not* possible.

O.C.C. Skills:

Dowsing (+5%)
Land Navigation (+10%)
Languages: Native Tongue at 98% plus two of choice (+15% each)
Math: Basic (+20%)
W.P.: Two of choice
Hand to Hand: Basic
Hand to hand: basic can be improved to expert at the cost of two "other" skills, or martial arts (or assassin if an evil alignment) for the cost of three "other" skills.

O.C.C. Related Skills: Select six other skills at level one, plus select one additional skill at levels three, six, nine and twelve. All new skills start at level one proficiency.

Communications: Any
Domestic: Any
Espionage: None
Horsemanship: General or Exotic only.
Medical: First Aid only
Military: None
Physical: Any, except Acrobatics, Gymnastics and Wrestling.
Rogue: Any
Science: Any (+5%)
Scholar/Technical: Any (+10% on Lore, Language and Literacy only)
Weapon Proficiencies: Any
Wilderness: Any

Secondary Skills: The character also gets to select four secondary skills from the previous list at level one, and one additional skills at levels four, eight and twelve. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parentheses. All secondary skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in the list.

Starting Equipment: Two sets of clothing, a nice cloak or cape (with or without hood), leather boots, belt, blanket, backpack, two medium-sized sacks, two small sacks, a water skin, food rations for 1D4 weeks, a pocket mirror, hair comb and a tinder box.

Armor: Starts with a suit of studded leather (A.R. 13, S.D.C. 38); most prefer light, magic armor, but can wear any type of armor except a full suit of plate (too psychologically confining and reliant on technology).

Weapons: Starts with a silver coated dagger, and two other weapons of choice. All are basic S.D.C. weapons of fair to good quality. Magic weapons and other equipment must be acquired later. They love magic and exotic weapons and items.

Money: The character starts with 120 in gold, which can be used immediately to purchase more equipment or saved. Additional money will come from payment for special services and booty. Most Psi-Mystics eventually amass a fortune in works of art, books and magic.

Mind Mage P.C.C.

The Mind Mage is the most powerful of the all the psychic character classes. Although these people can cast no spells nor dabble with circles or symbols, their psi-powers are so great that they are among the most feared mystic and supernatural beings in the world.

Mind Mages draw their spectacular abilities from themselves. They need no spells, no power words to invoke, no mystic symbols; their powers are the powers of the mind. Although many people may possess some latent psionic (or E.S.P.) abilities, it is the Mind Mage who has unlocked the innermost secrets of the mind and mastered them. Thus, they wield power that others can only dream about. This level of power tends to make most Mind Mages very self-assured, cocky, and arrogant. Even the most friendly and self-effacing Mind Mage will have a strong sense of pride and is used to being self-reliant, resourceful and cunning. Many with a selfish or evil alignment believe themselves to be superior to practitioners of magic and most everybody else. Some are so deluded or power crazed that they may challenge a dragon or godling in one to one combat. Unless the mage's opponent is sick or inexperienced, or the Mind Mage is secretly working with others to destroy it, such a challenge is a foolish one. For as powerful as the Mind Mage is, he is mortal and rarely an equal to an adult dragon. This is simply an example of the mind-set of the most maniacal of these mages and how their arrogance sometimes blinds them to their own failings and weaknesses.

Since the Mind Mage prides himself on his abilities and cunning, he is extremely reluctant to pursue other areas of knowledge. Mind mages express a particular contempt (although respectful) toward the practitioners of magic, but enjoy using magic weapons and other items. Only the mind mage who has dedicated his life to the exploration, understanding, and development of his mental abilities, can use the entire range of psionics with few limitations. Even other master psionics do not possess the full scope of abilities of the Mind Mage.

A mind mage can be a follower of any religion or god(s). However, many find it difficult to follow and obey any laws of a church or accept any man (church hierarchy) as his (spiritual) leader. This has made many a Mind Mage an enemy of religious organizations/churches/cults. Some churches regard Mind Mages (and psionics in general) as servants of demons and evil forces, and have been known to accuse them of being witches. Other people fear the Mind Mage because of his incredible powers, especially those to control and manipulate others.

The Powers of the Mind Mage:

1. Psionic Powers: At level one, the Mind Mage automatically has the power of mind block, see aura, alter aura (self), and meditation, plus he gets to select three powers from each of the four psionic power categories: healing, sensitive, physical and Super (12 psi-powers total). **Limitations:** Mind wipe, psi-sword, and possess others cannot be selected until third level.

Additional psionic abilities: The character gets to select a total of two additional powers from any of the three *lesser* psionic categories, plus three from the *super psionic* category for each additional level of experience, starting at level two.

2. **I.S.P.:** To determine the character's amount of Inner Strength Points, take the number of M.E. as the base, roll 3D6x10, and add it to the base number. The character gets another 12 I.S.P. for each additional level of experience, starting at level one. Considered to be a master psionic.

3. Enhanced I.S.P. Recovery: The Mind Mage recovers I.S.P. at a rate of two per hour even when active, and 12 per hour of meditation or sleep!

4. P.P.E.: Most of the character's P.P.E. has been expended in the development of psychic abilities. **Permanent P.P.E. Base: 1D6.**

5. Bonuses: As a master psionic, the Mind Mage needs to roll a 10 or higher to save versus psionic attack (plus any M.E. attribute bonuses). +6 to save vs mind controlling drugs, potions, and magic charms, +5 to save vs possession, and +3 to save vs horror factor.

Mind Mage P.C.C.

Alignments: Any

Attribute Requirements: None, however a high I.Q. and M.E. (10 or higher) are strongly suggested.

Multiple O.C.C.s are *not* possible.

O.C.C. Skills:

Languages: Native Tongue at 98% plus two of choice (+15% each)
Math: Basic (+20%)
W.P.: Two of choice
Hand to Hand: Basic
Hand to hand: basic can improved to expert at the cost of two "other" skills, or martial arts (or assassin if an evil alignment) for the cost of three "other" skills.

O.C.C. Related Skills: Select five other skills at level one, plus select one additional skill at levels three, six, nine and twelve. All new skills start at level one proficiency.
Communications: Any (+5%)
Domestic: Any
Espionage: Intelligence (+10%) and Escape Artist (+5%) only.
Horsemanship: General or Exotic only.
Medical: None
Military: None
Physical: Any, except Acrobatics, Gymnastics and Wrestling.
Rogue: Any
Science: Any
Scholar/Technical: Any (+10% on Lore, Language and Literacy only)
Weapon Proficiencies: Any
Wilderness: Land Navigation and Wilderness Survival only.

Secondary Skills: The character also gets to select four secondary skills from the previous list at level one, and one additional skills at levels four, eight and twelve. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parentheses. All secondary skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in the list.

Starting Equipment: Two sets of clothing, an expensive cloak or cape, expensive leather boots, belt, blanket, backpack, two medium-sized sacks, six small sacks, a water skin, food rations for 1D4 weeks, a pocket mirror, a tin of snuff and a tinder box.

Armor: Starts with a suit of studded leather (A.R. 13, S.D.C. 38); most prefer light, magic armor, especially magic clothing, but can wear any type of armor.

Weapons: Starts with a silver coated dagger, and two other weapons of choice. All are basic S.D.C. weapons of fair to good quality. Magic weapons and other equipment must be acquired later.

Money: The character starts with 150 in gold, which can be used immediately to purchase more equipment or saved. Additional money will come from payment for special services and booty. Many Mind Mages amass a fortune.

Psionic Descriptions

Healing

Attack Disease (12)
Bio-Regeneration (self) (6)
Deaden Pain (4)
Detect Psionics (6)
Exorcism (10)
Healing Touch (6)
Increased Healing (10)
Induce Sleep (4)
Lust for Life (15)
Psychic Diagnosis (4)
Psychic Purification (8)
Psychic Surgery (14)
Resist Fatigue (4)
Suppress Fear (8)
Transfer I.S.P. (4+)

Physical

Alter Aura (2)
Death Trance (1)
Ectoplasm (varies)
Float (8)
Impervious to Cold (2)
Impervious to Fire (4)
Impervious to Poison/Toxin (4)
Levitation (varies)
Mind Block (4)
Nightvision (4)
Resist Fatigue (4)
Resist Hunger (2)
Resist Thirst (6)
Summon Inner Strength (4)
Spontaneous Combustion (6)
Telekinesis (varies)
Telekinetic Punch (6)
Telekinetic Leap (8)
Teleport Object (10)

Sensitive

Astral Projection (8)
Clairvoyance (4)
Commune with Animals (6)
Commune with Spirit (8)
Dispel Spirits (10)
Empathy (4)
Meditation (0)
Mind Block (4)
Object Read (6)
Presence Sense (4)
See Aura (6)
See the Invisible (4)
Sense Dimensional Anomaly (6)
Sense Evil (2)
Sense Magic (3)
Sixth Sense (2)
Speed Reading (2)
Telepathy (4)
Total Recall (2)

Super Psionics

Advanced Trance State (10)
Bio-Manipulation (10)
Bio-Regeneration (super) (20)
Catatonic Strike (40)]
Cause Insanity (30)
Cure Insanity (30)
Electrokinesis (varies)
Empathic Transmission (6)
Group Mind Block (22)
Hydrokinesis (varies)
Hypnotic Suggestion (6)
Induce Nightmare (15)
Insert Memory (25)
Invisible Haze (30)
Mental Illusion (20)
Mentally Possess Others (30)
Mind Block Auto-Defense (special)
Mind Bolt (varies)
Mind Bond (10)
Mind Wipe (special)
P.P.E. Shield (10)
Psi-Shield (30)
Psi-Sword (30)
Pyrokinesis (varies)
Telekinesis (super) (10+)
Telekinetic Force Field (30)
Telemechanics (10)

Note: The number in parentheses indicates the amount of I.S.P. needed to use the psi-power.

Healing Psionic Powers

Attack Disease

Range: Touch
Duration: Special
I.S.P.: 12

The psychic can reduce the symptoms of disease in a debilitating psionic melding. The psychic touches his patient, linking himself to the sick individual, and draws part of the illness into his own body (this takes 1D4 minutes of concentration). Once the sickness has been drawn into the psychic, it reduces the effects, penalties and normal duration of the disease in the sick individual by half. Likewise, the psychic also exhibits the symptoms and penalties of the disease but also at half the normal severity and his symptoms last only 1D4 hours. This power does not work against magic diseases and curses, as well as lethal and chronic diseases like cancers, tuberculosis, polio, Altheimer's, Parkinson's disease, ebola, and similar.

Bio-Regeneration

Range: Self
Duration: Permanent
I.S.P.: 6
Saving Throw: None

The ability to mentally heal oneself of disease, poison, or physical damage. Unfortunately, this ability is limited to the healing of oneself and cannot help others. The process requires one full minute of concentration, meaning the psychic cannot use any other psionic power during that time. Bio-regeneration does not restore missing limbs, but does restore 2-12 (2D6) hit points, or 3-18 (3D6) physical S.D.C. points per melee round. In addition, when cuts and scrapes are healed through bio-regeneration, there is NO scarring. The psionic can regenerate as often as once every other minute.

Deaden Pain

Range: Immediate proximity; touch or within 3 feet (0.9 m).
Duration: One hour per level of experience.
Length of Trance: Two minutes (8 melee rounds).
I.S.P.: 4

The ability to deaden pain can be used as a painkiller which temporarily negates existing pain or as an anesthetic to be used for surgery.

Detect Psionics

Range: Self; sensing range is 30 feet (9 m) per level of experience.
Duration: One minute per level of experience.
I.S.P.: 6

This is a mental probe that will indicate the presence of psionic energy within the immediate area. The probe can not be used to pinpoint the exact location of the psychic energy nor the level of power other than a vague sense of weak, medium, or powerful. However, it will indicate whether an individual is psychic when the probe is directed at a specific person (does not reveal the type or strength of the person's powers other than low, medium, or high). It will also indicate whether a group mind block is in effect or if a person is psionically possessed.

Exorcism

Range: Immediate area; touch or within 8 feet (2.4 m).
Duration: Instant, if successful.
Length of Trance: 30 minutes of preparation and 6D6 minutes with the possessed person or animal. **Note:** can only exorcise the living.
I.S.P.: 10

The healer can perform a rite of exorcism that uses psychic energy to expel the loathsome possessing entity, spirit or evil being from its mortal, host body. A completely successful exorcism will free the victim of the supernatural force that controls him and send it back to its own non-earthly world. A partially successful exorcism will drive the evil force out of the possessed person or animal, but does *not* send the damnable thing back to its own dimension. Thus, it can try to possess the healer or flee to wander the world in search of new victims. An exorcism can only be used on living persons or animals whose bodies are inhabited by a supernatural entity or creature.

Roll to determine success for an exorcism at the end of the time period. First, roll to see if the being has been expelled from its victim's body. **Success ratio:** 28%+7% per each additional level of the psychic's experience.

Second, roll to see if the thing is forced back into its own dimension. **Success Ratio:** 21%+7% per each additional level of the psychic's experience. A failed roll means the creature can remain in our dimension, but it must leave the area and can not possess the same individual for at least six months. **Note:** The chance of a successful exorcism against some of the more powerful supernatural beings, like a god, godling or demon lord, is half the usual success rate.

During the exorcism, the possessing force can use whatever powers it may have, as well as physical attacks or any special psychic abilities of its host body. Fortunately, the rite of exorcism weakens the creature, reducing its number of attacks per melee by half. It is wise to always have one or more assistants to help defend against the being's attacks and actions. Sedating the physical host body will immobilize it, but will not prevent the possessing creature from using psychic attacks or its natural powers. Too many assistants or spectators can be a liability, for the creature may attempt to flee by possessing one of them. An exorcism can be attempted on the same individual as often as the psychic desires.

Healing Touch

Range: Touch.
Duration: Instant, with lasting effects.
Length of Trance: Two minutes (8 melee rounds).
I.S.P.: 6

The healing touch is a remarkable healing ability that can instantly heal cuts, burns, bruises and similar physical wounds. The touch restores 2D4 hit points *or* 2D6 S.D.C. The healing touch can only be used on other living creatures, but never on the psychic himself (see bio-regeneration).

Increased Healing

Range: Touch or within 3 feet (0.9 m).
Duration: 2D4 days.
Length of Trance: 1D6 hours.
I.S.P.: 10

The healer is able to stimulate *another* person's healing energies, dramatically increasing one's recuperative powers. Hit points and S.D.C. recovery are double the normal professional treatment rate.

Induce Sleep

Range: Touch or within 6 feet (1.8 m).
Duration: One hour per level of experience (or until awakened).
Length of Trance: Two minutes of preparatory meditation.
I.S.P.: 4
Saving Throw: Standard; plus unwilling victims are +5 to save vs psychic attack.

This is not an offensive ability, but is intended to bring relief, rest, and to help the recuperative powers of those who are ill, exhausted, or suffering from insomnia. The ailing person will fall into a normal, restful sleep from which he or she can be easily roused. Unwilling victims

of the induce sleep psi-power get a +5 bonus to save. Furthermore, this power cannot be used against an opponent in combat or who is presently on his feet, alert and active.

Lust for Life

Range: Touch

Duration: 3 rolls vs coma recovery.

I.S.P.: 15

By the laying of hands, the psychic can instill a lust for life into someone who is in a *coma* and apparently dying. This adds a bonus of 6% per each level of the psychic's experience to the comatose character's *recovery from coma rolls.* Example: a second level Psi-Healer adds 12% to the save vs coma, third level 18%, etc. The percentage bonus is subtracted from the coma percentile the character must roll above to survive, *reducing* the risk of a fatality.

Psychic Diagnosis

Range: Touch or within 3 feet (0.9 m).

Duration: Immediate knowledge.

Length of Trance: 2D4 melees of meditation.

I.S.P.: 4

Saving Throw: None

The psychic healer can sense physical pain, external and internal injury, disease and possession with absolute clarity. This pinpoint accuracy enables the character to suggest treatment or to conduct psychic surgery.

Psychic Purification

Range: Touch

Duration: Immediate

Length of Trance: 6D6 minutes of meditation.

I.S.P.: 8

Saving Throw: None

The healer can use his abilities to slow a person's metabolism and destroy chemicals, drugs, poisons, and toxins in the body. The effects of the drugs/impurities are immediately halted at the beginning of the meditation, and completely destroyed/negated by its end. Damage sustained prior to the psychic's intervention still exists. This power is ineffective against magic potions, spells and faerie foods.

Psychic Surgery

Range: Touch

Duration: Varies with injury.

Length of Trance: 2D6 minutes of preparatory meditation, plus the duration of the surgery, which is half the time of conventional modern medicine; as is the recovery time of the patient.

I.S.P.: 14

Psychic surgery is used to repair broken bones and internal injuries, the removal of foreign objects (arrowheads, bullets, etc.), or when a character has suffered so much damage that he or she has lapsed into a coma (zero or less hit points). *The recovery from a coma* (near death) is equal to treatment from a modern hospital, and 1-66% when psychic surgery is used. Note that there is absolutely no scarring from psychic surgery and minimal pain (no pain if the deaden pain psi-ability is used). No tools are needed, only the psychic's hands. **Note:** A psychic diagnosis *must* be made before surgery is possible.

Resist Fatigue

Range: Self

Duration: One hour plus 20 minutes per level of experience.

Length of Trance: 1D6 melees of preparatory meditation.

I.S.P.: 4

A mind over matter discipline which enables the character to engage in physical activity without suffering from exhaustion. Although fatigue is temporarily suspended, the psychic will feel extremely tired and may even collapse when the psi-power's time limit lapses.

Suppress Fear

Range: Self or others by touch.

Duration: One minute per level of experience.

I.S.P.: 8

Saving Throw: None

This power temporarily suppresses the chemical and psychological components of fear in the subject. As a result, the character is unable to feel the emotion, even if intellectually, he realizes he is in danger or is facing a terrifying situation. This enables the character to take perfectly rational actions rather than respond with the typical "fight or flight" reactions of those who are frightened. While this power is activated, the character automatically succeeds on any check to resist horror factor, even if magically induced. This power can be used on the psychic himself or on others.

Transfer I.S.P.

Range: Touch

Duration: Instant transferal.

I.S.P.: 4 plus the amount of I.S.P. transferred.

Saving Throw: None

The psychic can *transfer* some of his own I.S.P. to another psychic. The operation costs four I.S.P. plus the amount transferred. So, for example, transferring 10 I.S.P. to another psychic would cost 14 I.S.P. total. A mind block will prevent this energy transfer.

Physical Psionic Powers

Alter Aura

Range: Self

Duration: One hour per each level of experience.

I.S.P.: 2

Saving Throw: None

A truly unique power that many psychic investigators claim is impossible or does not exist. The power enables the psychic to manipulate his physical energy in such a way that it changes his aura. The altered aura will send the wrong message to those who can see auras. Alterations include:

- General level of experience can be made to seem much lower (level 1 or 2) or much higher (2D4 levels higher) than it really is.
- Conceal the presence of psychic powers.
- Conceal level of base P.P.E. (made to seem much lower).
- Conceal the presence of magic.
- Conceal fatigue, sickness, or injury (looks fresh and healthy).

Death Trance

Range: Self

Duration: As long as the psychic senses he must feign death, up to a maximum of four days.

I.S.P.: One

A state of mind over matter that slows the metabolism to such a degree that it creates a temporary state of suspended animation, simulating death. Without hospital facilities, even a medical doctor is likely to believe the character is dead (1-89% likelihood). The effects of drugs, toxins and chemicals are slowed to a crawl, doing no damage or effect, but

will take full effect the instant the death trance is stopped (unless treatment is administered first). While in the death-like state, the psychic can not be roused or respond to any type of stimulation, including psychic probes. This means he is incapable of attacking or defending himself in any way until the trance is broken.

Ectoplasm

Range: 40 feet +5 feet per level of experience (12.2 +1.5 m).

Duration: 4 minutes (16 melees) per level of experience.

I.S.P.: Vapor: 6 I.S.P.; Solid: 12 I.S.P.

This mystifying ability enables the psychic to create a slightly luminous, vapor-like substance that is extruded from the pores. Ectoplasm has two forms: an invisible vapor and a luminous, solid state.

The vapor is a sort of floating, probing finger that can snuff out candles, open doors, knock over or pick up small objects (weighing under 9 ounces/255 grams), tap somebody on the shoulder, rustle leaves and knock on a door. The ectoplasmic vapor can be seen only by its creator, psychics and supernatural beings who can *see the invisible* (or with infrared optic systems). Ectoplasm, although an invisible vapor, has *physical properties*, which means it cannot go through walls or other solid obstructions. Thus, a person walking into an ectoplasm stream may feel a slight sensation, like walking into a spider's web or brushing against a cotton ball. Often a person will unwittingly walk into and snag the stream of floating ectoplasm, pulling or stretching it along without being aware of it. In such cases, the psychic must maneuver the snagged portion to loop around the human obstruction. The creator of the vapor can control the length of the vaporous stream like a floating tentacle. Although the vapor cannot go through solid objects, it can slip through keyholes, cracks under doors or loose seals around a window — if a breeze can blow through the crack, so can ectoplasm. The only drawback is that the character must be able to see the ectoplasm to maneuver it.

The solid state of ectoplasm can be a startling sight, for it is clearly visible to everyone. In this form, the ectoplasm can be shaped into an extra limb, such as a hand, or arm and hand, or tentacle, or even a foot. The ectoplasmic limb appears as a white, slightly luminous appendage connected to a trail of ectoplasm stretching back to its creator like a lifeline of silly putty. The appendage and its connecting line can hover, float, levitate and fly (at a speed of 18). The solid ectoplasmic limb has much greater strength, able to carry, lift or hold up to 40 lbs (18 kg), but can not squeeze through the tiny openings that the vapor can. An opening must be at least the size of a quarter for solid ectoplasm to fit, and then the limb must be turned into a thin tentacle and reformed on the other side of the opening. Solid ectoplasm can also be used to create a face or even a full figure, although detailed features are impossible. Ectoplasmic images may explain apparitions reported during some seances.

Ecto-Combat: The ectoplasm vapor and solid form both have an *automatic dodge* against all attacks directed at any of its parts/length. That means an attempt to hack the middle of the ectoplasmic stream/connecting line will see that portion of the ectoplasm suddenly swerve, loop or bend with a life of its own to avoid the attack. The dodge at the midsection (or anywhere else) does not count as a melee attack/action by the appendage at the other end. The appendage also gets an automatic dodge in addition to its attacks/actions per melee.

A vapor or solid appendage *must* be controlled by its creator at all times (except the automatic dodge); thus, it has the same number of melee attacks/actions as its creator. So, if the psychic has four attacks per melee, the ectoplasm appendage also has four attacks. However, each attack/action by the ectoplasm counts as one of the character's attacks/actions that melee.

The solid ectoplasm appendage is not a great tool for combat. It limits the person's attacks/actions per melee and has a minimal strength equal to a P.S. attribute of 4. An ecto-punch or kick does a mere one point of damage. Damage can be increased by the appendage using any type of hand-held weapon under 40 lbs (18 kg) and less than five feet (1.5 m) in length. Small weapons like daggers, short swords, throwing axes, hammers, clubs, etc., can all be used but at -4 to strike and parry (modern weapons, such as a pistol or revolver, can be used, but are *minus* 10 to strike). **Note:** The *vapor* can not use any weapons weighing more than 9 ounces and can inflict no damage of its own.

Ecto-Combat Statistics

- Vapor and solid get an automatic dodge against all attacks, including multiple or simultaneous attacks.
- +5 to dodge; applies to vapor and solid.
- +1 to parry; applies to vapor and solid.
- +1 to strike; applies to vapor and solid.
- -4 to strike and parry when using a weapon.
- Astral S.D.C. is 40 plus one hit point. Applies to vapor and solid. If the ectoplasm is destroyed the creator takes one hit point and 10 S.D.C. of physical damage.
- Vapor inflicts no physical damage, but can touch, tap or pick up and carry objects weighing 9 ounces or less.
- Solid ectoplasm inflicts one point of damage in combat or by weapon.
- Attacks or actions per melee are equal to its creator's. Each melee attack/action by the ectoplasm, excluding dodges, counts as one of the character's attacks that melee. A pair of ectoplasmic limbs will divide the attack between the two equally.
- Sunlight or bright artificial light (250 watts) reduces the range to half.
- Maximum range possible for vapor and solid is 40 feet (12.2m) plus 5 feet (1.5 m) per level of experience.
- One full melee (15 seconds) is required to create an ectoplasm vapor or solid appendage.
- Half a melee (7 seconds) is needed to withdraw/return ectoplasm into its creator.

Float

Range: Self

Duration: 2 hours

I.S.P.: 8

Saving Throw: None

This ability controls the distribution of body weight and creates a mild telekinetic field which enables the psionic to float effortlessly on water or one foot in the air per level of experience. On the water, the character can float and rest without exerting any physical energy to do so.

Using a psionic float in the air allows the character to sit or lay (or sleep) comfortably above the ground as if on a cushion of air. The only down side is he may get blown away during a strong wind (at least until he cancels the power). Float can also be used to break a fall by slowing the rate of descent until the character is gently hovering above the ground. Roll 1D20 to roll with fall or impact. Using the psionic float, a successful roll means no damage. A failed roll means half damage. Counts as two melee actions.

Impervious to Cold

Range: Self

Duration: 20 minutes per level of experience.

Length of Trance: 1D4 melees for preparatory meditation.

I.S.P.: 2

A mind over matter discipline which enables the character to suffer absolutely no ill effects or discomfort from exposure to even extreme freezing conditions.

Impervious to Fire

Range: Self

Duration: 3 minutes per level of experience.

Length of Trance: 2D4 melees for preparatory meditation.

I.S.P.: 4

Another mind over matter discipline enabling the psychic to endure intense heat, fire, boiling water, hot coals, and so on, without suffering pain, damage or scarring. Magic fires inflict *half* damage.

Impervious to Poison/Toxin

Range: Self

Duration: 2 minutes (8 melees)

I.S.P.: 4

The character can negate the full effects of poisons and toxic chemicals which he has ingested (eaten or drank) or introduced into the bloodstream, as long as he/she has advance knowledge of its deadly properties. A poison, toxin, or drug which has been unknowingly inflicted (and starting to take effect) can be negated too, but will do half damage or effect before it can be completely negated. **Bonuses:** Identify poisons: 30%+4% per level of experience; +2 to save vs poisons and drugs.

Levitation

Range: Up to 60 feet (18.3 m) away.

Duration: 2 minutes per level of experience.

I.S.P.: Small: 2, medium: 6, large: 6 per every 10 pounds of weight.

Saving Throw: None

Levitation is a limited form of telekinesis that can raise an object (or a person) straight up into the air and suspend it there (hover). Small objects weighing two pounds (0.9 kg) or less are the easiest to levitate. Maximum height is eight feet (2.4 m) plus one foot (0.3 m) per each level of experience. Medium-sized objects weighing 3-20 pounds (1.4 to 9.1 kg) are more difficult, requiring greater concentration. Maximum height is six feet (1.8 m) plus one foot (0.3 m) per level of experience. Large objects or people weighing over 20 lbs cost six I.S.P. plus one I.S.P. for every 10 lbs (4.5 kg) beyond 20 (9 kg). Thus, a 125 Ib weight (56.7 kg) would require 17 I.S.P. to raise it into the air. Maximum height is 4 feet (1.2 m) plus one foot (0.3 m) per level of experience.

Mind Block

Range: Self

Duration: 10 minutes per level of experience.

I.S.P.: 4 (per each duration period)

This is the ability to completely close or block oneself from all psychic/mental emanations. When intentionally closed to supernatural or psychic forces, the character cannot sense anything, cannot use psychic abilities, nor be influenced by others. A mind block will prevent penetration of telepathy, empathy, hypnotic suggestion, empathic transfer, and induced nightmares. It can be an invaluable protective mask when dealing with malevolent psychic forces. Adds a bonus of +1 to save vs all psychic and mental attacks.

Nightvision

Range: Self, visual range about 600 feet (183 m)

Duration: 10 minutes per level of experience.

I.S.P.: 4

The psionic can adjust his visual capabilities through a form of biomanipulation. The eyes are made to become much more light sensitive and basically work on the same principles of mechanical light amplification. The eyes simply amplify existing light, such as candlelight, star and moonlight, to see clearly. There must be some source of light to see (cannot see in total darkness).

Note: If suddenly exposed to light brighter than a single candle, the psychic will be temporarily blinded for 3D4 melee rounds. The nightvision power can also be used to change one's vision to polarized sight; reducing glare as would a pair of polarized sunglasses.

Resist Fatigue

Range: Self

Duration: One hour +20 minutes per level of experience.

I.S.P.: 4

A mind over matter discipline which enables the character to engage in physical activity without suffering from exhaustion. Although fatigue is temporarily suspended, the psychic will feel extremely tired and may even collapse when the psi-power's time limit lapses.

Resist Hunger

Range: Self

Duration: 6 hours

I.S.P.: 2

Another mind over matter discipline that subdues any feeling of hunger, allowing the character to function at full effectiveness without nourishment. It is important to point out that while the psi-power makes the person not feel hungry, the body is burning vital sustenance which could result in malnutrition or starvation. Character loses 3 lbs (1.4 kg) of weight per day. **Note:** A psychic can survive without food for up to 60 days, functioning as normal by continually using resist hunger. On day 61, the character will lapse into a coma. Under this extreme condition, 60 days of food deprivation while still physically active, the character is -20% to save vs coma/death.

Resist Thirst

Range: Self

Duration: 6 hours

I.S.P.: 6

This ability is fundamentally the same as the resist hunger psi-power, except it applies to the consumption of water. It does not negate the long-range damage from dehydration and can result in a coma after 20 days of deprivation.

Spontaneous Combustion

Range: Touch or 10 feet (3 m) and must be in the line of vision.

Duration: Instant

I.S.P.: 6

Saving Throw: None

This pyrotechnic ability enables the psionic to manipulate combustible material, causing it to ignite. Spontaneous combustion creates only the spark to start a fire, not a roaring wall of flame. Combustible material must be present to burn. This power works best on extremely combustible materials such as paper, dry wood, dry leaves, old dry rags, hot coals, lamp oil, and similar items. It cannot be used to set a person's hair or clothes on fire.

Summon Inner Strength

Range: Self

Duration: 10 minutes per level of experience.

I.S.P.: 4

This psi-power enables the character to draw on his inner reserves of strength to ward off pain and fatigue. Every time the psychic calls upon his inner strength, the following bonuses apply:

- Add+10 S.D.C.
- Add +2 to save vs poison or toxins.
- Add +5% to save vs coma/death.
- Fatigue is temporarily forgotten and the character can function as if

he was completely rested for the full duration of the summon inner strength power.

Telekinesis

Range: Up to 60 feet (18.3 m) away.

Duration: 2 minutes per level of experience.

I.S.P.: Small: 3, medium: 8, large (over 20 lbs/9 kg): 8 +1 per every 10 lbs (4.5 kg) of weight.

Telekinesis is the ability to move objects without any means other than directed psychic energy. The character can make an object hop, fall, roll, rise into the air, suspend it there (hover) or make it fly across the room.

In order to move an object by telekinesis, the item must be clearly visible, within the psychic's range (60 ft/18.3 m) and the point of focus. The psychic must concentrate on what he is doing, thus each telekinetic feat counts as one of the character's physical attacks. The total number of telekinetic attacks is equal to the character's number of physical attacks per melee; usually 3 or 4. Telekinetic attacks can include hurling an object as if thrown, or causing it to buzz about a room, or to swing and hit with it as if a club controlled by an invisible hand. Several objects can be telekinetically thrown around within the same melee round, but not simultaneously. The psychic can only concentrate on one item at a time. **For Example:** A psychic with four hand to hand attacks per melee can perform four attacks with telekinesis. First, he makes a flower vase fly from the table, aiming it at his opponent's head. Second, he makes the lantern hurl at the guard by the door. Third, the table is suddenly flipped up on end and, fourth, the door flung open. Four melee attacks or actions using telekinesis.

As we can see in the example, telekinesis can be used to do more than making objects fly around. The telekinetic power can be used to open doors, flick switches, press buttons, turn knobs and dials, open windows, make a rocking chair rock, and so on. The range of possibilities is extensive, when you stop and think about it.

It is easiest to move or hurl small objects weighing two pounds (0.9 kg) or less. Maximum height or distance is 60 feet (18.3 m). Medium-size objects weighing 3-20 pounds (1.4 to 9 kg) are more difficult to manipulate and the maximum height or distance is reduced by half; 30 feet (9 m). Large or heavy objects weighing over 20 lbs (9 kg) are the most difficult to maneuver, reducing maximum height and distance to 15 feet (4.6 m). I.S.P. cost for large, heavy objects is 8 I.S.P. for the first 20 lbs (9 kg) plus one I.S.P. for each additional 10 lbs (4.5 kg) of weight. This means it would cost 19 I.S.P. to move 125 lbs (56.7 kg) — 8 I.S.P. for the first 20 lbs +11 I.S.P. for the remaining 105 lbs (47.2 kg).

Combat Bonuses:

- +3 to strike with telekinesis; physical/skill bonuses to strike do not apply when telekinesis is used.
- +4 to parry with telekinesis, by using a controlled object to parry or sheer telekinetic force to block an attack. Counts as a medium, heavy object; costs 8 I.S.P.
- Damage from Hurled Objects:
  Small: 6 ounces to 1 pound — 1D4
  Small: 1.1 to 2 lbs — 1D6
  Medium: 3 to 4 lbs — 2D4
  Medium: 5 to 10 lbs — 3D4
  Medium: 10 to 24 lbs — 3D6
  Large: 26 to 40 lbs — 4D6
  Add 1D6 for each additional 20 lbs (9 kg) of weight.
  Note: Telekinesis is not a force field, thus, while it can be used to parry/block a punch, kick, club, knife or even sword, it cannot stop projectiles, arrows, gas/fumes, flying tackles, and similar attacks. Furthermore, a failed roll to telekinetically parry means the psychic did *not* parry and *is* struck by his opponent.

Telekinetic Punch

Range: By touch or one foot (0.3 m) per level of experience.

Duration: Instant

I.S.P.: 6

Saving Throw: None.

This telekinetic power enables the psychic to deliver a powerful force through telekinetic energy that feels like a punch or kick. A telekinetic punch will inflict 4D6 plus P.S. bonus, and a kick will do 5D6 plus P.S. bonus. The I.S.P. is spent whether or not the punch or kick actually hits the target (roll to strike as normal). The power is used in conjunction with a normal, physical attack, so the telekinetic attack *can* be parried or dodged by the enemy. Every time the power is used, the psychic must make a save of 14 or higher, or he will take 1D6 points of damage himself as a result of wrenched muscles or a dislocated joint from the extra strain on his body.

Telekinetic Leap

Range: Self (leaping range is increased by 3 or 5 feet/0.9 to 1.5 m per level of experience.

Duration: One melee attack/action (leap)

I.S.P.: 8

Saving Throw: None

This telekinetic application boosts the person's leaping ability, propelling the psychic an additional 3 feet (0.9 m) for high jumps, and 5 feet (1.5 m) for broad jumps (lengthwise), per level of experience. This power can be used in conjunction with a leap kick attack (damage: 6D6+6 plus P.S. bonuses), but the character will take 2D6 points of damage himself from the hard impact. An acrobatics or gymnastics roll, or a roll with punch, fall or impact, may be needed to land safely after one of these leaps.

Teleport Object

Range: Touch

Duration: Immediate

I.S.P.: 10

Saving Throw: None

This is the ability to cause physical matter to disappear and reappear at a different location. Such teleportation is limited by the level of the psychic. A psionic character can teleport one pound per level of experience a distance of 50 feet (15.2 m) per level of experience. This is one-way teleportation; once sent away, the psychic cannot call it back. It is also helpful to know where one is teleporting the object.

- Teleporting small objects to any place in one's clothes (pocket, purse, sack, backpack, saddlebags) is automatically successful.
- Teleporting it into somebody else's pocket, sack, etc., who is within clear line of sight has an 80% likelihood of success. If in a thick crowd, there is a -20% penalty and a failed roll means it could have been teleported into anybody's pocket!
- Teleporting the object to any open location (not inside a trunk or pocket) that the psychic can *see* clearly, like to another table, the corner of the room, one of the ceiling rafters overhead, etc., is 88%.
- Teleporting the object to a familiar place (a place well known to the character) is also 88%.
- Teleporting the object to an unfamiliar place (has been there only a few times or never paid much attention to the place) has a 60% chance of success.
- Teleporting the object to a completely unknown place (outside the room, down the hall, into the adjoining room, to the surface, etc.) has a 45% chance of success.

A failed success roll means the teleporter has no idea where the object is — and it could be within a radius anywhere within the character's range.

Sensitive Psionic Powers

Astral Projection

Range: Self

Duration: 5 minutes per level of experience.

I.S.P.: 8

Through intense concentration/meditation (4D4 minutes of preparation), the psychic can free his mind, or inner self, from his physical body. This psychic inner self is the astral body, a whitish, transparent, ghostly image of the character's physical form. A long silver thread or *cord* connects the astral body with its physical self. If the cord is severed, the character is likely to die of sudden shock as body and soul are torn asunder. There is only a 30% chance the astral self can locate its physical body without the silver umbilical cord (roll best 2 out of 3).

The physical body lapses into a coma-like trance when the astral self has left it. In this state the body is completely helpless. It can not walk, move or think; it's completely catatonic. Meanwhile, the astral form has the same number of attacks per melee, bonuses, hand to hand, skills, knowledge and psychic powers that he or she has in the material plane.

The hazards are threefold. **First,** if the physical body is killed, the astral body is forever lost and will die, fade away, within six hours. Second, if the astral body gets lost or captured while in the astral plane, the body will begin to waste away and die. (Note: One minute of time in the physical world can be an entire day or even a week in the astral plane). **Third,** the astral body is vulnerable to psychic attacks and attacks from ghosts, entities and creatures of the Astral Plane (see *Nightbane World Book One: Between the Shadows* for in-depth information about the Astral Plane and the Dreamstream).

There are two levels of astral projection, *coexistence* (physical body and spirit form) in the material world and/or *the Astral Plane* (another dimension). Astral projection from the physical body into the *material world* creates a ghostly specter of the astral self which can be seen only by other psychics, young children under 13 years old, animals and most supernatural creatures. While in astral form, the character automatically gains the ability to float, fly (mach one/670 mph maximum), see the invisible, pass through solid objects, is impervious to physical harm (including cold, heat and energy), and can see and hear as usual. The astral body cannot communicate with the physical world except through telepathy or empathy, nor speak to, smell or touch anything on the material plane. The astral self is little more than a mute, ghostly observer. Of course, this is a great way to locate invisible supernatural entities, as well as spy on people in the material plane (although limited to short sprints. See duration).

Traveling in astral form has its own very special dangers. While the character can see the invisible and other astral travelers, they can also see him. This makes him susceptible to their psychic and astral form attacks; astral travelers can engage in hand to hand combat against other astral beings. The most vulnerable target is the silver cord which is the astral traveler's lifeline to the physical world. Fortunately, the cord has an *Astral S.D.C.* which is two times that of the person's physical hit points and S.D.C. combined! Furthermore, the thread-like silver cord is a difficult target to hit; attackers are -6 to strike. The astral body also has two times the S.D.C. and hit points of the physical body. This means if the character has 18 hit points and 28 S.D.C., both the astral body and its silver cord have 92 Astral S.D.C. each (18+28=46x2 = 92 each). Remember, magic and psychic powers have full effect on the astral body. This includes exorcism, which will force the astral traveler to leave the immediate area (400 ft/122 m radius) and prevents him from returning for 24 hours.

Entering the Astral Plane is like entering the twilight zone. After a minute of concentration the astral gateway appears as a bright patch of shimmering, white light. Once the astral traveler passes through it, he will find himself in an endless expanse of white light, and rolling, white clouds. There is no up or down, no bottom or top; no north or south, no land or air or sea, just endless, slowly swirling white. Time too, is in a different or altered state, for what would seem to be a week in the Astral Plane is barely one minute in the physical world. Time and space an twisted and distorted, so the astral traveler can travel from one end of our planet to the other, in the blink of an eye, by simply hopping through the Astral Plane. While this may sound wonderful, the Astral Plane has its dangers. **First,** the distortion of space and time makes it extremely difficult to find the material world and one's dormant, physical body. Even trying to follow the silver cord can lead to nowhere.

To return from the Astral Plane to the physical body, roll on the following table; Each roll will determine the astral traveler's state of mind and sense of direction. The percentile dice can be rolled up to three times per melee (15 seconds). The player must roll "definitely certain" to successfully return. The player may keep trying until he succeeds or time elapses.

Location of the Physical Body

Roll Percentile Dice to Return from the Astral Plane

01-30 Hopelessly lost (roll again).

31-50 Uncertain, confused (roll again).

51-76 Fairly certain of location; on the right track (roll again).

77-00 Definitely certain of location. (Whew! Made it Back).

Astral travel with *& partner* is a much safer way to travel, because if one can find his body, he can lead the other one out with him.

Note: Traveling on the material plane in astral form is infinitely easier than travel in the Astral Plane. To find the physical body, the character need only return to where he left it. If it has been moved or hidden, the astral self can sense its location with a 60% chance of success (roll once per melee).

The other danger lies in being attacked by other beings who live in the Astral Plane. Entities and elemental creatures of magic live in that dimension or travel through it. These beings are usually hostile, evil forces. While the astral body can not touch or communicate with the material world, the astral body is quite solid to other inhabitants of the Astral Plane. The astral body is also vulnerable to magic and psychic powers, as well as physical assault by astral entities.

The energy which composes the astral plane is responsive to thoughts and desires. The strongest astral beings can mentally or magically control that energy to mold a small area to look like whatever they imagine (see *Nightbane RPG World Book One: Between the Shadows).* This means that the astral plane is made up of hundreds or thousands or even millions of tiny astral "kingdoms" adrift within the vast whiteness. Exactly what these kingdoms look like is up to the entity that creates it. Some may look like a modern city, other castles or forests, while still others, a frightening landscape. Perhaps this is where legends of visitations to heaven and hell originate? It is always wise to avoid an astral kingdom, because only the most powerful entities and astral beings can create and maintain them.

Clairvoyance

Range: Self; although the image could pertain to people or places thousands of miles away.

Duration: 6D6 melee rounds.

I.S.P.: 4

Base Skill: 58%+2% per level of experience.

Clairvoyance enables the psychic to see or feel glimpses of the possible future. This is achieved through meditation or intense concentration in which the clairvoyant thinks about a particular person, event or place. Add +5% to the base skill if the person involved is a friend or loved one. Clairvoyance is unpredictable and cannot be turned on and off like a light bulb. Sometimes it works (if the roll is under the base skill) and sometimes it does not (when the roll is above the base skill).

A failed roll means the psychic received no insight to the future, despite the expenditure of I.S.P.

A clairvoyant trance can be attempted as often as *twice every day*. The message can be a sudden feeling that somebody is in need ("... something's wrong. It's ... it's ... Janet! I've got to see her!") or, more often, a sudden flash of insight — a sudden image that races through the mind. The image is like a brief snippet from a movie or a dream. Often all the details are not clear, but the potential danger is. For example, the psychic character is in a trance or meditation, thinking about his/her friend Janet. Suddenly, the mind is flooded with an image of Janet rushing down a crowded street. It's twilight, like morning or evening. She seems very upset. Janet races into the street, ignoring the traffic. There's a gang of thugs riding down the street like madmen. The squeal of horses (or bystanders). Janet screams. The image ends. Is Janet hurt? Killed? Unknown, but the danger is clear. There are also other hints of information: the time of day, Janet seeming upset, rushing, etc. The glimpse into the future could be twenty minutes, eight hours, 24 hours, or a week. The psychic has no way of knowing. Of course, he has the advantage of recognizing the potential danger as it begins to unfold and may be able to avoid it, stop it, or change the outcome. The image may last a few minutes or be a sudden flash lasting but a few seconds. The flash could be a peculiar noise, insignia, a face, or a specific image like a particular door, object, or person.

It is important to note that sometimes *a* clairvoyant image will occur unintentionally, without the psychic trying. These most often manifest themselves as dreams or nightmares during sleep. The clairvoyant dream is exactly like the image from a meditative trance described previously. The precognitive flash of the future may also occur unbeckoned while awake, but this is extremely rare. These brief glimpses of the possible future happen because the clairvoyant is acutely attuned to his world. Anything that might hurt or change that world (including people and places) will often be foretold in a flash of insight.

Game Masters: Be careful not to reveal too much. Use the examples provided as a guide. Remember, these are brief glimpses of the possible future, not a motion picture. The psychic cannot engage in any actions, combat or otherwise, during a moment of clairvoyance, or the image will instantly stop. It usually requires 2D4 melee rounds of concentration or meditation before the image occurs. Remember, a failed skill roll means absolutely nothing happens, but still burns up the 4 I.S.P. and time.

Commune with Animals

Range: 200 feet; line of sight.

Duration: Two minutes (8 melee rounds) per level of experience.

I.S.P.: 6

Saving Throw: Animals save as non-psionics and need a 15 or better.

This ability is a combination of empathy and telepathy and allows one to commune with animals (mammals, birds, reptiles, and amphibians—not insects or fish) makes the creature(s) accept the psionic as one of their own. It also enables the psychic to send and receive emotions and rudimentary thought "images" from the animals. The affected animals will not harm the psionic and will usually (1-80%) obey simple commands like run/flee, defend self/attack, come, go, stay, etc. The character can commune with one animal per level of experience.

Commune with Spirit

Range: Self

Duration: 8 melees

I.S.P.: 8

Saving Throw: None per se; the chance of successfully contacting a spirit or entity is 7% per level of experience, but add +20% if ghosts or entities are *known* to inhabit the immediate area.

This is the ability by which mediums are able to communicate with the entities, astral travelers, astral beings, ghosts, and spirits. The

psionic serves as a transmitter, sending a general call into the spirit world or to entities in the general area. This does not necessarily mean that a spirit will comply. The being will usually communicate by *temporarily* possessing another person. That person may or may not be the psionic caller. The spirit will select the most susceptible person present to use as its speaking medium.

In seances like this, unknown factors are high: the psionic may contact a different spirit than the one he seeks, and many spirits and entities are hostile and may provide little helpful or truthful information (teasing and lying to the questioner). Consult the following table to determine the spirit's disposition and response. Either the G.M. or the player can roll on the following table (or the G.M. can pick whatever seems appropriate):

01-10 Exactly the spirit sought; 1-80% likelihood of being cooperative and helpful.

11-30 Not the spirit desired; sad and whiny; only a 1-30% chance of helping. Otherwise, spends most of its time moaning about its troubles and woes.

31-50 Not the spirit desired; hostile and snide because it has been summoned away from its activities. Only a 1-15% chance of it being helpful (perhaps on the condition that if it tells them what they want to know, they'll let it go immediately and not bother it again). This entity is likely to spend most of its time complaining, grumbling, and may tell lies.

51-70 Not the spirit desired, but friendly and helpful; tells whatever it knows (which may be a lot or very little) and may offer advice or warnings.

71-90 Not the spirit desired; evil and malicious, this being will try to frighten and harass the group. It will exaggerate or de-emphasize dangers, tell convincing lies, and offer false information that will send the group into dangerous situations or that will help the evil forces in the area.

91-00 Not the spirit desired; a prankster and an obvious liar (constantly contradicts itself), nothing it says can be trusted, but it does not try to hurt the group.

Note: A typical spirit will respond in accordance to its alignment and background. G.M.'s, play this as you see fit.

Dispel Spirits

Range: 50 foot (15.2 m) radius per level of experience.

Duration: 30 minutes per level of experience.

I.S.P.: 10

Saving Throw: The spirit receives no saving throw but if a psionic summoned the spirit, then he can roll a standard save to maintain contact and prevent it from leaving.

Any lesser spirits, ghosts or minor entities within a 50 foot (15.2 m) radius of the psychic are forced to flee the area immediately. This does no damage to the spirit but sends them fleeing and breaks any communication that one or more may have with another psychic. Note that tectonic and possessing entities, demons, gods, Will-O-The-Wisps, nymphs, specters, and similar creatures are not affected by this psionic power.

Empathy

Range: 100 foot area (30.5 m)
Duration: Two minutes (8 melees) per level of experience.
I.S.P.: 4
Saving Throw: Standard; a save vs empathy means the psychic can not get a clear sense of the emotions of that particular person. To save vs empathy, the person must roll to save once each melee round that the psychic is using empathy. Mind block will prevent any empathic emanations from the blocked person.

Empathy is a psi-ability that makes the psychic aware of, or feel, the emotions of other people, animals and supernatural creatures. The strongest emotions are easiest to sense: hate, anger, terror, love, etc. Probing for emotions can often be used to establish that somebody or something is nearby, but cannot be used to pinpoint an invisible or hiding person/creature. Empathy can be especially helpful in recognizing and communicating with ghosts and other supernatural beings.

Questioning a person/being while using empathy can be very handy in establishing how they are reacting to you. In a limited sense, empathy can be used like a lie detector to see if the emotions match the verbal response. **For Example:** "Did you know the deceased?" The verbal answer is no, but there is a sudden flare of nervousness and fear (or hate or sorrow). This doesn't mean the guy is the killer, but it might mean he is lying about knowing the deceased. Further questions might pull out a strong emotion such as anger or hate (or happiness), which may confirm the psychic's suspicions that this character might be involved in the murder. However, remember that this is, at best, circumstantial evidence and definitely inadmissible in court. Physical proof must be found, but the empathic readings may put characters on the right track. Also, remember that although the empathic psychic is feeling the person's real emotions, he is interpreting their significance. A very nervous person may always radiate fear or anxiety, while a cold-blooded, pathological killer may feel nothing at all and stay calm and cool as he lies through his teeth. The feeling of hate may mean that the person did know the murder victim, or knew of him, and hated him for any number of reasons. That does not mean he killed him. As you can see, interpreting emotions can be a tricky thing.

Haunting ghosts and entities rarely mask their emotions. Thus, the psychic can easily tell if one or more is nearby (within 100 ft/30.5 m) and what it is feeling. "I sense great sorrow." or "Do as it says! It is angry, almost crazed. I think it will carry out its threat if you try to stop it."

Meditation

Range: Self
Duration: Varies
I.S.P.: None
Saving Throw: None

This psychic sensitive ability is automatically available to all *master psionics.* It is a simple self-hypnotic trance which allows the psychic to completely relax. During such trances the psychic regains six I.S.P. per hour (the Mind Mage gets 12!).

Mind Block

Range: Self
Duration: 10 minutes per level of experience.
I.S.P.: 4 (per each duration period)

This is the ability to completely close or block oneself from most psychic/mental emanations. When intentionally closed to supernatural or psychic forces, the character cannot sense anything, cannot use his psionic abilities, nor be psionically influenced by others. A mind block will prevent penetration of telepathy, empathy, hypnotic suggestion, induced nightmares and empathic transfer. It can be an invaluable protective mask when dealing with malevolent psychic forces. It also adds a bonus of +1 to save vs all psychic and mental attacks.

Object Read (Psychometry)

Range: Touch
Duration: Varies; usually about 2D6 minutes.
I.S.P.: 6
Saving Throw: None
Base Skill: *Impressions:* 56%+2% per level of experience. *Images:* 48%+2% per level. *Present:* 38%+2% per level of experience.

This uncanny ability enables the psychic sensitive to receive impressions and images from an object regarding its use, history and last owner. This is done by holding the object and concentrating on a specific line of thought, or by opening up to a general impression (the latter is always more vague and random). Just as a psychic must open himself to sense evil or magic, he must open himself to the object. If successful, he will receive impressions and/or images revealing bits of information.

Impressions include: General alignment of its last owner (good, selfish, evil), general emotional state of mind (anger, happy, sad, hate filled, confused, etc.), the object's general purpose (what it is used for), whether or not the last owner is living or dead, and whether the item has been used with/by magic or supernatural forces. Object read will also conclusively indicate whether the item is currently enchanted or contains a supernatural force/entity (as well as *its* alignment and emotions). If the item *is* possessed, an object read makes the reader totally vulnerable to possible psychic attack (no bonuses to save) from the force contained inside it.

Images: The psychic can also see images of isolated events which have happened in the past. This will provide brief *snippets* of images and events that will offer glances of the previous owner and others close to him. Traumatic and emotion filled events/images are the easiest to see. Impressions will accompany the images, adding to the story as it unfolds. *Information includes:* approximate age, height, weight, build, race, sex, sometimes occupation, hair color and length; special facial or body features, such as a scar or tattoo or beard (very often the exact facial features are out of focus, blurred or obscured); the object's use/purpose; and some special event, usually very traumatic, important or happy. Often the event image will be fragmented as if it was a piece of movie film edited by a crazy man. The event will always be one in which the object was involved in some way.

The present can also be glimpsed, but costs an additional 4 I.S.P., with no guarantee of success. Sometimes the psychic can focus in to see and feel the last owner at that very moment. This will provide an idea of what is his current state of mind/emotion, appearance/dress, general location (that is to say, a bedroom, office, street, outdoors, etc.; no address or sense of distance is provided), general features (shaved his beard, dyed hair, etc.) and so on. The psychic may be able to identify a place or person by its features, provided he has seen it before or sees it in the near future.

The success or failure of an object read: Roll percentile dice once for impressions and once for images. The roll must fall under the character's base skill ability to succeed. A roll higher than the base skill means failure and the psychic feels and/or sees nothing. Impressions and images are two different things, so *roll for each.* The psychic may

get no impressions, but see images or vice versa. The present cannot be seen unless the psychic was successful on at least one of the previous readings of impressions or images. Once an object has been read it cannot be read again by the same psychic, even if he did not see or feel a thing. Of course, the psychic can attempt to object read other items, but each attempt will cost 6 I.S.P.

Presence Sense

Range: 120 foot (36 m) diameter.
Duration: 2 minutes (8 melees) per level of experience.
I.S.P.: 4
Saving Throw: None

Presence sense is a sixth sense which will alert the character to the presence of supernatural and magic creatures in the area. The ability cannot pinpoint the location of the presence, but will give the psychic the impression of whether it is near (within 50 ft/15.2 m) or far (beyond 90 ft/27.4 m). It will also give the character a vague idea of how many presences there are; one (1 or 2), a few (3 to 6), several (7 to 14), or many (15 or more). The psychic will also be able to tell if one or more of the presences are incredibly powerful — applicable only to demon and deevil lords, greater elementals and gods.

The psychic can sense the presence of humans and animals too, but with much less accuracy. Typically, the sensation is one of, "We are not alone." The person's distance is undeterminable and the number of people is limited to a sense of one, two or many (and that is only right 50% of the time).

See Aura

Range: 60 feet (18.3 m) and must be visible.
Duration: 2 melees (30 seconds)
I.S.P.: 6
Saving Throw: None, but a mind block will hide the presence of psychic abilities, the amount of P.P.E., and possession by a supernatural force.

All things, organic and inorganic, have an aura. The aura has many distinctions and can be used to see or sense things invisible to the human eye. Seeing an aura will indicate the following:

- Estimate the general level of experience. Low (1-3), medium (4-7), high (8th and up).
- The presence of magic (no indication of what or power level).
- The presence of psychic abilities.
- High or low base P.P.E.
- Healthy or sick.
- The presence of a possessing entity.
- The presence of an unusual aberration which indicates a serious illness, nonhuman, mutant, or supernatural being in disguise, but does not specify which.

Note: Cannot tell one's alignment from see aura.

See The Invisible

Range: 120 ft (36 m) distance.
Duration: One minute per each level of experience.
I.S.P.: 4
Saving Throw: None

The character can see forces, objects and creatures which can turn, have been turned, or are naturally invisible. Even if the creature has no physical form, the psychic will be able to discern the vaporous image or energy sphere which is the being. This includes ghosts, entities and the astral form.

Sense Dimensional Anomaly

Range: 120 foot (36.5 m) radius.
Duration: 2 minutes per level of experience.
I.S.P.: 6
Saving Throw: None

This power will detect the presence of a dimensional anomaly like a dimensional portal or Rift leading to another dimension, world, or time, as well as any disturbances caused by teleportation, temporal magic, or other powers that disrupt the fabric of reality.

Sense Evil

Range: 140 foot (42.7 m) radius.
Duration: Two minutes (8 melees) per level of experience.
I.S.P.: 2
Saving Throw: None

This psi-power is a much more refined ability to feel the presence of evil. All supernatural creatures radiate their alignment, good or evil. A psychic sensitive will automatically feel supernatural evil without spending a single I.S.P. However, to get a clearer picture of the evil force(s), the character must open himself and use the sense evil ability.

The sense evil psi-power will indicate the general number of *supernatural evil:* one, a few (2-6), several (7-14), or many (15 or more). It can also register the intensity of the evil and pinpoint the general location of the source(s) to a particular room(s), possessed object or person. It can also indicate distance; i.e. very near (within 15 ft/4.5 m), near (within 50 ft/15.2 m), or far (60 to 140 ft/18.2 to 42.7 m). The character can track the source of supernatural evil, like a bloodhound, by sensing how close it is to him; the stronger the sensation, the closer the creature.

Evil emanations from human beings are much less distinct and cannot be felt unless the source/person has an immediate evil intention, is incredibly evil, is psychotic, or possesses psychic powers (the latter amplifies the evil aura). A mind block will prevent sensing an evil alignment and mask evil intentions.

Sense Magic

Range: 120 foot (36 m) radius.
Duration: Two minutes per level of experience.
I.S.P.: 3
Saving Throw: None

The ability to sense magic is much like the one to sense evil. The psychic can feel magic energy, tell whether it is near (within 20 ft/6.1 m) or far (up to 120 ft/36 m away) and follow the emanations to pinpoint their source as a particular place, room, person or object. **Note:** Invisible beings or objects can only be traced to a general area, like a specific room or corner.

The psychic will also be able to sense whether or not an object has magic powers, if a person or item is enchanted/under a magic spell (this does *not* include psychic powers or possession), or when magic is being used within the sensing area —practitioners of magic do *not* radiate magic energies until they expend magic energy to cast a spell or to activate a ward or circle.

Sixth Sense

Range: 90 feet (27.4 m)
Duration: Until the danger passes or happens.
I.S.P.: 2
Saving Throw: None

This power gives the psychic a precognitive flash of *imminent danger* to himself or somebody near him (within 90 ft/27.4 m). The character will not know what the danger is or where it will come from, nor who it will be directed at when in a group. All he will know is that something life threatening will happen within the next 60 seconds (4

melees)! The sixth sense is triggered *automatically,* without the consent of the psychic, whenever his life is in great peril, or the life of somebody he greatly cares about (friend, loved one, etc.). The sixth sense is only triggered by an *unexpected, life threatening* event which is already set into motion and will happen any second. The power *cannot* be called upon at will to sense for traps or ambush. Instead, it works like an automatic reflex. If the character has used all his I.S.P., the sixth sense is temporarily rendered inoperative.

Bonuses:

The sudden flash of insight provides the following bonuses. All bonuses apply only to the initial melee round when the attack occurs.

+6 on initiative roll

+2 to parry

+3 to dodge

The character cannot be surprised by a sneak attack from behind.

Speed Reading

Range: Self

Duration: 3 minutes per level of experience.

I.S.P.: 2

This is the ability to read and comprehend the written word extremely quickly. Reading speed is 30 pages per minute. The psychic will retain the information as he would normally. Highly technical texts will reduce the speed reading by half (15 pages per minute) and may require two readings. The character must be literate to use this power.

Telepathy

Range: Read surface thoughts up to 60 feet (18.3 m) away or two-way telepathic communication up to a distance of 140 feet (32.7 m).

Duration: 2 minutes per level of experience.

I.S.P.: 4

Saving Throw: Conditional. When a person suspects that he is being telepathically probed he can resist, getting the *standard* saving throw. Mind blocks will completely prevent telepathic probes or communications as long as the block is up.

The power of telepathy allows the psychic to eavesdrop on what a person is thinking at a particular moment. This is done by focusing on that one person and picking up on his or her surface thoughts. *Surface thoughts* are those thoughts and musings uppermost in a person's mind. A deep probe into memory is not possible. Although the psychic can read the thoughts of several people, he can only do so by focusing on one person at a time. Simultaneous, multiple mind readings are impossible.

Limited telepathic communication is also possible. The telepath can *send* a directed thought message to one person at a time. The message must be as brief and as clear as possible. Like, "John, I need you immediately. Hurry!" or "Stop! Don't do that." "Come here," "Look Out" or "Press the green button." However, two-way telepathic communication is not possible except between two psychics who both have the power of telepathy.

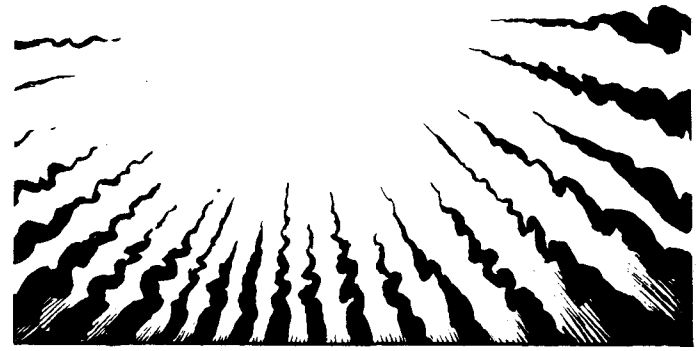
Total Recall

Range: Self

Duration: Permanent

I.S.P.: 2

The character remembers every word he reads or hears, or everything he sees. Specific blocks of information can be recalled in perfect detail at will. Each block of information costs 3 I.S.P. to recall in absolute detail. If all I.S.P. have been expended, the memory is a little fuzzy, so exact quotes and details may be impossible to recall. *Roll percentile:* 1-50: Remembered in full detail, word for word; 51-80: Details are forgotten, but the full essence of the ideas are clear; 81-00: Can only recall the most basic concepts; no details nor strong comprehension.



Super Psionic Powers

Advanced Trance State

Range: Self

Duration: Up to 8 hours per level of experience.

I.S.P.: 10

Saving Throw: None

This meditation state puts the psychic into a deep trance in which he can heal at double the normal rate and recover 12 I.S.P. per hour (sorry, no additional bonus for the Mind Mage). While in the advanced trance state, the psychic actually hovers in mid-air in either a sitting or prone position.

In the alternative, the psychic can put himself in a state of suspended animation or stasis sleep. The character's metabolism slows down to a crawl, roughly one-tenth that of normal, and may appear to be in a coma or even dead. While in stasis, the character doesn't need to eat or drink, he can survive on one-tenth the normal amount of breathable air, and the effects/damage of any toxins, drugs or disease are stopped, giving the body valuable time to fight and destroy it (must remain in stasis for at least two days to do so, otherwise takes effect the instant the psychic awakens). Furthermore, while in this state, the psionic character can sense danger and extreme changes around him, and can wake up in an instant to defend himself.

Bio-Manipulation (the Evil Eye)

Range: 160 ft (48.8m)

Duration: 4-16 minutes (roll 4D4); the duration is half when used against creatures of magic and supernatural beings.

I.S.P.: 10

Saving Throw: Standard

The psychic is able to induce physical trauma to the nervous system of others by sheer force of will and psychic energy. This psi-power is often known as "the evil eye."

There are seven types of bio-manipulation effects. Each affects only one person per attack and can be used in any combination. Intended victims must be within line of vision or their *exact* location known to the psychic. Each costs 10 I.S.P. to inflict.

This psychic power enables the psychic to temporarily manipulate specific biological functions or conditions in human, animal, and most supernatural life-forms. The duration can be extended 4-16 (4D4) minutes per additional 6 I.S.P.

Blind: Temporarily knocks out the victim's optic nerves, rendering that person quite helpless. Victims are -9 to strike, parry and dodge.

Deafness: Can be caused by manipulating the eardrum. Victims cannot hear anything, and are -6 to parry or dodge attacks from behind. In addition, the shock of suddenly becoming deaf makes them -3 to strike, parry or dodge any attacks, and they automatically lose the initiative while deaf.

Mute: Impairs the victim's vocal cords, making speech impossible. Victims are likely to be shocked and panicked, making them -2 to strike, parry and dodge, but only for the first melee round. Magic that requires the spoken word cannot be performed.

Pain: By manipulating the nerve centers, the psionic can induce terrible pain that shoots throughout the body. Victims are -6 to strike, parry, and dodge, and take one point of damage off their hit points (not S.D.C.) per each minute affected.

Paralysis: Immobilizes the motor part of the brain, causing legs and arms to stop functioning. Victims are completely incapacitated for the duration!

Stun: This attack disorients and confuses its victim. Victims forfeit one attack per melee round, speed is cut by half, and all combat bonuses are reduced by -4.

Tissue Manipulation: Affects the tissues connecting nerve fibers which can cause a variety of effects. By irritating the nerve fibers a victim will suddenly feel itchy, as if suddenly breaking out in a severe rash. Through endothermic manipulation, the victim can be made to suddenly feel cold or hot while everyone around him feels fine. This is done by manipulating the body chemicals which absorb heat. ALL three conditions are more annoying or frightening than physically impairing. In each case, the victims are -1 to strike, parry and dodge, and -1 on initiative.

Saving Throw: Standard; if a character successfully saves against the attack he is not affected at all. This applies to all seven bio-manipulative attacks.

Bio-Regeneration (Super)

Range: Self
Duration: Permanent
I.S.P.: 20
Saving **Throw:** None

Another bio-manipulation power that enables the psychic to direct his psionic energies to immediately self heal. The character must concentrate for one full minute while his body instantly heals itself. 4D6 hit points and 4D6 S.D.C. points are simultaneously restored at the end of 60 seconds! There is no scarring and the bio-regeneration process can be performed every minute. S.D.C. and hit points cannot be restored beyond the character's normal range.

Catatonic Strike

Range: Touch by stabbing attack!
Duration: Special
I.S.P.: 40
Dodge or Parry: Since this attack is part of a physical attack as well as psionic, the intended victim can try to parry or dodge the attack, provided he knows it's coming. A successful dodge or parry means no damage. The attacker gets two tries to strike before the psychic energy dissipates.
Saving Throw: Once stabbed, the victim is -1 to save per every two levels of the psychic attacker.

This psi-attack summons a nerve shattering force that is delivered from a stabbing attack with a blade weapon. The weapon must penetrate flesh (as deep as possible), so this attack is most effective from behind (+2 to strike) or against an incapacitated foe.

The stabbing inflicts the usual amount of damage for that weapon and circumstance (such as double damage from behind). Regardless of the amount of damage inflicted, the victim of the attack immediately falls into a complete catatonic coma, unless he saves vs psionic attack. A successful save means the character suffers the weapon damage and a shock to his system that causes 2D6 damage and reduces the number of melee attacks and combat bonuses by half for 1D4 melee rounds.

A failed save vs psionics means the character instantly collapses and falls into a coma. The catatonic subject is helpless; incapable of any kind of action: physical, mental, or psionic. There is a cumulative 15% chance of recovery every day after the attack (must roll under the percentile number), but until the character comes out of the coma, he is completely helpless. Furthermore, he could die from blood loss if not found soon after the attack. The victim can remain in a coma for one day per P.E. attribute point. If he doesn't come out of the coma by then, he dies.

Cause Insanity

Range: Others by touch.
Duration: One week per level of experience.
I.S.P.: 30
Saving Throw: Standard

Anyone who fails to roll a save vs psionic attack contracts one insanity. The mental affliction lasts one week per level of the psychic. The type of insanity is specified by the psionic and can be either a phobia, obsession, or neurosis. The use of this ability does not inform the psychic of any prior insanity that the character may possess.

The psychic can make the insanity permanent (subject to cures by therapy or psionic cure) by *permanently* subtracting 2D6 points from his I.S.P. base.

Cure Insanity

Range: Others by touch.
Duration: Special
I.S.P.: 30
Saving Throw: Standard and automatic; the character saves whether he wants to or not.

Most types of insanity can be cured at least temporarily. Only schizophrenia, organic retardation, insanity caused by brain damage and those inflicted by magic, including curses, cannot be cured with this power. Since the insanity is beyond the subject's control, the character rolls to save vs psionic attack whether he wants to be cured or not.

A successful save vs psionic attack means no cure, but the 40 I.S.P are expended nonetheless. Try again?

If the insane character fails to save vs psionic attack, he is temporarily cured of that particular insanity. There is a 1-10% chance that the insanity will resurface; roll once at the end of every week (7 days) or when the character faces a traumatic situation similar to the one that caused the insanity in the first place. Once it resurfaces, the insanity stays until it is cured again in some way.

Each specific insanity must be targeted and attacked individually. Thus, if a character has three phobias, the psionic must use this power three times and expend 120 I.S.P., provided the subject doesn't successfully save.

The psychic can make the cure *permanent* by permanently spending 2D6 of his I.S.P. base.

Electrokinesis

Range: Varies
Duration: Varies
I.S.P.: Varies

Electrokinesis is a psychic power that allows the psychic to exert amazing physical control over electricity.

1. Electrical Resistance: The psychic can manipulate his body so as to become resistant to electricity. Up to 60,000 volts will inflict no damage or ill effect. Currents greater than 60,000 volts, including lightning and magic electricity, do half damage. **Range:** Self. **Duration:** 3 minutes per level of experience. I.S.P.: 4.

2. Electrical Discharge: The character can cause *static* electricity within a six foot (1.8 m) area, as well as emit an electrical discharge by

touch. The discharge can be a little jolt (one point of damage) or inflict up to 2D6 damage. Each discharge counts as one of the psychic's attacks per melee round. **Range:** touch or 10 feet (3 m) per level of experience. **Duration:** Instant. I.S.P.: 2 per little jolt, or 4 per each discharge (2D6 damage).

3. Manipulate Electrical Devices: Through focused thought, the psychic can enforce a limited control over electrical devices, such as turning off and on light switches, computers, televisions, radios, blenders, flashlights, toys (battery and plug types), and all types of electrically operated devices. He can also manipulate the controls of the device, such as volume, channel selection, tuners, speakers, change speed, dim lights, and so on. A dozen different electrical functions can be manipulated each melee round. This can mean flicking the light off and on six times (12 functions/6 off, 6 on) or turn on the T.V., turn its volume up to the max. and turn on 10 other appliances (12 functions in all). **Note:** Obviously, this aspect of the ability has little use in the Palladium World, but could become invaluable in different dimensions. **Range:** 45 feet (13.7 m) +5 feet (1.5 m) per level of experience. **Duration:** Two minutes per level of experience. **I.S.P.:** 4 points. The character does not need to see the devices to manipulate them. He can feel their presence.

4. Sense Electricity: The psychic can sense or feel electricity and pinpoint its exact location with reasonable accuracy. This ability also enables the character to sense approaching electrical and ley line storms. **Range:** 45 feet +5 feet (13.7 +1.5 m) per level of experience. **Duration:** Two minutes of extreme sensitivity when he can pinpoint every source of electricity in the area. **I.S.P.:** 2 per every two minutes. **Base Skill:** 55%+5% per each additional level of experience. *A failed roll* means only 1D6x10% of all the electrical devices/sources of electricity could be sensed.

Empathic Transmission

Range: 60 feet (18.2m)

Duration: 2D6 minutes (2 to 12 minutes)

I.S.P.: 6

Attacks Per Melee: Equal to the individual's physical attacks; usually three or four per melee round.

Saving Throw: Standard

This incredible ability enables the psychic to instill a powerful emotion into another living creature; person, animal or supernatural being. Each psychic attack/transmission can only affect one creature at a time. Several supernatural creatures have this ability or some aspect of it.

Despair or Sorrow: Invokes great emotional upheaval, deep sorrow and a sense of loss. There is a 1-50% chance of the victim surrendering or leaving without a battle; furthermore, victims are -2 to parry and dodge.

Confusion: Disorients the person so badly that he has no sense of direction, time, or of what is exactly going on. Victims are -3 to strike, parry and dodge, and lose initiative completely.

Fear: Invokes unreasoning terror. Victims are -3 to strike, parry and dodge, plus there is a 1-66% chance that those affected will turn and run.

Hate or Anger: Will prompt those affected to act rashly, charge, attack, argue violently, etc. Victims are likely (1-60% chance) to attack, kill, harm, or betray those they dislike; +1 (yes, that's plus) to strike, -1 to parry and dodge.

Love or Peacefulness: Will induce a deep feeling of serenity, dispelling anger, hatred, sorrow, and so on. Hostile opponents are likely (1-60% chance) to reconsider their actions, deciding not to attack, show mercy, leave without being overtly cruel or destructive, halt a rampage, and so on. It does NOT make its victims docile sheep, but curbs hostility.

Trust: Will make its victim believe everything the psionic tells him, but only while under the empathic influence. Life threatening suggestions that go against deep-seated fears or ideal provide an additional saving throw against the suggested action, with a bonus of +3 to save.

Group Mind Block

Range: 120 foot (36.6 m) radius.

Duration: 10 minutes per level of experience.

I.S.P.: 22

The master psionic can instantly erect a mental barrier or mind block to protect himself and those within a 120 foot (36.6 m) radius. The group mind block works just like the individual mind block power. It can be a means of protecting those around the psychic from psionic probes and mind attacks, but it can also be used to prevent outside forces (good or evil) from communicating via telepathy or empathy. Thus, a villainous psychic can use the group mind block for his own evil purposes. Everyone within the 120 foot (36.6 m) radius of effect will be automatically blocked, but the effect is not detectable so they are not likely to know that they are being mind blocked (only a detect psionics will indicate a group mind block)!

Hydrokinesis

Range: Varies

Duration: Varies

I.S.P.: Varies

This ability enables the character to use psychic energy to sense and influence water.

1. Sense Chemical Impurities: The psychic can sense whether or not water, is polluted, drugged or contains other substances. The exact nature of the additive or pollutant may be unknown, but he will know that it is not completely natural.

When sensing water, first roll to determine the purity of the water (crystal clear and drinkable, dirty but drinkable, or fouled and undrinkable/hazardous). **Base Skill:** 70% +2% per each additional level of ex-

perience. If polluted, roll to determine the general nature of the pollutant. This will identify whether it is a chemical/drug (not deadly, but will cause a reaction if drunk) or poison (a deadly or harmful toxin if swallowed). **Base Skill:** 35%+5% per each additional level of experience. **Range:** Self; water touches the lips or six inches from the lips. **Duration:** One minute (4 melee rounds). **I.S.P.:** 2 per minute.

2. Boil Water: The psychic can increase the temperature of water raising it to boiling point within one minute (four melee rounds). Up to one gallon (3.8 liters) can be affected. Once set to boiling, it will take the usual amount of time to cool. This power cannot be used to boil the water or blood in a living creature. **Range:** 8 feet (2.4 m)+2 feet (0.6 m) per level of experience. **Duration:** One minute (4 melees). **I.S.P.:** 3 per gallon of water.

3. Water Spout: An ability that enables the psychic to control and hurl water. The effect can be used to make water bubble (but not heated), shoot straight up like a geyser, or a water blast hurling across a room like a short, powerful spray from a garden hose. Up to one gallon of water can be manipulated and hurled up to a distance of 20 feet (6 m). **Note:** The fluid must be 75% water to be controlled, and can include a punch, hot coffee, chicken soup, tea, beer, etc. Forget about hurling ice (frozen does not count), paint, oil, gasoline or cake batter.

Making water leap, seemingly with a life of its own, can be startling to others and a great distraction. Hurling normal water or a cool drink into somebody's face/eyes will momentarily blind and surprise the individual, causing him/her to lose initiative and one attack that melee. Hurling hot or boiling water on the body (especially the crotch or exposed skin) will have the same results. Hurling *boiling water* in the *face* is horribly painful, causing 2D4 damage, loss of initiative, loss of all attacks for 1D6 melee rounds and temporary blindness (-10 to strike, parry and dodge). Characters of a good alignment will not hurl boiling water in the face unless in life and death circumstance.

Hurling Range: 20 feet (6 m). **Duration:** Instant. **I.S.P.:** 5. **Bonus:** +1 to strike; roll to strike. **Note:** The psychic can influence up to one gallon of water up to 20 feet (6 m) away, whether he can see it or only feel its presence. Making water bubble or rise up like a fountain can be maintained for up to 30 seconds (2 melees).

4. Sense Water: The character can sense the presence of any water exposed to the open air automatically, at no cost of I.S.P. **Range:** 20 feet (6 m) per level of experience. **Duration:** Permanent. **I.S.P.:** None. Note: Underground rivers, airtight containers, etc., cannot be sensed.

Hypnotic Suggestion

Range: 12 feet (3.6 m), plus requires eye contact.

Duration: Varies with each circumstance and subject; rarely more than a few hours maximum.

I.S.P.: 6 per idea or attempt to implant an idea.

Saving Throw: Standard

The power of suggestion is a psionically boosted form of simple hypnosis. The power is limited to relaxing/calming somebody down, putting a person or animal in a light sleep, helping a person to relax and focus on a particular thought (good for helping someone to remember things), and implanting subtle ideas. The implanting or "suggestion" of an idea must be subtly worked into a comment. The suggestion must be kept simple and clear, such as "You know you can *trust* me" or "You feel like you have a fever. Yes, you do have a fever. You're burning up (with *fever).* You should *lie down."* or "You don't want to go there."

The power of suggestion can also be used to make the victim imagine sounds and images. "Did you hear that? Listen! *Footsteps!* You hear *the footsteps* ... yes, you do!" Or, "At *midnight the specter appears.* Everybody who is ever present *sees the specter at midnight."* The poor individual who fails his savings throw will, indeed, imagine he sees something at midnight.

Induce Nightmare

Range: Touch or 10 feet (3 m) per level of experience; must have a clear line of vision of the sleeping individual.

Duration: Two melee rounds per level of the psychic.

I.S.P.: 15

Saving Throw: Standard

The psionic attacks by implanting a terrifying dream that causes the dreaming character to suffer great distress. The sleeper may toss and turn, mumble and moan. While under the psychic thrall of the induced nightmare, it is impossible for the victim to wake up unless another psychic uses telepathy or empathy to jar him awake. After waking, the subject of the attack will be on edge and unable to fall asleep for 1D4 hours (which may lead to exhaustion).

Insert Memory

Range: Touch

Duration: Permanent

I.S.P.: 25

Saving Throw: Standard; although innocuous false memories or ones that deal with something the character wanted to know/remember, may not be resisted at all (G.M.'s or the player's call).

An artificial memory can be implanted into the mind of the subject. This memory is completely convincing and will affect all related actions of the victim. For example, the psionic could tell the victim: "Your brother was captured and tortured by wolfen when you were a child." This would mean that the subject might have a good reason to hate wolfen. However, there is no guarantee that the subject will react in any particular way. In our example, the subject might hate his real brother, or he may still believe that all wolfen are *not* evil, just as all humans are not good or evil. Implants that are seemingly unimportant or not strongly defined (rumors, hearsay, etc.) are the easiest to implant in a character's mind because the memory doesn't conflict with *real* memories or the character's alignment or ethics. Things like, "We met at the tavern last night;" or, "I heard a rumor about ...;" and similar. When asked where he heard that, the character won't remember, but will react with "I know that's what I heard, and I don't want to deal with anybody like that." Even rumors and little things can affect a character's feelings or judgement.

The only chance that the victim has of detecting an artificial memory is when it conflicts with obvious reality (i.e. the character never had a brother), strong beliefs, strong emotions, or alignment. But even if the victim disbelieves the memory or realizes it's false, it still remains.

Invisible Haze

Range: Self

Duration: Six minutes.

I.S.P.: 30

Saving Throw: Standard

The powers of the mind are awesome and this is but one of the more spectacular abilities. The psychic transmits a powerful hypnotic suggestion that telepathically tells *all* who look upon him that they cannot see him! Thus, one moment he is there and the next second he's gone. The character and everything on his person disappears.

The victim of this psionic attack will either think he was mistaken about what he saw (not likely unless seen in a crowd or under conditions of poor visibility), or realize that the character has turned invisible before his very eyes. All who see the psychic, get to roll to save vs psionic attack as normal. Those who fail to save cannot see the character for the full duration of the psionic power. Even characters who can see the invisible and see aura cannot "see" the invisible psychic (the same is true of characters who have modern or ultra-modern optic systems and sensors). Why? Because the psionic is not actually invisible at all! They just "think" he's invisible.

Those who make a successful save vs psionic attack see the character without difficulty (the psychic can cast another invisible haze if he wants to, making all who can still see him have to roll to save again).

Attacks against an invisible foe are -6 to strike, parry, and dodge, and -6 on initiative, unless the invisible character picks up or throws a visible object.

Mental Illusion

Range: 90 feet
Duration: Special
I.S.P.: 20
Saving Throw: Standard

This power is an incredible psionic hypnotic suggestion that causes the victim to see, hear, feel and interact with an illusionary being. This being can be a horrible, attacking monster, friend, family member, a seductive woman, or anything in between. Only the character affected sees this mental image, although it may, in his mind, seem to react to others around him. For example, if one of his comrades approaches him, the afflicted character may shout a warning or leap in front of him in order to protect him from the monster (that only he sees). Likewise, the illusionary being may look at or point to other characters who are within the afflicted person's line of vision. However, it directs all its actual attacks or efforts toward the one who is afflicted. The being reacts as the character would expect it to react, which may rely entirely on what he believes it to be or be influenced by the hypnotic suggestion.

To instill the mental illusion, the psychic must implant some basic ideas and imagery. For example: "Don't take my word for it, your own comrade (insert name of person) has joined me. He'll explain everything, won't you my friend?" Or, "You fool! Even the great (insert name of a hero, villain, friend or family member) serves me. Oppose me and you must face him/her first. Defend me (so and so)." If a monster, the psychic might say, "Suffer now at the hands of my baal-rog demon servant (or troll, dragon, or any monster). It will tear you and your friends apart! Die!" And the creature attacks. It's important to note that this mental monster will react and possess powers and abilities that the afflicted person *believes* it has or should have. Consequently, if the character doesn't know what a baal-rog is, he will picture some kind of demonic thing that may not even remotely resemble the genuine creature. This means the afflicted character will envision and empower the monster based on any pictures and stories he may have seen and heard.

The same person can be inflicted with a *similar* image by this power, but the two can never be exactly the same because the action is really happening inside each individual's mind.

Powerful psychics often use this power to trick, distract, divide and delay their opponents.

The psychic can also use this power to make another person believe he is a completely different person; friend, loved one, acquaintance, stranger or monster. The afflicted person will react to him exactly as he perceives him. For example: The psychic says, "Please don't hurt me, I'm just an old woman." Suddenly, instead of his enemy standing in front of him, he will see an old peasant woman. Or he might say, "What are you doing? It's me (insert name of friend, acquaintance, etc.). This ploy is especially effective if the afflicted character could not clearly see who the psychic was (in darkness, shadows, mist, back turned, hood covers the face, etc.). Of course, the psionic must act the part or the afflicted character will become suspicious and realize that the character may be his old nemesis psionically or magically disguised.

Mentally Possess Others

Range: Touch
Duration: 5 minutes per level of experience.
I.S.P.: 30

The master psionic can completely take over and control another person. The psychic essence of the controlling mind is transferred into the body of another individual. While in the victim's body and mind, the psychic retains all his own knowledge and identity. He cannot read the mind of the person he now possesses, nor access any knowledge from the victim's memory. Only the physical body can be controlled, like a living robot, but the psychic still retains all his own skills and psionic powers.

During the period that the victim is possessed, the person goes into a trance state and remembers nothing about the things that happen while he is possessed. Meanwhile, the psychic's natural body falls into a coma-like state and is vulnerable to attack unless protected by others.

The possessing character can return to his own body at any time regardless of distance. When his essence leaves the body of the possessed, the victim suddenly becomes conscious again, as if suddenly being woken up.

Mind Block Auto-Defense

Range: Self
Duration: Special
I.S.P.: Special

The moment the psychic is being mind probed, a personal mind block automatically snaps into place. It also alerts the psychic to the fact that he or she is being probed or attacked by empathy or telepathy. The character must consciously and willingly lower the mind shield and open himself to the psi-probes in order to receive a telepathic or empathic message. Otherwise, the automatic defense mind block will stay in effect until the probe/attack is over.

The I.S.P. cost is different in that the character must permanently give up 14 I.S.P. when this power is selected. However, the mind block will automatically take place whenever under telepathic and empathic probes and other mind attacks such as empathic transmission and induce nightmares, at no additional I.S.P. cost; it engages automatically.

Mind Bolt

Range: 100 feet (30.5 m) per level of experience.
Duration: Instant
I.S.P.: Varies

The psionic can focus his psionic energy into a powerful bolt of mental force and hurl it at a visible target with amazing accuracy. The amount of damage the bolt inflicts depends on the amount of energy expended.

Every six I.S.P. does 1D6 damage, so six I.S.P. equals 1D6 S.D.C. damage, 12 I.S.P. equals 2D6 damage, 18 I.S.P. 3D6 and so on. All mind bolts are +4 to strike, but adding an additional 10 I.S.P. increases the strike bonus to +8. Remember, ley lines and nexus points increase the range and damage.

Mind Bond

Range: Touch
Duration: Special
I.S.P.: 10
Saving Throw: Standard

The mind bond creates an instant mental link between the psychic and another person. When this happens, *each* will learn EVERYTHING there is to know about the other. This includes all skills, secret identities, phobias, etc. Both individuals retain a complete memory for only 3D4 hours. After that, the characters must roll under 15% to recall any particular item. After one month, *all* memories from the other person completely disappear. Players should bear in mind that only the psychic knows the memories are not permanent, thus the other person would have no reason to make notes or act quickly before the memories fade.

Note: Skills and skill bonuses are also temporarily absorbed, meaning that the psionic possesses all of his victim's skills and skill bonuses. Physical attributes, S.D.C. and attribute bonuses gained through physical training are NOT acquired.

Alien or extremely mentally and/or emotionally disturbed minds can permanently impair the psychic's own mind as a result of the bond. If bonded with an alien or extremely disturbed person, roll on the following table for a permanent insanity.

Roll on Insanity Table
1-40 No Insanity
41-80 Phobia
81-90 Affective Disorder
91-00 Neurosis

Mind Wipe

Range: Touch
Duration: Special
I.S.P.: Special
Saving Throw: Standard; a successful save means the person is unaffected and still retains his memory.

To mind wipe an intelligent creature, the psychic must make physical contact, touching his victim's temples to erase whatever he desires. This is done by verbal suggestion and can erase any past event, knowledge, skill, and so on. The process takes about three minutes to complete.

The loss of memory is temporary, lasting 1D4 days for every 10 I.S.P. expended. The memory can be permanently erased if the psionic exerts 50 I.S.P. at once. A psionic can also permanently wipe a mind completely blank by expending 50 I.S.P. and permanently sacrificing four Mental Endurance (M.E.) points. This is an extremely grueling process for the psychic and the loss of the four M.E. points is permanent, even if the opponent successfully saves against the wipe and is not affected.

P.P.E. Shield

Range: Self
Duration: Six minutes per level of experience.
I.S.P.: 10
Saving Throw: Not applicable.

A psionic defense that can be used to prevent P.P.E. vampires, and mages from siphoning off one's psychic energy. The shield works similarly to a mind block, only it prevents others from draining one's P.P.E.

Psi-Shield

Range: Self
Duration: Five minutes per level of experience.
I.S.P.: 30
Saving Throw: Not applicable.

A companion power to the psi-sword, in which the psionic can create an energy shield out of thin air. The shield can be used to parry all hand to hand combat attacks including attacks from dragons, golems, and magic — even magic fire balls and dragon's breath cannot damage or penetrate the shield. The shield can be used to parry energy blasts and projectiles but at -3.

Psi-Sword

Range: Self
Duration: 5 minutes per level of experience.
I.S.P.: 30
Saving Throw: Not applicable.

A psi-sword is an incredible weapon composed of psionic energy that is mentally willed into existence! The sword appears out of thin air as a shimmering blade of energy that resembles a glowing sword. The creation of the psi-sword is a very personal thing and requires years of mastery and great psionic power.

The sword's actual appearance will generally reflect its creator. A character who is impressed by strength and power will create a huge claymore-like weapon. A character who prides himself on speed and agility is likely to create a rapier or saber type blade, while a hero who enjoys cunning and subterfuge may create a short sword. Each is

equally powerful regardless of its form and size. The master psionic can even change the shape and color of the sword to fit his current mood.

The Mind Mage can create the psi-sword after only a few moments of concentration (about 15 seconds/one melee round) and maintain it for five minutes per level of experience. This means a third level Mind Mage can create and maintain a psi-sword for 15 minutes at the cost of 30 I.S.P., while a sixth level character must expend the same 30 I.S.P. but can maintain the weapon for thirty minutes. If the psychic is knocked unconscious, the weapon disappears. Likewise, the character can willingly dispel the weapon with a thought (costs another 30 I.S.P. to create a new one); it cannot be given to another character to use.

Psi-sword damage: 4D6 points at level three (one can not select this power until level three), +2D6 at levels four, seven, nine, twelve, and fifteen. The psi-sword does full damage against creatures of magic, demons, supernatural beings and creatures or armor that is impervious to normal weapons (this is not a "normal" weapon). The sword's creator can adjust the weapon to inflict a minimum of 2D6 points of damage or increase it by increments of 1D6 up to the character's current maximum. Note: In a mega-damage environment, the psi-sword does mega-damage.

Pyrokinesis

Range: Varies

Duration: Varies

I.S.P.: Varies

Pyrokinesis is a psychic power that gives a character the power to manipulate fire.

1. Fire Resistant: The psychic can endure great heat and fire with minimal ill effect. **Damage** is reduced by half. Magic fires do full damage. **Range:** Self. **Duration:** 5 minutes per level of experience. I.S.P.: 2.

2. Spontaneous Combustion: The ability to create a spark that will ignite combustible material, such as paper, old rags, dry grass, gasoline, hot coals, etc. Note: Human hair should not be considered a combustible material. This is a slow fire, starting with a tiny spark and grows. Initially, it is not a roaring blaze. **Range:** Can be ignited up to 30 feet away (9 m). **Duration:** Instant combustion; the fire will last and spread until it is put out or there is nothing to burn. I.S.P.: 2.

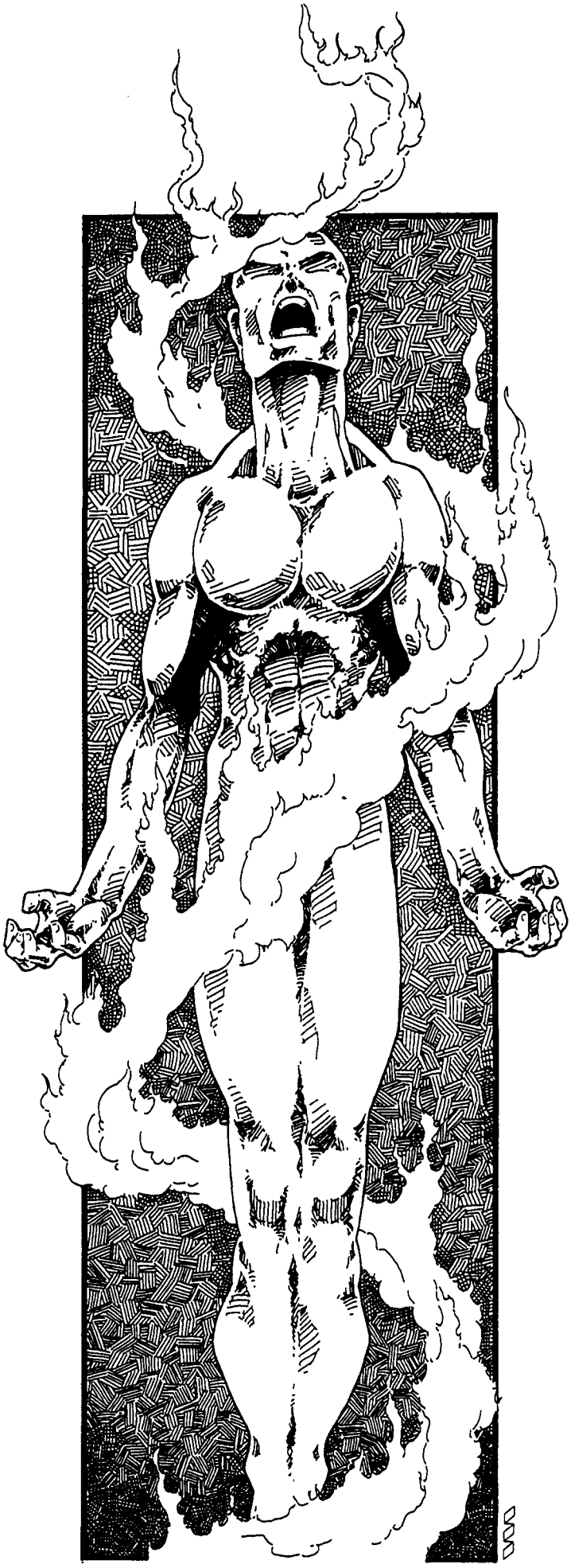
3. Fuel Flame: The character can feed the fire with psychic energy, doubling it in size. Affects a 10 foot (3 m) area. **Range:** Up to 30 feet +5 feet (9+1.5 m) per level of experience. **Duration:** Instant reaction. I.S.P.: 4.

4. Extinguish Flames: The power to instantly put out an area of fire. Affects a 15 foot (1.5 m) diameter of fire. **Range:** Up to 30 feet +5 feet (9 +1.5 m) per level of experience. **Duration:** Permanent until set on fire again. I.S.P.: 4.

5. Create Flame: The incredible ability to create fire out of thin air. Can be an eight foot (2.4 m) pillar of fire affecting a four foot (1.2 m) diameter or a wall of fire stretching six feet (1.8 m) long plus one foot (0.3 m) per each additional level of experience. **Damage:** 5D6 from the pillar, 6D6 from the wall, plus both have a 72% likelihood of setting any combustibles they touch on fire (including cloth, rugs, curtains, furniture, etc.). **Range:** Cast up to 30 feet (9 m) +2 feet (0.6 m) per level of experience. **Duration:** Two minutes per level of experience; longer if it sets other things on fire. I.S.P.: 20.

6. Fire Ball: Another fire creation out of thin air is the creation and hurling of a *fire ball.* **Damage: 6D6, Range:** 30 feet (9 m) +2 feet (0.6 m) per level of experience. **Duration:** Instant. **Bonus:** +2 to strike. I.S.P.: 25.

7. Sense Fire: The psychic can sense or feel the presence of fire and pinpoint its exact location. **Range:** 100 foot (30.5 m) radius +10 feet (3 m) per level of experience. **Duration:** Two minutes. **Base Skill:** 90% success ratio. *A failed roll* means only 2D4xlO% of the fires can be located by sensing. I.S.P.: 2 per every two minutes.



Telekinesis (Super)

Range: 100 feet (30.5 m) per level of experience.
Duration: 2 minutes per level of experience.
I.S.P.: 10 to lift/move/hurl an object that weighs 100 lbs (45 kg), +10 I.S.P. per each additional 100 lbs.
Damage: 1D4x10 S.D.C. per 100 lbs of weight. Note: 100 S.D.C. points equals one (1) M.D. point.

The power is basically the same as the ability described in the *Physical Category* of psionic powers, but greatly enhanced. Differences are increased range, dramatically increased weight and damage. The character can use telekinesis to manipulate as many as one object per level of experience, as long as the combined weight does not exceed the total weight capacity. **Combat Bonuses** are the same as the non-super telekinetic power.

Telekinetic Force Field

Range: Self or 40 feet (12.2 m) per level of experience.
Duration: 10 minutes per level of experience.
S.D.C. of the Field: 30 S.D.C. per level of experience.
I.S.P.: 30

The psychic can instantly erect a force field around himself or others in the blink of an eye. If the creation of the force field is to parry an attack, the psionic must roll a successful parry to see if he was able to create the field before the attack strikes. A successful parry means the force field beat the attacker's strike and it absorbs the damage.

The force field can be made so that it only encircles its creator or as large as a 10 foot (3 m) area per level of experience. It can be created up to 15 yards/meters away but always within the line of vision. The smallest force field possible covers about a three foot area (0.9 m).

Once one field is created, the psionic can create as many others as his I.S.P. will allow. All must be in the character's line of vision. The force field(s) will remain in place until all its S.D.C. is destroyed or its creator dispels it. If the psychic is rendered unconscious or killed, the force fields instantly vanish. However, the psionic can leave the area and the force fields will remain in place until the duration time limit expires.

People may be able to move around inside a force field, but the force field itself, cannot be moved. The field is actually an air-tight force bubble. **Note:** In a mega-damage environment, the field is a mega-damage structure with 25 M.D.C. per level of experience.

Telemechanics

Range: Touch or 5 ft away (1.5 m)
Duration: 10 minutes plus 2 minutes per level of psionic.
I.S.P.: 10
Saving Throw: None

This ability allows the psionic to mentally communicate and understand machines. This psi-power is a bizarre combination of object read and telepathy, except that it applies to mechanical devices only.

By touching any artificial machine, whether it be a siege machine, bicycle, gun (or car, airplane, etc.), the psychic will instantly have a complete (although temporary) knowledge of exactly how the machine operates. I must stress that the psionic knows *everything* about the machine; the complete schematic diagram, repairs, maintenance and operating knowledge are clearly seen in his mind's eye. The level of skill expertise is equal to 80%.

When touching an artificially intelligent machine, i.e. computers or robots, the psionic not only understands everything about its operation, repair, access codes, etc., but can actually communicate with it telepathically. This means he can tap into a computer's memory bank without using a terminal because the information would be sent directly into his mind. Remember, the telepathic link and memory are temporary abilities (although a total recall would be able to call up small bits of info). The psionic's skill knowledge of intelligent machines is equal to 88% skill proficiency and applies to *all* aspects of the machine, its operation, repair, special codes, etc.

Magic

Design Note: Throughout this section, magic is treated as a real, existing force, complete with theories and history. This is done for dramatic purposes. We must again express that **The Palladium Fantasy RPG** is a purely fictional work and has absolutely no bearing on the *real* world!

The magic system of the Second Edition is reasonably simple and basically the same as those found in other popular *Palladium Books* RPGs, including **Rifts®, Nightbane™, Beyond the Supernatural™,** and **Heroes Unlimited™.**

How does Magic Work?

The basic concepts behind magic are simple. First, magic is very real. It is a natural force that has existed since the dawn of time. On Earth, it is possible that ancient humans, like the mysterious builders of Stonehenge, the pyramids, and other megaliths, understood magic and could perform great feats of magic. However, Earth humans lost the secrets of magic and turned to science. Over the generations, magic became a myth, an element in the pages of fantasy and science fiction. nothing more.

On the *Palladium World*, magic energy is very real and continues to ebb and flow as it has done for eons. As a result, magic has become a sort of science that, through the various disciplines, is used to create, build, control the weather, summon, protect, enslave and destroy. Like any resource, it can be used for good or evil, for the benefit of others or pure selfishness, to build or destroy. It is how the "user" decides to channel and mold the energy that will determine how this incredible force is used.

So-called "magic" energy is *invisible*, like a lot of forces of nature. It is also a constant and ever present energy, like electromagnetism. Parapsychologists of the 20th Century (as fictionally recounted in **Beyond the Supernatural)** called this energy *Potential Psychic Energy (P.P.E.).* Why they called it "Potential" Psychic Energy is because everybody seems to possess a certain amount of it, yet only a few are able to learn to use that energy in a magical way.

Potential Psychic Energy or P.P.E. runs in natural rivers and streams of energy in straight lines across the planet, like an invisible web of mystic energy. These invisible streams are called *ley lines.* Where two or more ley lines cross over each other is called a *ley line nexus point,* or energy junction. P.P.E. is strongest at nexus points. Many (but far from all) nexus points and some ley lines have been marked with stone circles, giant totem poles and towering standing stones known as megaliths to indicate a place of power. Some places of power have also been seized by dragons, powerful wizards, clergy, creatures of magic and demon lords who have built pyramids, towers, churches, temples and castles at or near a nexus or ley line. Practitioners of magic are at their most powerful along such lines of energy.

Many places of magic are reputed to be inhabited by faerie folk, spirits, elementals, godlings, and dragons or haunted by ghosts and wraiths, or plagued by monsters. This is because demons, supernatural creatures and creatures of magic are attracted to such places, rich with mystic energy, like moths to a flame. Once in the Palladium World,

they quickly adapt to their new surroundings and begin to hunt, terrorize, enslave, or conquer those beings, like humans, who lack the power to defend themselves.

Some megalithic structures have astronomical significance, often indicating the dawn of the winter and summer solstices, planetary alignments, and other astronomical occurrences. The reason for this is these occurrences cause the P.P.E. energy to dramatically increase for a brief period, lasting a few minutes to several hours. During these power surges, a man of magic can utilize the sudden burst of energy to create powerful magic, open a Rift (portal) to other worlds, or draw on increased energy. This can also be a dangerous time that attracts dark forces which come to use the mystic energy for evil purposes. The opening of a random dimensional portal can unleash all sorts of strange and/or horrible beings from other dimensions into the Palladium World. Some of the monster races may have arrived through Rifts, and dragons, demons and practitioners of magic can travel from world to world, dimension to dimension through such portals.

The Mastery of Magic

Since magic, the supernatural and paranormal are commonplace, the element of disbelief in magic is eliminated. Everybody knows magic is real. The problem is that many common people fear magic and the supernatural and consciously want nothing to do with it or turn their focus to other areas. This effectively prevents a vast number of people from ever developing their potential psychic energy in any paranormal way. However, the prevalence of magic makes it much more easy for those who wish to develop magic potential to do so. The energy is all around them, all they need is a mentor.

Step One: Belief

The first step in becoming a practitioner of magic is believing that one can master the knowledge and skill to perform it. The individual must see magic as innate energy, a tool to be used, not feared. It is man, not magic, that uses the energies for good or evil. This must be a 100% conviction. Any nuance of doubt or fear will destroy any chance of learning magic.

Step Two: Mental Discipline

Theoretically, anybody can learn magic; however, it is an extremely difficult process that proves to be impossible for most people. The young student of magic must decide to channel his mystic development toward a particular area of magic. In this book, those areas of focus are the *Wizard (spell caster), Diabolist (wards and symbols), Summoner (circles and symbols),* and *Alchemist (a blend of all "true" magic disciplines).* Other forms of magic exist such as those the *Necromancer* and *Illusionist,* and countless others have been lost over the passage of time or exist in other dimensions (see **Old Ones** and **Island at the Edge of the World** for some of these possibilities). The Mind Mage, Psi-Healer, Warlock, Witch, Druid, Shaman, and some Clergy also draw upon P.P.E. and wield magic, but their powers are not generally a "formal" knowledge or art that can be taught, learned and mastered.

Step Three: Understanding Magic

Magic is an energy that can be controlled and manipulated by the humanoid mind and force of will. It is a fabulous power that can calm a storm, create a fire ball, or open a door to another world. It is a force that, except for Diabolism, Summoning and Alchemy, requires no physical components, external casing or internal mechanism to use; only the mind and willpower. It seems to be an inexhaustible energy that continually renews itself. A force of nature that can be harnessed by a single individual, human and inhuman.

Individual P.P.E.: Every person has some degree of Potential Psychic Energy (P.P.E.). Adult humans, wolfen and most mortal beings have comparatively little P.P.E. (2D6 points). The average adult has little of this energy left because he or she has unwittingly used it to develop skills, talents and physical attributes as he/she grew into adulthood. Consequently, the average child will have 5D6 P.P.E. points, while the average teenager will have more than at any other time in his life; typically 6D6 +P.E. attribute number! What happens is that the P.P.E. energy is directed and used up in one way or another. This occurs as a person focuses on a particular area of interest, skill or occupation and could explain the concept of a "natural talent." A person's focus to develop a particular interest/skill/talent or physical attribute as he or she enters into adolescence is so strong that the potential psychic energy is channeled and spent on developing that specific area.

Practitioners of magic, regardless of race or age, have learned to draw upon, nurture and hold Potential Psychic Energy, becoming living batteries of magic energy! The typical mage will have 10 to 40 times more P.P.E. than the average person. This energy can be drawn upon at will, much like psychic characters who draw upon their Psionic Inner Strength Points (I.S.P.) to use their psionic powers. In fact, psionic powers are just a different focus of P.P.E. that enables the character to develop psychic powers.

Each magic spell, ritual, ward and circle requires a certain amount of P.P.E. to create or activate. Each spell description, ward, circle, or special magic power or device will indicate how many P.P.E. points are needed to perform the magic. P.P.E. costs range from as little as one point to several thousand, with 5-50 being the most common. The mage should be able to summon forth his own impressive amount of potential psychic energy to perform most types of magic with relative ease. Only creatures of magic (like faeries and dragons) and certain supernatural beings can perform a handful of "natural," magic-like powers without expending P.P.E.

Recovery of P.P.E:. Like psionic I.S.P., the loss of P.P.E. points is temporary. They will replenish themselves naturally at the rate of five (5) points for every hour of rest or sleep. **Meditation** is a skill known and practiced by all men of magic. It is used to focus one's concentration and to relax and open oneself to mystic forces. A meditative state will restore expended P.P.E. at a rate of 10 per hour. Meditation will not restore more P.P.E. than the character has expended.

Other Sources of P.P.E.

The practitioners of magic have a few options at their disposal in acquiring P.P.E. to use instead of their own or to supplement what they have. These other sources include magical talismans, ancient artifacts, items created by the gods, ley lines, ley line nexus points, and living creatures, including humans.

Drawing P.P.E. from magic talismans and artifacts. There are some magic artifacts that act as portable P.P.E. batteries that store magic energy from which a mage can draw more power. These items are quite uncommon, but immediately recognized by practitioners of magic. In most cases, the energy contained in these devices is finite and once drained, they remain empty.

Drawing P.P.E. from other living beings is a fairly easy task. As stated previously, all living creatures have a certain amount of P.P.E. and taking it from them does no damage. However, there are certain conditions and limitations.

1. Drawing P.P.E. without one's knowledge. The mage can usually draw on anybody's P.P.E. without their consent or knowledge. The man of magic simply focuses his concentration on the target from which he intends to plunder the magic energy and tries to absorb it. The intended target(s) automatically gets a save versus magic attack and must roll a 12 or higher to save. A successful save means that the mage was not able to draw the energy to him and must try again or abandon the plan. A character's failure to save versus magic attack means that the mage was successful in absorbing some of his P.P.E. — limited to 1D4 points. **Note:** A mage can never absorb more than half of the victim's total P.P.E. without the individual's consent. Also note that P.P.E. can be drawn from animals as well as people (see the animal list in the Psionics Section for the P.P.E. of some typical animals. See *Monsters & Animals* for a comprehensive list). The spell caster can attempt to simultaneously absorb P.P.E. from several individuals, as many as one person per level of experience. **Range:** 10 foot (3 m) radius per every level of experience. Stolen P.P.E. returns at the normal rate of five points per hour of sleep.

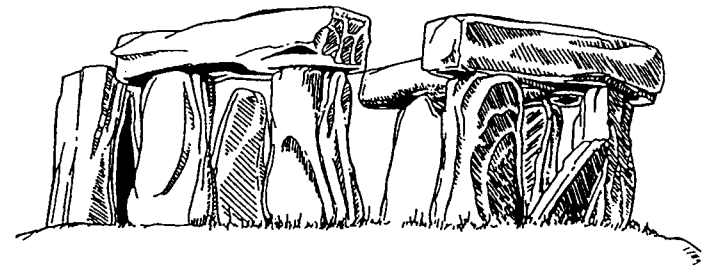
2. Drawing P.P.E. from an unwilling subject is impossible. Anyone who is aware that a mage wishes to absorb P.P.E. can resist and prevent his energy from being used. It does not matter why the individual resists, whether it's out of fear, hate, anger, dislike, etc., only that he resists is enough. A person who resists/refuses to give his P.P.E. will *not* give up any of his; an automatic save. The mage must look for a more receptive target. **Note:** In a combat situation/melee round, *all* opponents on the defensive are considered to be *unwilling* subjects. Likewise, the P.P.E. of a frightened animal cannot be drawn upon by the mage.

3. Drawing P.P.E. with a person's knowledge and consent. Having willing donors of P.P.E. is much more effective than stealing it from people. What happens when the person is willingly donating his or her magic energy is that the attempt is an automatic success (no save vs magic attack) and the mage can absorb as much as 70% of that one person's energy! Better yet, several people can link together by holding hands and concentrate on giving their P.P.E., enabling the mage to use 50% from each person simultaneously. However, in order to draw upon more than 10 people simultaneously, a mesmerizing ceremony (that may involve, chanting, prayers, singing, dancing, etc.) is required, as well as a willingness on part of all the participants. This "mass" offering is typically used by the members of fanatical cults, covens, tribes and churches.

4. Drawing P.P.E. from another practitioner of magic is impossible! These men and women of magic are too attuned to and in control of their magic energies for it to be plundered. Years of training has built in numerous mental defenses. Of course, they can willingly give their P.P.E. or have it taken in a blood sacrifice.

5. Blood Sacrifices! The most terrible method of extracting P.P.E. from a living creature is by killing it. This is where animal and human sacrifices come into play. For reasons unknown to scholars and mages alike, a living being's P.P.E. doubles at the moment of death. An evil mage takes advantage of this by murdering his subject and absorbing *all* the victim's doubled P.P.E.! Note: Only characters of an evil alignment will consider a blood sacrifice as a means to acquire magic energy. Principled and scrupulous alignments will not even consider animal sacrifices.

6. Drawing ambient energy from ley lines. See the section that follows.



Ley Lines, Nexus Points, & P.P.E.

Ley lines are a matrix of natural Potential Psychic Energy that run in *straight lines* across the globe. The source of the energy is unknown and apparently inexhaustible. At places where several ley lines cross, the energy is at its greatest. These P.P.E. intersections are called ley line nexus points. Men of magic can syphon a fragment of the energy from these lines, especially during certain periods and positions of the moon and stars. The additional magic energy is often only accessible directly at a ley line nexus and must be used while it is available. The P.P.E. cannot be saved and used later. This makes timing a critical factor.

Ley lines have the following effects on men of magic (including Wizards, Warlocks, Witches, Psi-Mystics, Diabolists, Summoners, and Clergy, as well as dragons, scarecrows, faerie folk, sphinxes, gods, and other creatures of magic or supernatural beings):

1. Close proximity to a ley line. Being near a ley line, within two miles (3.2 km), increases the range and duration of spells, wards and circles by 20%.

2. Being at/on a ley line or a half mile from a nexus point increases the range, duration, and *damage* of magic spells, wards and circles by 50%. The mage can also draw 10 P.P.E. points from the ambient energy radiating from the ley line and nexus once per melee round (15 seconds). Furthermore, the character's own P.P.E. recovers at the increased rate of 10 P.P.E. per half hour/30 minutes, without meditation!

3. Being at a ley line nexus point or within 200 feet (61 m) of one doubles the normal range, duration, and damage of magic incantations, wards and circles. The mage also enjoys a bonus of +2 to save vs magic and horror factor, plus his personal spell, ward or circle strength is also increased by +1. The mage can draw an additional 20 P.P.E. points once per melee round. Plus his own P.P.E. recovers at the incredible rate of 20 points per half hour!!

4. Periods of increased energy at a nexus point. There are periods of time during the day, night or year that the ley line energies surge and increase dramatically at ley line nexus points. During these periods, practitioners of magic at a nexus can work their most amazing magic. The following are the *additional* amounts of P.P.E. available at specific periods. **Note:** Other, competing and evil forces may also seek to use a ley line nexus at these peak moments and may not wish to share the mystic energy (or be seen); combat may ensue if someone does not yield to the other and leave. If more than one mage tries to tap into the energy, it will be either equally divided between the two, or the mage who casts his magic first uses the available extra energy before the other can tap it. Furthermore, dimensional anomalies and the manifestation of supernatural beings also increases at these places and times.

- **Midday (noon) and midnight:** The mage can draw on an extra 20 P.P.E. points per melee round along ley lines and 40 P.P.E. at a nexus. This bonus energy is available for one minute; from 12:00 to 12:01.
- **Vernal (spring) and Autumnal Equinox:** Energy runs high during the daylight hours of the vernal equinox and the nighttime hours of the autumnal equinox. During this time a mage may draw upon 40 P.P.E. points per melee round (15 seconds) at a nexus. This amount doubles to 80 points for one minute at dawn, noon, sunset, and midnight. **Note:** However, that there is also a 1-15% chance that a Rift

or demonic monsters (2D4 lesser demons, deevils, elementals, or entities; or 1D4 greater beings) will appear. Roll once at dawn, noon, the setting of the sun, and at midnight.

- **Summer and Winter Solstice:** Solstice occurs twice a year, when the sun is farthest from and closest to the planet's equator (on Earth that's June 21st, summer and December 21st, winter, the longest and shortest days of sunlight a year). These two days make the ley line nexus junctions boil with energy! The P.P.E. available during the 24 hour period is the same as the equinox.

  At the dawn of a solstice, the nexus erupts with energy for *a five minute* period. During this time, the mage can tap into 300 P.P.E. However, there is a 1-50% chance that a dimensional portal, terrible storm or powerful supernatural/alien creature will appear. Roll once.

  At sunset, another, although smaller, five minute energy flare erupts. The sorcerer can draw upon 150 P.P.E. points. This time there is a 1-25% chance that a supernatural event will occur; roll once.
- **A Lunar Eclipse** happens when the Palladium World is in a straight line between the sun and the moon. A lunar eclipse occurs once a year and lasts about an hour and a half. Once per melee round (15 seconds) throughout the 90 minute period, the mage can draw upon 30 P.P.E. points from the nexus, but for one minute, when the lunar eclipse is at its zenith, a practitioner of magic can tap into an extra 400 P.P.E.!
- **A Partial Solar Eclipse** occurs when the moon passes in front of the sun and the Palladium World, but is close enough to the planet that the sun is briefly blocked form sight. This rare solar event happens about once every ten years and lasts for about two to eight minutes (roll 2D4). It has a profound effect on ley line junctions. During the 2-8 minute eclipse, a mage can draw upon 60 P.P.E. points once per melee round (15 seconds) and 800 P.P.E. when the eclipse is at its zenith (one melee round)!

Furthermore, during this period of "darkness," necromancers, witches, priests of darkness and evil sorcerers will enjoy the following bonuses: all spell, ward and circle duration, range, and damage are increased by three times, circles that summon dark forces are +20% more likely to be successful (mages can control the forces summoned), and dark mages and priests are +6 to save versus magic and recover P.P.E. at a rate of 30 points a minute!

Practitioners of magic not allied to dark forces will see their spells, wards and circles unaffected (no increase in power).

There is also a 1-70% likelihood of a gargantuan, dimensional Rift appearing in the sky, unleashing five times as many monsters as during an Equinox or Solstice, or allowing the dead to rise (animated by an evil force) and vampires and/or ghouls and other nocturnal predators to come out during the day (but only for the 2-8 minute period that the sun is covered). Dark gods and alien intelligences are also said to be able to enter the world through such a Rift in space and time. Some clergy even claim that the dreaded Old Ones stir in their slumber.

Note: The ley lines of the Palladium World are nowhere near as powerful as those on *Rifts® Earth,* so they don't offer the same degree of enhancement, but they do augment the character's powers.

Known Places of Magic

There are about two dozen *known* places of magic in the world where scores of ley lines intersect to create a nexus point of unusual magnitude. One such "super-nexus" point can be found at the Citadel in the Land of the Damned and the legendary Place of Magic said to exist someplace in the mountains in the Land of the Damned (numerous ley lines weave throughout this forbidden region); one at the heart of the Sea of Despair; one at the Palladium of Desires in Ophid's Grasslands; another at the Devil's Circle or Mark, also in Ophid's Grasslands; one in the Algor Mountains in the Great Northern Wilderness; one in the Eastern Territory; four in the Old Kingdom; one in the Western Empire; and one in the land of the South Winds; plus a handful of others are suspected to exist in the Old Kingdom, Northern Wilderness, Yin-Sloth Jungles and possibly at one of the Floenry Isles.

Random Ley Line Table

The size and length of ley lines can vary from as little as a mile or two to several hundred miles. The following table will help Game Masters quickly determine the length of a randomly encountered ley line. All ley lines are about a quarter of a mile wide (approximately 1400 feet/426 m). **Note:** One mile is about 1.6 kilometers.

01-10 3D4 miles long.	51-60 4D6 miles long.
11-20 3D6 miles long.	61-70 2D4x10 miles long.
21-30 1D6 miles long.	71-80 1D6x10 miles long.
31-40 2D6 miles long.	81-90 3D6x10 miles long.
41-50 6D6 miles long.	91-00 5D6x10 miles long.

The Pursuit of Magic

Types of Magic

Spell magic involves spoken incantations that serve as a focus to create and cast magic. **The Base Saving Throw** against spell magic is 12. As a mage increases in experience levels, he receives bonuses that increase his spells' strength. For example: The spell of a fourth level mystic has a +1 added to his spell strength. This means his magic is now more potent and victims of his mystic assault must roll a 13 or higher to save, instead of the base 12.

Ritual or ceremonial magic tends to apply to the more powerful magic invocations and usually requires several participants, components and the drawing of a circle or other mystic symbols. Any spell incantation from level seven and higher can be cast as a spell or *ritual.* Spells of level seven through level ten will require ten minutes of ritualizing to cast, but the magic is more potent, requiring victims to roll a much higher saving throw. Incantations from levels eleven to fifteen performed as ritual magic will require 1D6x10 minutes +15 minutes to complete.

The base saving throw to save vs ritual magic is 16! Spell strength bonuses are *not* applicable to *ritual* magic.

Circle magic is considered a type of "ritual" magic. Consequently, unless stated otherwise in the Summoner O.C.C. description, most circles require a saving throw of 16 or higher. The Summoner *does* get circle strength bonuses as he or she advances in experience level.

Summoning & creation magic can be spell, ritual, or circle, but almost always requires a formal ceremony and the making of a *circle* to summon something or to create a being such as a zombie or golem. Control incantations always offer their victims a saving throw of 12 (plus spell strength bonus) if a spell and 16 if a ritual or circle. Most summoning and all creation incantations are automatically successful. Summoning magic is predominately used by sorcerers of evil or selfish alignments.

Diabolism is power through the making of magic symbols and spoken incantations (power words). In this regard, it is a cross between ritual magic and spell casting. The base saving throw to save vs wards is 14. This number increases with the experience level of the ward maker.

"Natural" Magic Abilities are magic knowledge or powers possessed by some nonhuman races, creatures of magic (like faeries and dragons), and supernatural beings. The beings are usually born with these abilities.

Necromancy is one of the dark mystic arts that has managed to survive the purge after the Elf-Dwarf War. It is available only to evil characters and is one of the rarest forms of magic still practiced. It is outlawed in most "civilized" kingdoms and cities (including by the Wolfen), except among many of the monster races and at the Western Empire and Land of the South Winds. Many tribes in the Yin-Sloth Jungles also practice necromancy and witchcraft.

O.C.C. powers or abilities are special areas of magic, bonuses or abilities that only practitioners of that particular O.C.C. possess.

Priest Magic: Many priests possess spell casting, prayer, divination, or other mystical abilities. These powers come from their alliance to a supernatural force, god or pantheon of gods. Like the warlock and witch, these characters have no genuine knowledge of the mystic arts, but equivalent abilities granted by the gods.

Psi-Mystic P.C.C. Note: The Psi-Mystic is considered to be a psychic character rather than a practitioner of magic. This is because his abilities are divided between psionics and magic, and because the character acquires his limited spell casting abilities through psionic intuition rather than the study and mastery of one of the mystic arts.

Shaman & Druid powers usually involve the forces of nature and are more priest-like than a magic discipline.

Warlock Elemental Magic. There is a distinction between elemental *spells* and *elemental magic*. Wizard "spells" are incantations that require the spoken words and can be learned by those who study wizardry. Elemental magic represents warlock powers that may seem like spells, but involve no incantations or knowledge of magic, they are *granted* to the warlock by the elemental being(s) to which the character is bound. This means the warlock does not actually study or understand magic, but is given the power to cast elemental magic based on his spiritual alliance to elemental forces. This is similar to the spell casting abilities of the *priest.*

The equivalent wizard spells, such as breathe without air, fire ball, call lightning, etc., are actual magic "incantations" that imitate the elemental magic of the same name, but which can be cast without reliance upon a supernatural "sponsor." Consequently, the spell level rating, its range, duration, damage, and saving throw may be different than the *warlock's magic,* or they may be virtually identical. Note that many *warlock* powers/spells are not available as wizard spell magic.

Witchcraft is a dark magic outlawed by most "civilized" people, but even among them, a witch or coven of witches may crop-up from time to time. Witchcraft is most common among tribes of primitive people and the so-called monster races, particularly Orcs, Ogres, Trolls, Coyles, and Gigantes. Witchcraft has a presence in the Eastern Territories, Great Northern Wilderness, Old Kingdom, Western Empire, Land of the South Winds, and especially the Yin-Sloth Jungles and Baalgor Wastelands.

Learning Spells

It is far easier to learn an already existing incantation than it is to create one from scratch. This is due, in part, to the knowledge that the existing spell is proven to work. It simply adds to the level of conviction and therefore insures the success of the spell. Remember that spells are designed to focus one's concentration to create a magic effect. This is more difficult than one might imagine.

True wizards can learn and cast spells far above their actual experience level. This means a second level wizard can cast a tenth level spell, providing he knows the incantation and has sufficient magic energy (P.P.E.). The trick is learning them.

Spell knowledge is power, thus it is guarded jealously by most mages. Even in friendly and open magic societies, there will be some spells that are guarded secrets, rarely taught; these generally include most spells above level nine. The easiest spells to find are levels 1-4, followed by levels 5-7. Beyond this, the secrets of magic are just that, secret.

Spells (and occasionally circle and ward knowledge) can be acquired in the following ways.

Boons and Grants. Spells or incantations are sometimes granted as a reward or as trade/payment for the services of a mage by royalty, prosperous kingdoms and churches. However, payment in scrolls, minor magic items, gold, gems or supplies and equipment are much more likely. High level wizards, alchemists, gods and other supernatural beings may also teach a practitioner of magic a spell/ward/circle as reward or payment for heroic service.

Demons and other supernatural beings will sometimes teach magic for money, or more often, as trade for a particular item, information, or service. However, it is always dangerous when dealing with demons for obvious reasons.

Magic Guilds: A mage can learn new spells through several different means. The most common, but sometimes compromising way, is to join a **magic guild or brotherhood.** A magic guild or brotherhood will frequently teach new invocations to its members for services rendered, loyalty and cash. However, membership to a guild usually demands total allegiance to the organization, meaning that the member will donate at least 10% of his annual income to the organization, the occasional magic items, and offer other means of support. See the section on magic guilds just before the *Wizard O.C.C.* for details.

Magic Scrolls: A wizard or alchemist can try to convert a written scroll into a working spell. See the *Wizard O.C.C.* for details.

Purchasing Magic from Alchemists: In addition to buying and selling magic items, potions, scrolls, components and other things, some alchemists *may* be willing to teach a practitioner of magic a spell, ward or circle. Spell knowledge rarely exceeds level six and is very expensive. Prices will vary from alchemist to alchemist and may reflect the character's like or dislike for the person asking to be taught.

A Note Regarding the Availability of Magic: It is important to remember that the practice of magic frightens a lot of people, and some hate practitioners of magic for any number of reasons. Consequently, a magic shop and even fellow mages will not likely be found at such communities. Instead, they will find only fear, hatred, and prejudice that can get them into serious trouble (some communities hang mages and/or creatures of magic on the spot). Likewise, many small and/or poor towns, villages, and farm communities will not have magic or alchemist shops, they may not even have a large church. Magic shops, alchemists and magic guilds are most likely to be found in large. prosperous cities and places where tolerance (and often decadence and crime) are high.

Game Masters, offer players only enough magic that seems appropriate, fair, and which *you* feel comfortable with. Always remember, ultimately what's available in magic and everything else is under your control. Be careful not to imbalance your game by being too generous (or too stingy for that matter). Powerhouse characters brimming with magic can make for some pretty dull adventures.

Magic Combat

Magic Attacks Per Melee

Spells are *usually* invocations taking the form of a chant or mantra, require minimal potential psychic energy (P.P.E.) and can be performed quickly.

Two low level spells, levels 1-8, can be cast per melee round (15 seconds).

The higher levels of magic are more complex and require more time to perform. Only one spell per melee round (15 seconds) can be cast when spells from levels 9-10 are used. Spells of level 11-15 magnitude require two melee rounds (30 seconds) or longer (see spell description) to cast. Only teleport: superior can be cast in a single melee round. The base save vs magic is 12; higher for experienced mages.

Ceremonial/Ritual Magic: Any spell incantation from level seven and higher can be cast as a *ritual*, provided the user knows the ritual. Spells from levels 7-10 will require ten minutes of ritualizing to cast, while spells from levels 11-15 performed as ritual magic will require 1D6x10 minutes +15 minutes to complete. The base saving throw to save vs ritual magic is 16! Spell strength bonuses are *not* applicable to *ritual* magic.

Note: Knowing the spell version of an invocation does *not* mean the mage also knows the ritual, and vice versa. The character *can* learn both the spell version and the ritual version(s) of the same invocation, but the character needs to actively seek out such knowledge. Furthermore, there can be a dozen variations of spell rituals that invoke the same basic magic. For example: Demonic, necromantic, and other evil forms of magic frequently require a *blood sacrifice*, or act of evil or cruelty as the crescendo to the ceremony. But the same invocation, that is, the same magic power/effect, may also exist as other non-violent, non-wicked, rituals as well. It is simply a matter of finding these rare, lost secrets of magic.

Circle Magic: The use of circles is very different than spell rituals. First, the circle maker must create the circle, this in and of itself usually requires components and a ritual that can take several minutes to hours. Once the circle is created and activated it can often remain magically active for weeks to decades, and can be used/activated, in an instant. However, to use the circle, the character must physically stand inside it. Needless to say, this can limit the circle maker's mobility and effectiveness in a fight, consequently they are most effective in a lair, close-quarters, and as a defensive measure rather than an offensive one. However, circles can offer incredible power and resources to those who learn their secrets.

Saving Throws

A saving throw is like a mental or magical parry to fight off/block the influence of magic.

With rare exceptions, any living creature, human, nonhuman and animal, automatically gets a saving throw against magic that enchants, curses, poisons, or controls a character. **Note:** Animals are -4 to save, and inanimate, non-living objects get no saving throws.

A successful saving throw against magic means the magic has little or no effect on that character.

A failed roll to "save vs magic" means the magic has full effect on the victim.

Physical magic assaults, such as cloud of smoke, energy bolt, fire bolt, magic net, objects hurled by telekinesis, call lightning, and similar attacks in which a visible, real, physical force is being used, cannot be avoided by rolling a saving throw. In those instances, the saving throw does not apply. However, one can attempt to *dodge* a physical manifestation of magic just like any physical attack.

To save against a magic attack, the player rolls a 20-sided die and must match or better the magic attack.

To save vs spell magic, the player must generally roll a *12 or higher* against individuals who are 1st, 2nd or 3rd level of experience. *13 or higher* against mages who are 4th, 5th, 6th or 7th level; *14 or higher* against individuals who are 8th, 9th, 10th and 11th level; 75 *or higher* for characters who are 12th, 13th, 14th or 15th level or higher.

To save vs ritual/ceremonial magic, the player must roll a 16 or higher. The saving throw for ritual magic is much higher than that for spell magic because of the preparation time, deep concentration, high emotions and, usually, the greater number of people participating in the ritual.

To save vs wards, the character must generally roll a *14 or higher*. Wards created by an experienced diabolist may require a save of 15, 16. or 17.

To save vs circle magic, the character must generally roll a *16 or higher*. Circles created by experienced Summoners may require a save of 17 or 18!

To save vs faerie folk magic, the character must roll a *16 or higher*. See the section on these creatures for more data.

Canceling Magic

The creator of the magic can cancel/stop its effect or influence instantly at any time. Likewise, the magic-weaver does not have to create the magic for its full duration, but can impose any amount of time, as long as it does not exceed the maximum possible duration.

Interrupting a spell caster prevents him from completing the spell, and will force the mage to stop and start, again, from the beginning. No potential psychic energy is lost by this interruption. A spell caster can stop reciting a spell in mid-incantation without expending P.P.E. or causing any side effect.

Ritual/Ceremonial magic, although usually more powerful, is also more fragile. An interruption of the ritual lasting more than 30 seconds prevents the ritual's arcanist from continuing, ruins the ceremony, and causes 30% of the total available P.P.E. to leak away unused. **Incapacitating the ritual leader** for over 30 seconds will have the same effect. **Incapacitating the other** participating members/cultists (rendering them unconscious, pulling them away, etc.) will only reduce the amount of available potential psychic energy. Of course, if the available P.P.E. is reduced to below the invocation's requirement, the magic cannot be performed. Similarly, a delay could prevent the ritual from being completed if the sorcerer is trying to draw upon nexus energy at a specific moment.

The negate magic spell or ritual can also be used to cancel or stop the effects of magic. See the spell description for details.

Sanctum and anti-magic cloud are spells of legend that can also prevent the use of magic or prevent a ritual.

Magic Terms

Level of experience or **Level of the spell caster** refers to the experience level of the person who is casting the magic. This is very important, because the higher the experience level of the spell caster, the more powerful the spell. Many invocations will indicate something like "Duration: 5 melees per level of experience," or "1D6 damage per level of the spell caster," and so on. This means that a *third level mage* with a spell duration of five melee rounds per level of experience, can maintain the spell's effects for a maximum duration of *15 melees* (about 3.75 minutes), while a first level spell caster could only keep it going for 75 seconds.

Range: The maximum distance the magic can be cast, indicating "X" number of feet, by touch, or radius (area of spell effect).

Area affect magic are incantations that affect everyone in a given area or radius. A spell with a 15 foot (4.6 m) radius, affects *everybody* within the circle of its effect. Those outside the area are not affected.

Line of vision means that the character's target/victim must be within his sight (line of vision) to be attacked. If the target is not seen, is totally obscured by obstacles, darkness, invisibility, or just not seen by the spell caster (hiding, behind him, beyond normal vision, etc.), the magic cannot be used. However, some line of vision spells with an area affect can be directed at a specific location that the spell caster can see in an attempt to strike an invisible or hidden enemy.

Touch means that the magic's effects can only be transmitted through physical contact.

Duration: This indicates how long the magic's effects last, whether it is *instant* like a fire bolt, or *long-lasting* like a fly as an eagle spell. Long-lasting magic will indicate exactly how many melee rounds or minutes it lasts, *"per level of experience."* Note that the words "melee rounds" are often simplified to "melee," meaning the usual 15 second increment of time during combat.

Base magic strength/attack for spell magic is 12.

Base magic strength/attack for a ward is 14.

Base magic strength/attack for ritual magic and circles is 16. No bonuses apply to increase the strength of ritual magic, but Summoners can increase the strength of a magic circle if they are high level (7th or higher).

Possession

There are a variety of greater supernatural beings that can possess people or animals. These are usually malignant, evil forces that crave hurting or toying with humans. The foul creatures are actually able to transfer all or part of their evil life essence into another living being and *completely* dominate it. The possessing force is so strong that it can suppress the victim's own consciousness and control the body like a diabolical puppet master. Do not confuse this form of possession with the psionic power to temporarily *mentally possess others*.

The Act of Possession

A supernatural being is only capable of possessing another living creature when it is in energy form or as a psychic energy extension of itself (an essence fragment). Monsters with the ability to possess can try to do so as often as twice per day (24 hour period).

A possession attempt is an instantaneous battle of wills. Like all combat in the Palladium system, a 20-sided die is rolled by the possessing entity. This is the attacker's strike roll. The defender (e.g. the intended victim) gets to roll for a mental block or parry in an attempt to *save* against this mental attack. Again, a 20-sided die is rolled. The high roll wins, the low roll loses, defender always wins ties. Many characters will have a bonus to save vs possession, giving them an edge in defending against the mental onslaught.

If the defender's roll (plus bonuses to save vs possession) is lower than his attacker's, his save attempt has failed and he is immediately possessed.

A successful possession means the creature has inhabited the body of the person (or animal) and completely dominates that body. The essence and intellect of the original person is completely submerged, dormant, as if asleep, and will have no idea or memory of what the possessing creature is doing with his/her body. The foul thing can commit murder or worse, and the person is totally oblivious to what is happening. A favorite ploy of many possessing intelligences is to pretend schizophrenia with the possessed person. This is done as much to unnerve and torment friends and associates as the possessed character as anything else. What the creature does is let the character seemingly have control of his/her body for hours, even days at a time, then, at the right moment, surface to take full control and do something completely out of character (usually insulting, violent or depraved). Then lets the person back into control to suffer the consequences of something he has no recollection of committing, even if there are a dozen witnesses. Unlike the victim of the possession, the creature is completely aware of everything that its host body experiences.

Conditions and Restrictions for Possession

1. The possessing force must be an energy being or an essence fragment that is an extension of itself *(see alien intelligences).*

2. The creature can never possess somebody in the same dimension in which its physical body exists, except for vampire intelligences. This specifically refers to supernatural intelligences who can split into two or more separate entities, one of which is flesh and blood. The energy-self can be sent to another dimension where it can possess a person or an animal, but if the physical body of the monster should enter into our dimension the possessing force would be immediately extracted to join its physical self. With both the physical and energy portions of the thing in the same dimension, it can no longer possess anybody.

While this may sound like good news for the person who is now free of possession, it is really bad, because the physical being is several times more powerful.

3. Entities and alien intelligences can rarely possess more than one living creature at a time within the same immediate area.

4. The possessing being can relinquish its hold over the person to let the individual seem to regain control without actually surrendering the host body. During these quiet moments, the being simply sits back and observes through the eyes of his unsuspecting victim. It can reassert its control instantly, whenever it desires to do so.

5. The possessing force can willingly leave the host body whenever it so pleases, departing effortlessly and without inflicting damage. However, the being must find a new host body within 24 hours or it will be inexorably drawn back to its own dimension.

6. The act of possession is instant and completely unknown/ invisible to everyone including the victim.

7. If the evil force fails its attempt to possess, it only gets a second try. It may choose to try again on the same person or look to another target. A second failed attempt within a 24 hour period may cause shock and hurl the being back into its own dimension immediately. It can only attempt a possession two times per 24 hours. Two consecutive failures to possess will have one of the following results (roll percentile dice):

01-50 The being is instantly returned to its own dimension.

51-00 The being is shaken, but can exist without a host body for another 24 hours. At the end of that period the creature must try to possess

again. Repeat this cycle until the being makes a successful possession or is returned to its own world.

8. A possessed host body can be dominated by the alien force immediately and indefinitely.

9. The entity or energy intelligence retains all of its skills, powers and knowledge while inside its host body.

10. The battle of wills and saving against possession occurs only once, at the very moment of the attack. Once an individual is possessed, he remains so until the possessing force leaves or is forcibly removed. There are psychic and magical means of exorcising possessing beings.

11. Possession should not be confused with magic enchantments, like charm, domination, trance, compulsion, hypnotic suggestions or psychic mind control. The difference is that an alien life-force has actually *inhabited* the person's body and taken complete control of it.

12. Although the entity or intelligence is aware of everything the person experiences, it does not know what that person is thinking, nor does it gain the person's past mernories or skills.

13. Victims of possession are rarely willing hosts. But if the person willingly allows himself to be possessed, there is no battle of wills and the act of possession is an automatic success.

14. The experience of being possessed is a terrible one. Although the victim rarely remembers any of the things the creature may have done, the experience is traumatic. Roll on the Phobia Insanity Table if possessed for more than a month. Roll on the Obsession Table and on the Phobia Table if possessed for over six months. Roll on the Random Insanity Table if possessed for over one year.

Getting rid of a possessing force is extremely difficult. Wizards can only use the exorcism spell or ritual to rid a person of such monsters. Banishment, control, summon beings, and all the rest are ineffective. Of course, one can always try to talk the damned thing out, but that seldom works.

Psychic powers can be used to attack the entity itself, but will definitely provoke the creature to violence. A psychic healer can also use the power of exorcism against the possessing entity. The incapacitation of the host body through drugs or magic for long durations (1D6 months) may entice the entity to leave in search of a more fun body. Killing the host body will always set the entity free, but doesn't do much good for the victim.

Additional Spells

The following are some old favorites from the 1 st edition of the *Palladium RPG* — they are included as a response to fan requests.

Fleet Feet

Range: Self or other by spell or ritual up to 20 ft (6 m) away.
Duration: Two melee rounds per level of experience.
Saving Throw: None
P.P.E.: 20
Level: 6th level Wizard spell.

Fleet feet is an extremely popular and powerful magic spell; it is its popularity and therefore commonness that makes it a 6th level spell.

The incantation *doubles* the physical prowess, speed and mobility of the enchanted person for 30 seconds (2 melee rounds) per level of the spell caster. This means the character's speed, and P.P. are doubled (providing increased P.P. bonuses to strike, parry and dodge) and perhaps most notably, the character's *attacks per melee round* are all doubled for the duration of the spell.

While the character is a veritable whirlwind of action, the enchantment does have some drawbacks. He is moving so fast and doing so much that the character is -2 on initiative and not likely to see a surprise attack coming (in most cases a surprise attack or strike from behind is automatic). Furthermore, the performance of delicate skills like picking locks or pockets, carving, writing, etc., are all at -20% and the character cannot control his precise movement.

Fly as the Eagle: Warlock Spell

Range: Self or up to two others by touch.
Duration: 30 minutes per level of the warlock.
Saving Throw: Not applicable.
P.P.E.: 15 (for Warlocks; 25 for Wizards)
Level: 4th level Warlock magic.
Note: Except as noted, the same as the Wizard spell.

Mask of Deceit

Range: Self or other by touch
Duration: 10 minutes per level of experience.
Saving Throw: Everybody who encounters the magically disguised character gets to save vs magic, but are -4 to succeed. A successful save means the true features are seen, not the mask.
P.P.E.: 15
Level: 6th level Wizard spell.

The spell magically creates an illusionary mask over the person's own facial features. Age, gender, skin color, hair, hair length, and specific features are composed by the thoughts of the spell caster. However, the magic is limited to facial features and does not apply to any other part of the body, nor does it add to one's height. The mage can attempt to imitate a specific person's face, but has a mere 20% +3% per level of experience success rate. The disguise skill adds a bonus of +10%.

Radiate light

Range: Self or other by touch
Duration: One minute per level of experience.
Saving Throw: Not applicable.
P.P.E.: 8
Level: 3rd level Wizard spell and 2nd level Air Warlock magic.

The spell causes the character's entire body to glow with an illumination equal to 10 candles but gentle to the eyes. The light can be used to shed and even light on the area around the character like a lantern without the flickering. The light also has a calming effect and adds +1 to the charisma of the character who is aglow.

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Wizard Spell Descriptions

Level One

Blinding Flash

Range: 10 feet (3 m) radius; up to 60 feet (18.3 m) away.
Duration: Instant
Saving Throw: Standard
P.P.E.: One

This invocation creates a sudden burst of intense, white light, temporarily blinding everyone in its ten foot (3 m) radius. Victims are blinded for 1D4 melee rounds, with a penalty of -5 to strike, and -10 to parry and dodge. The chance of falling is 1-50% per every 10 feet (3 m) travelled. The saving throw is standard, so those who successfully save vs magic are not blinded. **Note:** Does not affect bionic or cybernetic eyes.

Cloud Of Smoke

Range: 90 feet (27.4 m)
Duration: 4 melee rounds per level of experience.
Saving Throw: None
P.P.E: Two

This magic enables the arcanist to create a cloud of dense, black smoke (30x30x30 foot maximum size) up to ninety feet (27.4 m) away. Victims caught in the cloud will be unable to see anything beyond it, and their vision is impaired; they can see no more than three feet (0.9 m) in front of them (and those images are only blurry shapes unless within one foot/0.3 m). While in the cloud, victims will be -5 to strike, and -9 to parry and dodge.

Death Trance

Range: Self
Duration: 10 melees (2 1/2 minutes) per level of experience.
Saving Throw: None
P.P.E.: One

A magically induced trance which makes the mage appear to be dead. There is no breathing, pulse, heartbeat, or any other signs of life. While in the trance, the character is quite helpless, unable to speak, move or invoke magic. Only minor physical sensations felt by the mage are recognizable, such as being jostled, carried or hearing voices, but no specific identification or memories are possible. The magic can be canceled at will at any time.

Decipher Magic

Range: Self
Duration: Two minutes (8 melee rounds) per level of experience.
Saving Throw: None
P.P.E.: Four

This spell enables the spell caster to read (decipher) any magic scroll and inscription, text, or book that uses magic symbols or runes at 94% proficiency. The ability lasts only for the duration of the spell and the spell caster will not be able to read those same inscriptions once the spell has elapsed. This spell does not interpret other languages and their alphabets, nor does it identify/decipher magic circles, only the magic symbols used in it. Likewise, this spell does not identify or decipher wards.

Globe of Daylight

Range: Near self or up to 30 feet (9.1 m) away.
Duration: 12 melee rounds (3 minutes) per level of experience.
Saving Throw: None
P.P.E.: Two

A small globe or sphere of true daylight is magically created. The light is bright enough to illuminate a 12 foot (3.6 m) area per each level of its creator's experience. Since it *is* daylight, it can keep vampires at bay just beyond the edge of the light and may frighten subterranean or nocturnal animals. The creator of the globe can mentally move it along with himself, or send it up to 30 feet (9.1 m) ahead. The maximum speed at which the globe can travel is equal to a speed attribute of 12.

Increase Weight

Range: Self or on others up to 100 feet (30.5 m) away.
Duration: Two minutes (8 melee rounds) per level of experience.
Saving Throw: Standard. Those who roll a successful saving throw vs magic are not affected. However, objects have no saving throw and are affected automatically.
P.P.E.: Four

The spell caster is able to increase the weight of any one specific living creature or object one hundred pounds (45 kg) per level of his experience. This can be used to make a person or object too heavy or difficult to move, to slow down a pursuer, and similar mischief. A character who is made to weigh twice (or more) his normal weight will see his speed attribute temporarily reduced by half. Note that the appearance of the person or item does not change, only his/its mass.

See Aura

Range: 100 feet (30.5 m)
Duration: One melee round.
Saving Throw: None; but a psychic mind block will mask the presence of psionic abilities, the character's P.P.E. amount, and possession.
P.P.E.: Six

All things, organic and inorganic, have an aura. The aura has many distinctions, and can be used to see or sense things invisible to the eye. *Seeing an aura will indicate the following:*

- Estimate the general level of experience. Low (1-3), medium (4-7). high (8th and up).
- The presence of magic (but no indications of level or type).
- The presence of psychic abilities (but not level or type).
- High or low base P.P.E.
- The presence of a possessing entity.
- The presence of serious illness.
- The presence of an unusual aberration which will indicate extreme mutation, superpowers, or an inhuman, alien or supernatural nature, but does not specify which!

Note: One cannot tell another's alignment from "see aura."

See the Invisible

Range: 200 feet (61 m)
Duration: One minute (4 melees) per each level of experience.
Saving Throw: None
P.P.E.: Four

The character can see forces, objects and creatures which can turn invisible or are naturally invisible. Even if the creature has no form per se, the mystic will be able to discern the vaporous image or energy sphere which is the being. This include: ghosts, entities, elementals and the astral body.

Sense Evil

Range: 90 foot (27.4 m) radius.
Duration: Two minutes (8 melee rounds) per level of experience.
Saving Throw: None, however a psychic mind block or a protection from magic circle will prevent the spell from working on those under their protection (note that the psychic's ability to sense evil is not blocked by the magic circle).
P.P.E.: Two

The sense evil invocation will enable its spell caster to feel or sense the presence of *supernatural evil.* It will indicate approximately how many supernatural evil presences are within the 90 foot (27.4 m) radius: one, a few (2-6), several (7-14), or many (15 or more). It can also register the intensity of the evil and pinpoint the general location of the source(s) to a particular room(s), possessed object or person, or an approximate distance (very close, near, far, etc.).

Evil emanations from human and most mortal beings are much less distinct and cannot be sensed unless the source/person has an immediate and intense evil intention.

Sense Magic

Range: 120 foot (36.6 m) diameter.
Duration: Two minutes (8 melee rounds) per level of experience.
Saving Throw: None
P.P.E.: Four

This magic ability enables the character to sense or feel the presence of magic. Like a geiger counter, the individual can tell if he is near (within 20 feet/6 m) or far (toward the limit of the range). The ability can also indicate whether a person or object is enchanted/under a magic spell, is in the process of invoking magic, or if magic is being used in the range area. **Note:** To practitioners of magic, most supernatural beings do not register as magic except when actually casting a spell/using magic. Psychic powers and manipulation cannot be detected with this spell.

Thunderclap

Range: Directly affects the immediate area (30 feet/9 m) around the magic weaver, but can be heard up to one mile (1.6 km) away.
Duration: Instant
Saving Throw: Save vs Horror Factor.
P.P.E.: Four

The invocation produces a booming clap of thunder that is so loud that it seems to make the air vibrate. A thunderclap is an excellent means of alerting or signaling allies, as well as a way of intimidating one's enemies. As an intimidation device, it will momentarily startle and distract everyone other than the spell caster. This provides the creator of the thunder with a bonus of +5 on his initiative, +1 to strike, parry and dodge, and creates a horror factor of 8 (all characters within 30 feet/9 m must roll to save vs horror factor, except the mage who made the thunder).

Ventriloquism

Range: 10 foot (3 m) radius.
Duration: Instant
Saving Throw: Standard
P.P.E.: Three

This invocation enables the spell caster to perfectly use ventriloquism on any inanimate object, tree, vegetation or animal. Basically the same as the skill at a 90% proficiency.

Level Two

Befuddle

Range: 100 feet (30.5 m)
Duration: Two minutes (8 melees) per level of experience.
Saving Throw: Standard
P.P.E.: Six

An enchantment that temporarily causes its victim to become confused and disoriented. Concentration and reactions are impaired. Those affected are -2 to strike, parry and dodge; attacks per melee are reduced by half and all skills suffer a penalty of -20%. Each invocation affects only one person each time it is cast. A successful save vs magic means the intended victim suffers no impairment whatsoever.

Chameleon

Range: Self or others by touch.
Duration: Four minutes (16 melee rounds) per level of experience.
Savings Throw: None
P.P.E.: Six

This spell enables the affected person to seemingly alter the color and pattern of his clothes and physical body, enabling him to blend into the surrounding environment. Movement destroys the effectiveness of this magic.

90% undetectable if unmoving.
70% undetectable if moving 2 feet per melee round or slower.
20% undetectable if moving 6 feet (1.8 m) per melee round.
Totally ineffective if moving any faster.

Climb

Range: Self or others up to 40 feet (12.2 m) away.
Duration: Five minutes (20 melee rounds) per level of experience.
Saving Throw: None
P.P.E.: Three

A spell that enables the enchanted person to climb with exceptional, almost inhuman, skill, speed and agility. Skill level is 98% for *normal,* rough, climbable surfaces; speed is equal to speed attribute. Smooth, presumably unclimbable or extremely difficult surfaces to climb can be scaled with a skill level of 60% and at 80% of one's normal speed. Rappelling is included.

Concealment

Range: Small objects up to 40 feet (12.2 m) away.
Duration: Five minutes (20 melee rounds) per level of experience.
Saving Throw: Standard
P.P.E.: Six

This magic makes any small object hard to see or find. The magic affects the perception of anybody who looks at it. Unless the person(s) makes a successful saving throw, the item cannot be seen by him. This can be applied to an item on one's person or left out in the open. Only one object is affected each time the magic is invoked. The object cannot be living and must be smaller than 14 inches (0.31 m) in length and height, 6 inches (0.15 m) in width, and weigh 14 pounds (6.4 kg) or

less. Each person who looks at the place where the enchanted object is resting must roll a saving throw versus magic. A failed roll means that particular individual will not see it until the magic lapses. **Note:** If the object is used as a weapon or picked up by the mage or anyone who does see it, the enchantment is broken and it becomes clearly visible to all.

Detect Concealment

Range: Area affect: 30 feet (9.1 m).
Duration: Instant
Saving Throw: None
P.P.E.: Six

A magic invocation that will instantly negate any concealment spell(s) and reveal any object(s) which may have been mystically concealed. Can be directed at a specific area or individual, or made to affect an entire area of 30 feet (9.1 m).

Extinguish Fire

Range: 20 feet (6 m) radius, up to 80 feet (24.4 m) away.
Duration: One minute (4 melees) per level of experience.
Saving Throw: None
P.P.E.: Four

The mage can instantly put out up to a 20 foot (6 m) radius of fire, 80 feet away (24.4 m). A total of 40 feet (12.2 m) can be extinguished every 15 seconds (one melee round).

Fear (Horror Factor: 16)

Range: 20 foot (6 m) area, up to 100 feet away (30.5 m).
Duration: 1 minute (4 melees) per level of experience.
Saving Throw: Special; save vs horror factor.
P.P.E.: Five

The invocation creates a sensation of fear over a particular area (20 foot maximum diameter of affect). The mage can place the enchantment on an area occupied with people, or an area that is presently unoccupied. Anybody entering the area of enchantment must roll to save vs horror factor 16. A failed roll means the person is suddenly washed with terror and will be momentarily stunned, loses initiative, is the last person to attack, and can not defend against an opponent's first strike. These penalties remain in force for each melee round the person is in the area of fear. Also see the horror factor explanation in the psionic section of the book.

Heavy Breathing

Range: 60 feet (18.3m)
Duration: Five melee rounds per level of experience.
Saving Throw: Standard
P.P.E.: Five

The mage is able to conjure a mysterious, frightful sound of heavy, labored breathing, as if something invisible is lurking about. The mage can mentally manipulate the sound, increasing or decreasing the breathing rhythm, and move it around, up to 60 feet (18.3 m) away. The breathing can be heard in a six foot (1.8 m) radius. Those hearing the breathing will become fearful and panicky. There is a 1-60% chance that the frightened character(s) will flee in terror. Those who hear the breathing, but do not run, will be -2 to strike, and -1 to parry and dodge as they shake in their boots.

Levitation

Range: Up to 60 feet (18.3 m) away.
Duration: Three minutes (12 melees) per level of experience.
Saving Throw: Standard
P.P.E.: Five

Magic levitation enables the invoker of the magic to raise himself, or other people, or an object, straight up into the air and suspend it there (hover). Movement is limited to straight up and down; no horizontal motion is possible. Weight is restricted to 200 lbs (90 kg) plus 20 lbs (9.1 kg) per level of experience. Maximum height possible is 60 feet (18.3 m) plus 10 feet (3 m) per each level of experience. Targets can be affected up to 60 feet (18.3 m) away. Unwilling victims of the magic get a saving throw; a successful roll means the person is *not* affected by the levitation and remains planted firmly on the ground.

Mystic Alarm

Range: 12 feet (3.6 m); one object.
Duration: One year per level of experience.
Saving Throw: None
P.P.E.: Five

The spell caster can protect his possessions and domicile by placing mystic alarms on them. The invocation creates invisible, ward-like symbols on any *one*, specific, non-living object. If this object is touched or disturbed by anyone other than the spell caster, a silent alarm will buzz in the mage's head, alerting him to the intrusion. The alarm will alert him instantly, even if he is thousands of miles away or in another dimension. Once disturbed, the alarms disappear. The mystic alarm has a limited life of one year per level of the spell caster.

Turn Dead

Range: Up to 60 feet (18.3 m) away.
Duration: Instant effect.
Saving Throw: Standard
P.P.E.: Six

The utterance of this magic will turn/repel 1D6 animated dead per level of experience. This means that those creatures affected will turn and immediately leave the area without harming the spell caster or anyone near him. Those "turned" will not come back for 24 hours. This magic only affects skeletons, mummies, and corpses that are magically animated like marionettes; it will *not* affect vampires, zombies, ghouls, ghosts, or any corpse or skeleton possessed by a living entity.

Weightlessness

Range: 60 feet (18.3m).
Duration: 30 seconds (two melees) per level of experience.
Saving Throw: Standard
P.P.E.: Six

Weightlessness is the exact opposite of the first level, increase weight spell. The spell caster is able to *reduce* the weight of any one object, person or creature by 100 pounds (45 kg) per each level of experience, down to a maximum of half an ounce. Characters or items that are virtually weightless can be carried with ease, used to trick people, float on the wind or to slow down opponents.

Characters whose weight is reduced to nearly nothing will see their speed reduced by 75% and may be forced to hold on to rope or objects to prevent themselves from being carried away on the wind! A wind of one mile per hour (1.6 km) or faster will blow the character around like a feather or leaf caught in the wind! Likewise, the damage inflicted from striking attacks (punches, kicks, sword strikes, etc.) and the amount of weight the person can lift and carry are also reduced by 75%, because the weightless character doesn't have the mass to inflict serious damage or carry heavy items.

Level Three

Armor of Ithan

Range: Self or Other
Duration: One minute (4 melee rounds) per level of experience.
Saving Throw: None
P.P.E.: Ten

This powerful spell instantly creates an invisible, weightless, noiseless, full suit of mystic armor on the spell caster. Named after the magic armor of the dwarf king Ithan, this mystic armor has an A.R. of 18 and 100 S.D.C. plus 10 S.D.C. per level of experience. Furthermore, magic fire, lightning, and cold do half damage.

The armor can be instantly created upon anyone, as long as the spell caster invokes the spell while touching the intended recipient.

Breathe Without Air

Range: Self or others by touch.
Duration: 12 melees (3 minutes) per level of experience.
Saving Throw: None
P.P.E.: Five

This invocation enables the person to function normally without air, whether it be underwater or in a vacuum, or in an area with little or no oxygen. Unfortunately, the magic does *not* protect the person from magic toxins or other types of magic, but *does* protect against natural and man-made gases and odors.

Energy Bolt

Range: 150 feet (45.7 m)
Duration: Instantly
Damage: 4D6 S.D.C. (does not increase with experience).
Saving Throw: Dodge of an 18 or higher.
P.P.E.: Five

The incantation creates an energy bolt that the mage can mentally direct by simply looking at his intended target. The bolt may appear to fire from a hand, finger or the eyes, but needs *no* physical gesture, such as pointing. S.D.C. damage is normally four six-sided dice (4D6), but is increased to 6D6 under the influence of a *ley line* and 8D6 at a *ley line nexus;* P.P.E. cost is still only five despite the increased damage capability. *One* energy bolt can be fired at one target per each spell invocation.

Faerie Speak

Range: Self or others.
Duration: Five minutes per level of the spell caster
Saving Throw: None
P.P.E.: Five

This spell enables the spell caster (or two others by touch) to understand and speak the language of the faerie folk.

Fingers of the Wind

Range: 90 feet (27.4 m)
Duration: Three melee rounds per level of experience.
Saving Throw: None
P.P.E.: Five

The magician can conjure a wind and manipulate it to touch, tap, bump, or press against a person or object. It can also put out candles, slam shut doors and windows, rock a chair, rustle curtains or chains, or move or knock over small items weighing less than 10 pounds (4.5 kg).

Float in Air

Range: Self or others within 30 feet (9 m).
Duration: 10 melees per level of experience.
Saving Throw: None
P.P.E.: Five

This spell creates air currents which hold a person or object aloft, hovering about one foot above the ground. It can be used to slow someone's descent from a fall or used to float on top of water. Movement is awkward and slow while in the air. The floating person suffers the following penalties: All attacks, strikes, parries and dodges are at -1; normal speed/movement is reduced to half.

Fuel Flame

Range: 100 feet (30.5 m)
Duration: Instant
Saving Throw: None
P.P.E.: Five

The magic feeds any existing fire, doubling it in size. It can affect a 10 foot (3 m) radius of fire up to 100 feet (30.5 m) away.

Ignite Fire

Range: By touch or up to 40 feet (12.2 m) away.
Duration: Instant (fire lasts until it is put out or has no fuel to burn).
Saving Throw: None
P.P.E.: Six

A magic that causes spontaneous combustion. The magic will ignite any one dry, flammable material that can burn. This means the mage could set old rags, rope, paper, dry grass, a couch, robe, etc., on fire or ignite the wick of a candle or coals in a fireplace. The initial fire is tiny, roughly equal to a match or candle, but will spread like a normal fire. Volatile substances that are *contained in something,* like bottled lantern oil, alcohol, and similar things cannot be ignited. However, if the container is not sealed shut (such as a glass of whiskey or an opened flask of oil) it can be ignited. Hard woods, leather, rubber, meat, human flesh, green plants, and similar items do not easily ignite, so this magic does not work on them.

If somebody's clothes or hair are set on fire, they have two melee rounds (30 seconds) to get it off or put the fire out before damage is inflicted; no other combat or action is possible until the burning article is removed.

Damage from the small fire is 2D6 S.D.C. per melee (beginning after the first 2 melees). The target to be set on fire must be clearly visible to the spell caster.

Impervious to Fire

Range: Self or others up to 60 feet (18.3 m) away.
Duration: Five minutes (20 melees) per level of experience.
Saving Throw: None
P.P.E.: Six

A magic invocation that makes the individual temporarily impervious to fire. Normal and magical fires do no damage to the person or to anything he is wearing/on his person.

Impervious to Poison

Range: Self or others by touch.
Duration: Five minutes (20 melees) per level of experience.
Saving Throw: None
P.P.E.: Five

This enchantment makes the person temporarily impervious to poisons, deadly toxins and poison gases.

Invisibility: Simple

Range: Self only (includes clothes and articles on one's person).
Duration: Three minutes (12 melees) per level of experience.
Saving Throw: None
P.P.E.: Six

The spell caster and anything he is wearing or carrying at the time of the invocation are turned completely invisible. Any object picked up after the character has become invisible remains visible. Likewise, any item on his person that is dropped becomes visible. Neither normal nor nightvision can detect invisibility; only beings who can naturally, psionically or magically "see the invisible" can see the character. (Infrared, heat detectors, and scent tracking (animal) can also pinpoint the invisible person.)

Although the invisible person is imperceptible to the eye, he still retains physical mass. This means he cannot go through walls nor can weapons pass harmlessly through him. The character still makes noise, leaves footprints, and physical and magical contact/attacks still affect him as usual.

While invisible, the mage can talk, weave spells, walk, climb, run, open doors, carry objects, and perform other acts of physical exertion, *including combat*, and remain invisible. The invisibility is terminated when the magic's duration time elapses or the mage cancels the spell. **Note:** If cut, only the blood is visible.

Negate Poison/Toxin

Range: Self or by touch.
Duration: Instant
Saving Throw: None
P.P.E.: Five

The arcanist can magically turn a poisonous substance inert, rendering it harmless. The magic can also be used to instantly negate poison in the bloodstream, preventing further damage by the foul substance. However, any damage caused by the poison before the magic is used cannot be reversed with this spell.

Paralysis: Lesser

Range: 60 feet (18.3m)
Duration: The effect lasts one minute (4 melees) per level of experience.
Saving Throw: Standard
P.P.E.: Five

This magic attack temporarily paralyzes a part of its victim's body, immobilizing that particular limb. A paralyzed hand means that the person cannot pick up or hold objects, write, or use the hand in any way. A paralyzed arm means the limb dangles uselessly at the person's side. A paralyzed leg will make standing difficult and movement almost impossible; reduce speed by 90%, and -2 to parry and dodge. **Note:** The incantation will paralyze only one limb per each invoking of the magic. Internal organs cannot be affected, so the mage can't paralyze a heart, lung, etc. **Note:** Paralysis cannot affect people inside a vehicle, or in full scale or plate body armor.

Resist Fire

Range: Self or others.
Duration: 20 melees per level of spell caster
Saving Throw: None
P.P.E.: Three

With this spell the mage can make himself, or one or two others, fire resistant. This means heat has no ill effect and normal and magic, fires do half damage. The spell can be cast up to 60 feet (18.3 m).

See Wards

Range: 60 feet (18.3 m); line of vision.
Duration: Four minutes per level of the spell caster.
Saving Throw: None
P.P.E.: Eight

This incantation enables the mage to see the normally invisible magic energies that radiate from wards. In this way he can tell if a ward is real or not (a false ward radiates no energy). He can also see the magic energy that covers an area when a protection or area affect ward is used, and whether a ward is active or not. This also enables the character to determine how many wards are active and a general sense of power (low level or damage or high).

Sense Traps

Range: Self
Duration: One minute (4 melee rounds) per level of experience.
Saving Throw: None
P.P.E.: Seven

This spell endows the spell caster with a sort of sixth sense which enables him to sense traps. This is done by simply looking over an object or area no further than six feet (1.8 m) away. Unfortunately, while the spell detects and locates the traps, it does not identify the specific danger or deactivate them. Nor does this spell locate secret compartments, doors or passageways.

Telekinesis

Range: 60 feet (18.3m)
Duration: One minute (4 melees) per level of experience.
Saving Throw: Dodge
P.P.E.: Eight

The telekinesis invocation temporarily empowers the spell caster with the magic equivalent of the psychic ability to move objects with thought. This power can be used to move or hurl objects, bring them to him, open doors, flick switches, press buttons, and so on.

Rules and Limitations:

- Maximum Total Weight: 60 pounds (27 kg).
- Attacks Per Melee: Equal to the number of hand to hand attacks per melee that the character may have.
- Bonuses to Strike: +3 with telekinesis; physical and skill bonuses to strike do not apply when telekinesis is used.
- Bonuses to Parry: +4; physical and skill bonuses to parry do not apply to telekinesis.
- Damage from Hurled Objects (1 pound equals 0.45 kg):
- Small: 6 ounces (0.2 kg) to 1 Ib. (0.45 kg) — 1D4
  Small: 1 1/2 to 2 1/2 lbs — 1D6
  Medium: 3 to 4 1/2 lbs — 2D4
  Medium: 5 to 10 lbs — 3D4
  Large: 11 to 25 lbs — 3D6
  Large & Heavy: 26 to 60 lbs — 4D6
  Add 1D6 for each additional 20 lbs of weight.
- Object being manipulated must be visible.
- Telekinesis can be combined with hand to hand combat, but does *not* add extra attacks per melee.
- Influence from ley line energy doubles the amount of weight and range possible.
- Ley line nexus energy triples the amount of weight and range.

Level Four

Astral Projection

Range: Self
Duration: Five minutes per level of experience.
Saving Throw: None
P.P.E.: Ten

The incantation sends the spell caster's astral body into the astral plane, another dimension. This magic functions exactly like the *psychic sensitive ability* of the same name.

Blind

Range: Touch or 10 feet (3 m) away.
Duration: One minute per level of experience.
Saving Throw: Standard
P.P.E.: Eight

An enchantment that can blind one person or animal each time the spell is cast. The intended victim must be visible, within the line of sight and within range. The victim will be temporarily blind; -5 to strike, -10 to parry and dodge, and likely to stumble and fall for every 10 feet (3 m) of movement (50% chance). Does not affect people inside a force field, vehicle, or behind locked doors.

If the blind spell is cast upon another spell caster he can not use any spells which require his vision while blinded. If the blind spell caster uses any defensive/assault spells, such as magic net, call lightning, fire ball, carpet of adhesion, etc., there is a 1-65% chance that spell will be misdirected and strike his own comrades.

Carpet of Adhesion

Range: 30 feet (9 m) +10 feet (3 m) per level of experience.
Duration: 10 melees (2 1/2 minutes) per level of experience.
Savings Throw: Special. If a successful saving throw vs magic is made, that player rolls 2D6 to see how many melee rounds it will take him to pull free. Those failing to make the saving throw are stuck for the entire duration of the spell. Effective even against giants, and supernatural beings (and robots).
P.P.E.: Ten

The spell caster creates a sticky carpet, up to 10 feet (3 m) wide by 20 feet (6 m) long, that will adhere firmly to anyone who touches it. The victim will stay stuck until the carpet spell time elapses or until the spell caster cancels the spell. The carpet can be cast on a floor, table, wall, etc., or upon a person. The spell caster can alter the size and shape of this super flypaper (without exceeding the stated limit of 200 square feet), but it is always a flat sheet or carpet.

Charismatic Aura

Range: 60 foot (18.3 m) radius
Duration: 6 melees per level of experience.
Saving Throw: Standard
P.P.E.: Ten

A particularly handsome tool of deception, this magic can be cast upon the spell caster or another person. The spell instantly enhances that person's physical beauty by eight (8), increasing his charisma and charming all who behold him. Although the focal point of the spell is the person on whom it was cast, it affects everybody in a 60 foot (18.3 m) radius (emanating from the person with the charismatic aura). Thus, *everybody* in that radius is allowed a saving throw vs magic. Those who successfully save will not be affected; those who fail to save are affected and will respond accordingly.

The person with a charismatic aura can invoke one of three responses: *friendship/trust, power/fear, and successful deception.*

Friendship/Trust: The first few words spoken will set up the response. Thus, a statement of friendship, peace, or trust will inspire those sentiments in everyone affected.

Power/Fear: A statement of power, anger, strength, or vile intent will strike awe and fear into everyone affected. (Example: "Lay down your weapons and let us pass, lest you suffer my wrath!"). Effectively causes a horror factor of 13.

Successful Deception: This enables the person with charismatic aura to *convincingly lie* like a master con-man. There is a 1-80% chance that those affected will believe anything he tells them. This response is triggered by a phrase like: "Trust me completely ..." or "I would never lie to you."

Cure Minor Disorders

Range: Touch or 10 feet (3 m).
Duration: Instant
Saving Throw: Standard (if unwanted).
P.P.E.: Ten

A unique bit of curative magic that will instantly relieve *minor* physical disorders and illnesses such as headaches, indigestion, gas, heartburn, nausea, hiccups, muscle stiffness, low fevers (101 degrees or less) and similar. This invocation will also negate simple curses that inflict minor disorders.

Energy Field

Range: Self or others up to a 60 foot (18.3 m) distance.
Duration: One minute (4 melees) per level of experience or until it is destroyed.
Saving Throw: None
P.P.E.: Ten

The spell creates a protective field of energy around the mage, others, or an object. The maximum area of protection is a diameter of 8 feet (2.4 m), which means it can protect a small roomful of people (about 6-8 individuals). The energy field appears as a semi-transparent wall or bubble that shimmers with a blue-white light. The field normally provides a total protection of 60 S.D.C., but is doubled at ley lines and tripled at ley line nexuses. Armor Rating is only a 4.

Fire Bolt

Range: 100 feet (30.5 m) +5 feet (1.5 m) per level of experience.
Duration: Instant
Damage: 5D6 S.D.C.
Saving Throw: Dodge
P.P.E.: Ten

Like the energy bolt, the mage can create and direct a bolt of fire. Bonus to strike is +4. Damage is 5D6 S.D.C., but is increased to 7D6 under the influence of a *ley line* and 1D6x10 at a *ley line nexus.* The mage can adjust the damage amount, down, by increments of 1D6.

Fool's Gold

Range: By touch or up to five feet (1.5 m) away.
Duration: Five minutes per level of spell caster.
Saving Throw: Standard; those who save recognize it to be fool's gold. Those with a strong knowledge of metals are not fooled.
P.P.E.: Ten

This elemental magic enables the magician to cause any object to appear to be made of gold. After the magician leaves, the object will still retain its gold appearance until the spell elapses. The effect is temporary, and upon close examination by those who can recognize precious metals, it is clearly not gold.

Ley Line Transmission

Range: Limited by the length of the ley line.

Duration: Instant

Saving Throw: A psionic mind block will block and destroy the message.

P.P.E.: 30

The spell caster can send a verbal message directly along a ley line to another person so long as that person is located somewhere on the line. The best messages are brief ones of under a hundred words to avoid overwhelming the recipient. Unfortunately, the message is a one way transmission unless the other person is a mage with the transmission spell. Range is limited only by the length of the ley line and the people's position on the line. The time lapse between sending and receiving a ley line transmission is only a matter of seconds. The message can be sent to several people (one person per level of experience) at different locations, as long as they are all on the ley line.

The only danger is that a telepath (psionic or magic) may be able to listen in on the message. There is a 1-20% chance that any psionic or magic character with the telepathy power will sense a ley line transmission coming through, and there is a 1- 31% chance that they too can receive the message. There is no way for the sender to know if others have eavesdropped on his message. Nor is there any way to scramble the message.

Magic Net

Range: 20 feet (6 m) per level of the spell caster.

Duration: 2 melee rounds per level of experience.

Saving Throw: Special. There is no save vs magic, but intended victims can try to dodge being snared by rolling a 16 or higher.

P.P.E. Seven

This spell creates a net composed of magic fibers which will snare 1-6 human-sized victims within a 10 foot (3 m) diameter. Normal weapons *cannot* cut through the net; only magic weapons and spells can affect this net. Even then it requires a full two melee rounds (30 seconds) to cut or blast out (a dispel magic barriers will dispel it instantly). Anyone caught in the magic net is helpless and unable to attack or defend themselves. The spell caster can cancel the net at any time.

Multiple Image

Range: Self

Duration: One minute (4 melee rounds) per level of experience.

Saving Throw: Special. Viewers may be able to see through the illusion and identify the true person, but such rolls vs magic are at a -6.

P.P.E.: Seven

A magic illusion that creates three identical images of the spell caster. Each image mimics his every movement exactly. Only piercing the false image with iron will dispel that particular one. This is a great way to confuse, scare and distract an opponent or an angry mob. The deception also provides the mage with a bonus of +2 on initiative, +2 to dodge, and +1 to strike.

Repel Animals

Range: 30 feet (9 m)

Duration: Immediate

Saving Throw: Standard; 12 or higher even for animals.

P.P.E.: Seven

The character can invoke an enchantment that will make even a hostile, predatory animal stop, turn, and leave the area without harming the mage or anybody near him. The animal will not return for hours. The enchantment can affect six animals simultaneously.

Seal

Range: 100 feet (30.5 m)

Duration: Two minutes (8 melees) per level of experience.

Saving Throw: None

P.P.E.: Seven

The mage can magically prevent any inanimate object from being opened. The mystic can seal shut a door, gate, window, drawer, jar/jug/bottle with a lid, and so on. There is no sign of force, the lock can be unlatched, but the door, or whatever, will not yield/open regardless of the character's physical strength. The only way to get in or out, or to open it, is to smash the container or chop through the door.

At early levels, the character can only seal one item per incantation. However, at fourth level of experience and beyond, the mage can seal every door, window and enclosure within a 100 foot area (that can be an entire 50 to 80 foot house up to three stories high), but costs an additional ten points.

Shadow Meld

Range: Self

Duration: Two minutes (8 melee rounds) per level of experience.

Saving Throw: None

P.P.E.: Ten

This unique magic enables the mage to step into shadows and become totally invisible, even to a "see the invisible" spell. The shadow must be at least five feet long to be an effective hiding place. The shadow serves as a superior means of hiding or moving unseen. The mage can move, walk, or run through the length of the shadow or from shadow to shadow. While in shadow/darkness, the mage prowls at a 60% proficiency (or at +15% to normal prowl skill, whichever is higher).

Intense light will dispel the shadow, leaving the mage revealed. Of course, sanctuary can be found by fleeing into another shadow. Feeble light, less than three torches, will only create more shadows.

While hidden in shadow, the character is still susceptible to magic, psychic and physical attacks, although attackers are -5 to strike him (because they can't see him). Area affect magic does not suffer any such penalty.

Swim as a Fish (minor)

Range: Self or others up to 10 feet (3 m) away.

Duration: 5 minutes (20 melees) per level of experience.

Saving Throw: None

P.P.E.: Six

An incantation that provides the character with exceptional swimming abilities. Equal to swimming skill. Base Skill is 96%, can swim a distance of 100 xP.S. in yards/meters without tiring, gets an additional +1 to parry and dodge while in water, hold breath for three minutes at a time, and maximum depth is 3000 feet (914 m).

Trance

Range: Touch or within 12 feet (3.6 m); line of sight.

Duration: Five minutes per level of experience.

Saving Throw: Standard

P.P.E.: Ten

This enchantment places a person into a zombie-like state or hypnotic haze, unaware of his environment or happenings around him. The entranced character cannot formulate thoughts, use skills, or act on his own; the individual is only aware of the enchanter's voice and will follow extremely simple commands, such as stay, sit, follow me, get inside, lay down, give me your hand, etc. The entranced victim cannot engage in any type of combat (offers no resistance), conversation or any actions that require skill or concentration. The magic is meant to inca-

padtate, more than it is to enslave. Evil men of magic often use trance on prisoners or victims intended for blood sacrifice.

While entranced, the person cannot be made to reveal secrets, betray a friend, harm himself, or act against his alignment. While entranced, all physical attributes function as if they are half of what they really are; thus, a speed of 10 is 5. The victim of a trance will remember nothing of the events that occurred while he was entranced.

Level Five

Calling

Range: Two miles (3.2 km) per level of experience.
Duration: Five minutes per level of experience.
Saving Throw: Standard
P.P.E.: Eight

The calling is like a limited form of telepathic communication in which the mage can mentally call a specific individual. To use "the call," the spell caster must know the person's whole name (first and last), must have personally met the individual (if only briefly), and must be within range. The call sends a telepathic message to that particular person, calling him or her by full name, and leaves an impression of where the mage can be found. A typical call message will be something like, "Erick Wujcik, come to me," or "Richard Burke, I need you." Only the individual to whom the call is made can hear it, no one else. If a successful saving throw is made, the call, and impression of location, is heard only once. If the saving throw is not successful the call will repeat itself over and over again, three times per melee round, until the spell elapses or the person goes to the mage. Nothing except a mind block can block out the call. A failed roll means the call keeps coming and coming, compelling the person to answer it.

Charm

Range: 15 feet (4.6 m) or by touch.
Duration: Four melee rounds (one minute) per level of experience.
Saving Throw: Standard
P.P.E.: Twelve

The charm spell can influence any intelligent creature. The spell's victim will fall under the immediate influence of the spell caster. He will believe everything the mage tells him, trust the spell caster as if he were a loyal friend, do his best to please/help/assist or protect him, and will answer any questions truthfully and in as much detail as requested.

Note that other than perceiving the spell caster as his best and favorite friend, whom he is anxious to please, the charmed individual will not do anything that is contrary to his alignment.

Circle of Flame

Range: 10 feet around self.
Duration: Two minutes (8 melee rounds) per level of experience.
Saving Throw: None
P.P.E.: Ten

The mage can create a magical circle of flame around himself. No combustible material is required. The flame is five feet (1.5 m) tall and inflicts 6D6 S.D.C. damage to anybody who tries to pass through the fire.

Domination

Range: Touch or within four feet (1.2 m).
Duration: Two minutes per level of experience.
Saving Throw: Standard
P.P.E.: Ten

Domination is another trance-like enchantment that enables the mystic to impose his will over his victim's, forcing the person to do his bidding. The victim of domination will appear to be acting oddly, dazed, confused, slow and unfriendly (ignoring friends, etc.). The enchanted person has one goal, to fulfill the command of the mages. Under the enchantment of domination, the character's alignment does not apply. He will steal, lie, assist in crimes, kidnap, betray friends, reveal secrets, and so on! The victim is under the (almost) complete control of the spell caster. The only things the bewitched individual will *not* do is commit suicide, inflict self-harm, or kill a friend or loved one. A good aligned character, principled, scrupulous and even unprincipled, cannot be made to kill anybody; it is too deeply against their alignment.

The enchanted person is not himself and suffers the following *penalties:* Attacks per melee are half, speed is half, all skills are half their usual proficiency, speech is slow, and the person seems distracted or a little dazed.

A successful saving throw versus magic means the magic has no effect. The person is 100% his normal self. The effects of the domination magic cannot be easily faked.

Energy Disruption

Range: 60 feet (18.3m)
Duration: 3 minutes (12 melee rounds) per level of experience.
Saving Throw: None
P.P.E.: Fifteen

This is a particularly useful magic in a tech environment where the spell can temporarily knockout, stop, or immobilize, any electrical device it is aimed at. This includes normal automobiles, computers, radios, surveillance cameras, sensors, appliances, entire fuse boxes, batteries, electric alarm systems, etc. The apparatus is not harmed in any way, it simply ceases to function. When the magic elapses, the item(s) will work perfectly, with no sign of malfunction or energy loss.

In a low-tech world like Palladium, the spell will cause candles, torches, lanterns and campfires to sputter and go out (erupting back to full life the moment the spell comes to an end; until then they cannot be relit by any means). It can also be used to diminish the strength/damage of magic fire and energy structures like circle of flame and energy based wards by half! However, this disruption is only good against existing energy magic already put into place, and does not diminish the damage caused by energy bolts, fire balls, call lightning, dragon's breath, wind, cold, kinetic force, and similar magic attacks. Nor can it affect Spells of Legend or magic weapons, potions, circles, scrolls or enchanted items.

Escape

Range: Self, touch or 5 feet (1.5 m).
Duration: Instant
Saving Throw: None
P.P.E.: Eight

The escape invocation enables the mage to magically escape any normal bonds or open any locking mechanism that bars his way. This includes being tied with rope, handcuffs, prison cells, doors, trunks, locks, straightjackets, etc. One restraint or lock can be undone per each invocation. Only gagging the mage will prevent the use of this magic, and only magic restraints and locks are unaffected by this spell.

Eyes of Thoth

Range: Self or others by touch.
Duration: 10 minutes per level of experience.
Saving Throw: None
P.P.E.: Eight

Thoth is the god of knowledge and wisdom. He is said to know all languages, all symbols and all forms of magic. This invocation enables the character to read and understand ALL written languages, modern and ancient, including runes and magic symbols. However, spoken lan-

guages are incomprehensible unless a tongues spell is also invoked or the person has an education in that language.

Fly

Range: Object by touch.

Duration: 6 minutes per level of experience.

Saving Throw: None

P.P.E.: Fifteen

The spell caster can magically bestow the power of flight to an *inanimate* object not made of *metal or plastic.* He or she can then use that object to fly. This is the origin of the myths about the witch and her broom and of flying carpets. The object must be big enough to hold onto or, preferably, large enough to sit on. If the item is small, the mage must hold on for dear life, and if his grip should give way, he will fall to his doom. To avoid muscle strain and tragedy, it is best that the object can be comfortably sat upon. The maximum length and width of the enchanted item must not exceed six feet (1.8 m). This maximum size is enough to accommodate two or three additional characters of human size. **Note:** The magic will not work if the object has any metal (or plastic) in it, including nails.

Maximum altitude is 1000 feet (305 m). Maximum speed is 35 mph (56 kmph); the object can fly or hover stationary.

Heal Wounds

Range: Touch or up to three feet (0.9 m) away.

Duration: Instant

Saving Throw: Standard, but only if the person resists the magic.

P.P.E.: Ten

This powerful invocation will instantly heal minor physical wounds, such as bruises, cuts, gashes, arrow wounds, burned flesh and pulled muscles, restoring 3D6 S.D.C. and 1D6 hit points. It will *not* help against illness, internal damage to organs or nerves, broken bones or poisons/drugs.

In the case of arrow (or bullet) wounds, the object should be removed first. If it is left inside the person, it will be a constant irritant causing chronic pain; reduce the character's P.E. and P.P. attribute by one point due to stiffness and discomfort.

Horrific Illusion

Range: 30 ft (9.1 m)

Duration: Two minutes (8 melees) per level of experience.

Saving Throw: Save vs horror factor 14.

P.P.E.: Ten

The spell caster creates a frightening illusion of a horrible sight using common images such as a hundred large (presumably poisonous) spiders, other insects, snakes, dangerous animal(s), known monster (manticore, dragon, troll, etc.) or fire and similar. Everybody who sees the illusion must roll to save vs horror factor 14. A failed roll means that the character is momentarily stunned, with the usual horror factor combat penalties applicable for that one melee. However, the illusion is so real that any character who fails to save will not dare to engage or go past it, but can try to find another route around it.

Mend Cloth

Range: Touch or within three feet (0.9 m); line of vision.

Duration: Instant and permanent.

Saving Throw: Not applicable.

P.P.E.: Twelve

A spell of transformation that can make a tattered, torn, holey or old piece of fabric or an article of clothing the size of a blanket (shirt, pants, cape, pair of sock or gloves, and similar) as good as new — magically repairing tears, holes, thread bare areas from wear, etc. This spell can also be used to get rid of otherwise impossible to remove stains. The magic only works on cotton, wool, and silk cloth; not leather, felt, furs, rope, metal, padded armor or articles "filled" with feathers or other types of padding.

Size of the Behemoth

Range: Self or other.

Duration: Two minutes (8 melee rounds) per level of experience.

Saving Throw: None for self, standard for others.

P.P.E.: Twelve

This spell can be cast upon oneself or another person within the spell caster's line of vision and no further than 30 feet 12.2 m) away. The incantation increases the size of the person to 20 feet (6 m) tall, weight to 1200 pounds (540 kg), and P.S. to 30, but speed is reduced to 6. The spell affects only the physical body and not the clothes, armor, weapons, or possessions the person was wearing or holding.

Sleep

Range: Touch or one foot (0.3 m).

Duration: Becomes inert within 15 minutes; effects last 10 minutes per level of experience.

Saving Throw: Standard

P.P.E.: Ten

The invocation can turn any normal, drinkable fluid or food into a sleep inducing potion. Immediately after two bites of enchanted food or two gulps of fluid, the person will fall into an enchanted sleep. The victim cannot be awakened by any means except by the mage canceling the magic or until the magic's duration time lapses. A successful save means the enchanted food or drink has no effect.

Superhuman Speed

Range: Self or others by touch.

Duration: One minute per level of experience.

Savings Throw: None

P.P.E.: Ten

The invocation bestows the character with the incredible speed attribute of 44 (equal to 30 mph) and adds a bonus of +2 to parry and +6 to dodge for the duration of the magic. All movements performed during this period is done without fatigue.

Superhuman Strength

Range: Self or others by touch.

Duration: Two melee rounds per level of experience.

Saving Throw: None

P.P.E.: Ten

The incantation magically increases the character's physical strength (P.S.) to 30 and physical endurance (P.E.) to 24 and adds 30 S.D.C. for the duration of the magic. All movements performed during this period are done without fatigue.

Level Six

Animate Object

Range: 60 feet (18.3 m); line of vision.

Duration: Two melee rounds per level of experience.

Saving Throw: None

P.P.E.: Fifteen

This incantation allows the spell caster to animate and control any object or objects under a total of 50 pounds (22.6 kg). The spell caster is able to mentally direct the object(s) to do just about anything: a table to walk, a broom to sweep, etc. The spell caster can cause the object to hover up to six feet (1.8 m) off the ground and move in any direction. If the object(s) is used to attack, the total number of attacks possible per

melee is equal to the spell caster's. So if four brooms are animated and the mage has four attacks per melee round, one broom can strike four times or all four can strike once each, or any combination there of. Roll to strike for each attacking object. Any dodge or parry by the object counts as a melee attack/action. No combat bonuses apply other than +1 on initiative.

The animation of objects requires the spell caster's full attention and concentration, so no other spells can be cast or action taken as long as the character is using this magic. Consequently, if he is knocked out or killed, the spell is instantly cancelled. Likewise, if his vision is impaired/obscured he temporarily loses control of that object(s), but can regain control if he can maneuver himself to see it again.

Apparition

Range: 30 feet (9 m)
Duration: One minute (4 melee rounds) per level of experience.
Saving Throw: Standard
P.P.E.: Twenty

The wizard can create a realistic apparition in the form of a horrible creature or weird thing that will attack anybody who comes within 20 feet (6 m) of it. The apparition can appear as any known supernatural creature or an imaginary "thing," like a man-eating refrigerator, and so on. **The creature** will always have at least three attacks per melee, but no more than six; +2 to strike, +3 to parry, +6 to dodge, incredibly strong and has a horror factor of 10. These illusionary monsters are commonly used to block passages and guard entrances.

Although an illusion, it will appear completely real and seems to sweat, bleed and interact just as one would expect it to. Combat should be conducted as usual. The illusion is so complete that any characters fighting it will imagine suffering damage from the beast! Although the damage is imaginary and disappears when the apparition vanishes, the characters will react as if they are actually hurt. Should the opponent of the apparition die (or so he believes), he will fall unconscious for 2D4 minutes from shock. The experience is traumatic; roll to save vs insanity (a 12 or higher saves). If the roll is a failure, roll percentile dice on *the Random Insanity Table.*

There are only three ways to destroy the illusion: 1) A successful save vs magic will cause it to disappear (at least for that individual). *Each* character encountering it must make a saving throw. 2) Plunge a rod or something made of *iron* into it. 3) Wait for the magic's duration time to elapse.

Call Lightning

Range: 300 feet (91 m)
Duration: Instant
Damage: 1D6 S.D.C. per level of the spell caster.
Saving Throw: None; it *always* hits unless one's opponent rolls a natural 20 or a modified 24 or higher to dodge!
P.P.E.: Fifteen

This spell creates a lightning bolt which can be directed at any specific target up to 300 feet (91 m) away. The lightning bolt shoots down from the sky, hitting the desired target. The target or area must be within the spell caster's line of vision. The lightning bolt does 1D6 points of damage per level of the spell caster's experience. This *magic* can be cast outdoors or in; damage is inflicted only to the specific person or target.

Compulsion

Range: 60 feet (18.3 m) and within line of vision.
Duration: 24 hours
Saving Throw: Standard
P.P.E.: Twenty

The spell caster can implant a sudden desire or need in another person's mind. The focus of the irresistible impulse should be something reasonable and attainable, although the motive may seem quite irrational. The enchanted person will be consumed with the object or action of the implanted compulsion, whether it be something very simple, like a craving for a candy bar or the need to visit somebody, or something more extravagant. The victim of this enchantment will be obsessed with attaining whatever it is for the full duration of the incantation or until it is attained. A "remove curse" can negate the compulsion enchantment.

Control the Beasts

Range: 100 feet (30.5 m)
Duration: Two minutes (8 melee rounds) per level of experience.
Saving Throw: Standard
P.P.E.: Eighteen

The spell caster is able to control two animals (mammals, birds, amphibians, reptiles, and fish, but not insects or creatures of magic) per level of experience, within his line of vision, up to 60 feet (18.3 m) away. The animal(s) responds as if it is tamed, trained and loyal to the spell caster. All creatures affected will obey simple commands like stay, sit, go, come, attack, kill, etc. This spell does not affect any intelligent creatures, humanoids, werebeasts or creatures of magic. Animals that successfully save vs magic may follow the lead of animals that don't save. This is especially true of pack animals. Or the beast may be confused upon seeing other animals respond in a positive way to the mage, and simply leave the area.

Cure Illness

Range: Touch or three feet (0.9 m).
Duration: Instant cure
Saving Throw: None; standard if the person resists treatment.
P.P.E.: Fifteen

A potent magic that can cure ordinary disease and illness, such as fever, flu, and other common ailments. The magic cannot cure cancer, lung disease, the common cold, wounds, broken bones or internal damage to organs. Nor can it cure magically induced sicknesses or disorders.

Create Bread & Milk

Range: Up to 30 feet (9 m) away.
Duration: Permanent
Saving Throw: None
P.P.E.: Fifteen

This incantation creates 2D6 loaves of bread and one gallon of milk held in jugs which disappear when emptied.

Detect Poison

Range: 15 feet
Duration: Instant
Saving Throw: None
P.P.E.: Ten

The spell caster is able to direct his sight and concentration on a particular object, powder, liquid, plant, drink or food, and detect whether or not it is poisonous or laced with poison. Poison includes harmful or mind, mood, and physically altering drugs.

Fire Ball

Range: 90 feet
Duration: Instant
Damage: lD6 per level of experience.
Saving Throw: Dodge, but the victim must know the attack is coming and must roll an 18 or higher (bonuses to dodge are applicable).
P.P.E.: Ten

The spell caster creates a large fire ball which hurls at its target at an awesome speed, inflicting 1D6 points of damage per each level of the spell caster. The fire ball is magically directed and seldom misses.

Fire Fist

Range: Self
Duration: One minute (four melee rounds) per level of experience.
Saving Throw: Dodge or parry only.
P.P.E.: Fifteen

The spell caster's fist seems to be enveloped in a ball of flame that does not burn his flesh, but inflicts 3D6 damage from punches plus any P.S. damage bonus! This is considered a magic attack/weapon and can hurt supernatural beings as well as be used to parry other magic weapons. The fire fist strike can only be parried by magic weapons without inflicting damage.

Impervious to Energy

Range: Self or others by ritual.
Duration: Two minutes (8 melees) per level of experience.
Saving Throw: None
P.P.E.: Twenty

The arcanist can make himself impervious to all forms of energy, including fire, heat, electricity, lasers and so on. Energy attacks do no damage whatsoever. Physical attacks, punches, kicks, knives, clubs, arrows, etc., inflict normal damage.

Magic Pigeon

Range: Immediate area.
Duration: Two months per level of the spell caster.
Saving Throw: None
P.P.E.: Twenty

This special incantation enables the spell caster to create a mystic facsimile of a pigeon. The magic pigeon is able to fly and deliver a spoken (30 words or less) or written message to anyone, any place in this world (in the same dimension), however, the spell caster must know at least the general location of the person for whom the message is intended. Upon reaching its destination, it will seek out that person and immediately deliver the message. If the recipient of the message is not at the prescribed destination, the magic pigeon will wait until he returns or until the spell duration elapses and it fades away.

The magic pigeon looks exactly like a real pigeon, but needs no food or rest; thus it can fly 720 miles (1152 km) every 24 hours at a speed of 30 mph (48 km). Normal weapons cannot harm or capture the pigeon, but magic spells and circles of entrapment can capture it, and *dispel magic* can destroy it.

Memory Bank

Range: Touch
Duration: Three months per level of experience.
Saving Throw: None if willing; standard if unwilling.
P.P.E.: Twelve

The mage can implant a block of memory/information deep into another person's subconscious mind without them ever knowing what it is. The mage can then retrieve it at any time with a mere touch. This technique can be used to safely record and hide numbers, names, addresses, locations, incantations, or any other data under 1000 words. There is no limit to the number of memory banks a mage can implant in the same person. The memory will fade away after the magic's duration time has elapsed. **Note:** A psionic mind block will make it impossible to implant or retrieve a memory bank and the data can be learned via a psionic mind bond (telepathy doesn't dig deep enough).

Swim as a Fish (Superior)

Range: Self or others by touch.
Duration: 10 minutes per level of the spell caster.
Saving Throw: None
P.P.E.: Twelve

This spell can be cast on oneself or on one or two people at a time by speaking the incantation and simultaneously touching the intended targets. The enchanted characters are able to breathe underwater like a fish and swim expertly (98%), without fatigue, at a speed of 66 (45 mph/72 km) for the duration of the spell. Maximum depth is 6000 feet (1830 m; over one mile/1.6 km). Underwater Bonuses: +1 on initiative, +1 to parry and +3 to dodge.

Reduce Self

Range: Self only.
Duration: Three minutes per level of experience.
Saving Throw: None
P.P.E.: Twenty

This spell instantly shrinks the spell caster to six inches tall (0.15 m). His clothes and possessions shrink proportionally to his tiny size. Shrunken weapons do virtually no damage. Tiny magic weapons will inflict 1D4 damage, while the range of any special magic powers they may have will be turned into *inches* rather than feet. The tiny mage sees all his physical attributes, weight, and spell range reduced by two thirds (67%), so a P.S. of 9 is now a 3. However, mental attributes, psionics, S.D.C., hit points, and spell damage, duration and strength remain unchanged. **Note:** Being struck by full-size weapons, objects, fists and feet/kicks does double damage to the diminutive character!

Teleport: Lesser

Range: Five miles (8 km) per level of experience.
Duration: Requires two full melees (30 seconds) to teleport.
Saving Throw: None
P.P.E.: Fifteen

The power to magically transmit matter from one place to another. The lesser teleport spell is limited to non-living substances. Up to 50 pounds (22.4 kg) can be instantly transported from the location of the spell weaver to any location miles away. The only requirements are that the mage *touches* the object to be teleported and that the location of where it is being sent is *known* to him. Success Ratio: 80% +2% per level of experience. An unsuccessful roll means that the object never arrived where it was supposed to, and could be anywhere within the mage's range (he has no idea where).

Time Slip

Range: Self only.

Duration: Half a melee round (approximately seven seconds).

Saving Throw: None

P.P.E.: Twenty

The invocation momentarily suspends time, enabling the spell caster to slip seven seconds into the future. The mage can move forward seven seconds while all around him are caught in the past. The magic is such that the character cannot physically hurt any living creature, but he can move through the physical environment, open doors, grab an item, run away, etc. To others, it will appear as if the mage disappeared for a few seconds and then suddenly reappeared at a different location. All around him lose two attacks in the melee round in which he reappears, but the mage retains all of his.

The time slip is ideal for quick escapes. **Note:** Whatever actions the mage takes within the seven seconds are unseen and unknown to the other characters in the area.

Tongues

Range: Self or others by touch.

Duration: Five minutes per level of experience.

Saving Throw: None

P.P.E.: Twelve

The magic enables the character to perfectly understand and speak all spoken languages at 98% proficiency, including elemental and alien tongues. An understanding of written languages is not provided by this spell. *See the "Eyes of Thoth."*

Words of Truth

Range: 5 feet (1.5 m)

Duration: One minute (4 melees) per level of experience.

Saving Throw: Standard, but the enchanted person makes a saving throw for each question asked. A successful save means he doesn't have to answer. Questions can be repeated.

P.P.E.: Fifteen

A person affected by this enchantment is compelled to answer all questions truthfully. The spell caster must be within five feet (1.5 m) and he can ask two brief questions per melee. It is wise to keep questions simple and clear to avoid confusion. The victim is compelled to answer only the spell caster.

Level Seven

Agony

Range: 5 feet (1.5 m) per level of experience.

Duration: One minute (4 melees) total.

Damage: Special

Saving Throw: Standard

P.P.E.: Twenty

This is a particularly cruel and painful invocation that incapacitates its victim with pain. Under the influence of the magic, the victim has no attacks per melee, cannot move or even speak, except to scream, groan and writhe in agony. Although there is no physical damage (no S.D.C. or hit points are lost and there is no sign of torture), the pain *is* very real (feel like losing 20 S.D.C. or hit points per melee). It will take another minute (four melee rounds) for the victim to regain his full composure after the agony is stopped. During that minute his number of attacks per melee and speed are reduced by half, and he suffers a penalty of -1 on initiative and -1 to strike, parry and dodge. Only one person can be affected per invocation.

Animate & Control Dead

Range: 400 feet (122 m); line of vision.

Duration: 5 minutes (20 melees) per level of experience.

Saving Throw: None

P.P.E.: Twenty

With this incantation the arcanist can animate the remains of dead bodies, human, animal or monster, and mentally control them like a puppet master would a marionette on strings. The remains are not alive and do not have any intelligence whatsoever. It is the sorcerer who controls and directs their actions.

Restrictions and Notes:

1. The mage can animate and control only two corpses or skeletons, plus one per level of experience.

2. The animated dead must remain in his line of vision. If it cannot be seen, it cannot be animated or controlled.

3. Each of the animated corpses or skeletons has two attacks per melee, a Speed of 7, and inflicts 1D6 damage from punch, bite, claw or blunt weapon. They are robot-like S.D.C. structures and inflict S.D.C. damage unless they wield a special weapon. Sharp weapons like swords, spears, and axes, do their normal damage. **Note:** The bow and arrow, cross bow and sling (as well as guns) cannot be used by animated dead, nor can magic scrolls or potions.

S.D.C. of a small corpse/skeleton, about 3 or 4 feet (0.9-1.2 m) tall, is 50 S.D.C.; medium, 5-6 feet (1.5-1.8 m), is 80 S.D.C.; large, 7 to 12 feet (2.1-3.6 m), is 140 S.D.C. and 200 for giants.

4. Either total destruction of the animated dead or knocking out the controlling mage can stop them. Arrows, sling bullets, gun bullets and thrown weapons do half damage. Blunt, chain and magic weapons, damage inflicting magic spells and smashing attacks do full damage. Fire does double damage! Note that animated dead cannot be stunned or affected by a death blow or critical hits, nor by psionic attacks, charms, mind control, illusions, poison, or disease.

Circle of Concealment

Range: 20 foot (6.1 m) radius per level of experience. As a ritual, use the sorcerer with the highest level, and add 10 feet (3.0 m) per additional magician involved in the ritual.

Duration: One hour per level of experience/one year per level of experience.

Saving Throw: See below.

P.P.E.: 15 or 100.

This spell hides an area from most people. Anybody passing by the area will pay no attention to anything concealed by the circle. The circle can also be "programmed" so that certain individuals, group members, or those who know the right passwords can see past the mystical effect.

A save versus ritual magic will allow somebody else to sense that something is "wrong" about the area, and may lead to the discovery of whatever is hidden by the circle. Magic and psionic powers like detect P.P.E., detect magic, and negate magic may pierce the circle of concealment and reveal what's hidden within, but the circle gets to save vs magic or psionics with the bonuses of its creator.

The circle can be a temporary hiding place for a few hours, or long-lasting, with a duration measured in years. The first usage only costs 15 P.P.E., while the second requires 100 P.P.E. points plus the mage permanently loses one P.E. attribute point.

Constrain Being

Range: 30 feet (9 m)

Duration: Two minutes per level of experience.

Saving Throw: Standard

P.P.E.: Twenty

This invocation is useful for controlling lesser *supernatural* creatures. The enchantment forces the being to obey the mage to a very limited degree. Mainly, the sorcerer can hold the "thing" at bay with an order like: "Back, stay back", "go ... begone," "Stay there ... don't move." "No." "Stop." "Back away." No commands more elaborate than that will be obeyed. The constrain being incantation works in the same way as a cross holds a vampire at bay. As long as the mage and his allies stay out of the creature's reach, the magic will hold it at bay. If it can reach out and hurt somebody, it will. If it is attacked, the enchantment is broken and it is free to lash out at everybody. **Note:** Possessing entities and the greater supernatural beings are not affected by this magic, nor are non-supernatural monster races like ogres, trolls, giants, or humanoids from other worlds and dimensions.

Dispel Magic Barriers

Range: 100 feet (30.5 m)
Duration: Instant
Saving Throw: The magic spell being attacked automatically gets a standard saving throw as if it were a person (12+; must roll above the maximum spell strength of the mage who created the barrier). If a successful saving throw is made the negate magic barriers spell has no effect; the barrier remains.
P.P.E.: Twenty

This spell negates/dispels all magic barriers of any kind, including the sorcerer's seal, carpet of adhesion, immobilize, magic net, all types of wall spells, and similar. It does not affect wards, circles, magic rain, fog, or other weather, or Spells of Legend.

Fly as the Eagle

Range: Self or others up to 100 feet (30.5 m) away.
Duration: 20 minutes per level of the spell caster.
Saving Throw: None
P.P.E.: Twenty-Five

The power of flight is bestowed upon the spell caster or person it is cast upon. It is especially effective out of doors, and in large, open areas. Maximum Speed is 50 mph (80 km). Bonuses: +1 to parry, +2 to dodge when in flight and +2 to damage on a diving or swooping attack. Bonuses apply only when in flight.

Globe of Silence

Range: 90 feet (27.4 m)
Duration: Six melee rounds per level of experience.
Saving Throw: None; there's no saving throw because it is actually the physical space around the person that is being altered. A negate magic spell can dispel/cancel the globe.
P.P.E.: Twenty

This spell immediately creates an invisible globe that measures 10 feet in diameter. No sound, voices, screams, footsteps, etc., can be heard by the people inside the globe, nor can the noise made by them be heard by those outside of it. The globe absorbs everything, so while it can prevent those within the globe from making noise, it also prevents sound from outside to enter. Those within the globe can't hear anything, thus a spell caster, reliant on spoken incantations, is completely powerless inside a globe of silence because his words cannot be heard.

Stepping beyond the diameter of the globe frees that person from its effect on him, but those still inside will be unable to verbally communicate. The globe itself can be fixed in a stationary position or mentally moved by the spell caster. However, the spell caster cannot cast another spell while manipulating the globe, and once fixed to one spot, that is where it remains until the spell duration time elapses or it is cancelled. The globe can be cast up to 90 feet (27.4 m) away.

Heal Self

Range: Self
Duration: Permanent
Saving Throw: None
P.P.E.: Twenty

This spell is very similar to the psionic bio-regeneration, magically healing cuts, bruises, internal injuries, broken bones, etc., without scarring. Restores 1D6 hit points or S.D.C. points (player's choice) to the spell caster per every two levels of experience, so a 3rd level mage sees 2D6 hit points restored, 5th level 3D6, 7th level 4D6, and so on.

Immobilize

Range: 60 feet (18.3m)
Duration: 2 melee rounds (30 seconds) per level of experience.
Saving Throw: Special; if a successful save is made, the player rolls 1D4 to determine how many melee rounds his character is immobilized. After that time his character is able to move freely out of the cone, but cannot move to affect anything inside it.
P.P.E.: Twenty-Five

This spell creates a transparent glittering cone, 20 feet (6 m) in diameter and 40 feet (12.2 m) tall (the spell caster may make it smaller if desired). The cone halts *EVERYTHING* within its scope. Missile weapons, speech, movement, flight, everything is momentarily frozen in time. Anyone entering or touching the glittering cone of light is *also* instantly immobilized. When the spell time elapses, any missile weapons or creatures in flight will drop to the ground while speech and movement will continue.

Invisibility (superior)

Range: Self or others by touch.
Duration: Three minutes (12 melees) per level of experience.
Saving Throw: None
P.P.E.: Twenty

A powerful incantation that makes the spell caster invisible to *all* means of detection! Infrared, ultraviolet, heat, and motion detectors, see aura, presence sense, sense magic, sense evil, and even an animal's sense of smell cannot locate the invisible person! No footprints are made, there is little sound (prowl 84%), and the power to see the invisible will only reveal a semi-transparent, ghost-like image of the character (which gives attackers a penalty of -2 to strike)! The spell caster and anything he is wearing or carrying at the time of the invocation are turned completely invisible. Any object picked up after the character has become invisible remains visible unless tucked under his invisible garments. Likewise, any item on his person that is dropped becomes visible.

Unlike invisibility: simple, this super-cloaking magic is broken only if the character engages in combat/attacks. At that instant, he becomes completely visible. **Note:** The invisible character is not ethereal and cannot walk through walls; he must still use a door. The act of forcing open a door or window, picking a lock, tapping somebody, accidentally bumping somebody, or accidentally getting shot or hurt, is not considered an act of aggression or combat, so the invisibility is maintained. *Invisibility: superior* cannot be simultaneously combined with *invisibility: simple.* This spell can turn as many as two people invisible with a single casting.

Invulnerability (limited)

Range: Self or others by touch.
Duration: Two melee rounds (30 seconds) per level of experience.
Saving Throw: None
P.P.E.: Twenty-Five

The magic makes the individual impervious to non-magical heat, cold, fire, energy attacks, poisons/toxins/drugs, gases, and disease. Magic energy attacks or illness does half damage. Weapons of all kind inflict normal damage, although all damage is first deducted from the magic S.D.C. The spell creates a form fitting energy field which appears as a dimly glowing aura around the body and provides 25 S.D.C. per level of the spell caster. Once the magic S.D.C. is exhausted, the person will suffer normal damage to his own S.D.C. and hit points, but remains impervious to all the things listed previously. The invulnerable character is also +4 to save vs horror factor, save vs magic and psionic assaults.

Life Drain

Range: 30 feet (9 m)

Duration: Two melee rounds (30 seconds) per level of experience.

Damage: Special; see description.

Saving Throw: Standard; a successful saving throw means the magic has no affect on that person.

P.P.E.: Twenty-Five

The life drain is a debilitating magic that weakens an opponent. The victim will turn pale and sees his S.D.C., hit points, and speed reduced by half. Attacks per melee are reduced by one and skills are -10%.

Low level mages (1-3) can only affect one individual per each spell cast, but at fourth level, the mage can also cast the magic on an area, 15 feet (4.6 m) in diameter; affecting everyone who enters and remains in the area of enchantment.

Once the magic's duration time has lapsed, the victim's skills and attacks per melee return to normal, but S.D.C. returns at a rate of eight per hour and hit points at a rate of four per hour. Reduced speed (half) and a feeling of weakness remains for 1D4 hours.

Metamorphosis: Animal

Range: Self. Others can be transformed by ritual only.

Duration: 20 minutes per level of experience.

Saving **Throw:** None

P.P.E.: Twenty-Five

The invocation can completely transform a character into a particular animal, from an alley cat or cocker spaniel to a lion, wolf, alligator, bird, etc. In animal form, the character gets all the inherent abilities and defenses which that animal form may offer, but retains his *own* I.Q., ability to speak, memory, S.D.C. and hit points. The mage can return to human form (naked) at will.

To determine the general abilities of an animal type, use the following tables. **Note:** For an in-depth description of animals and their abilities (monsters too), you might want to take a look at *The Palladium Book ofMonsters & Animals; Second Edition.*

Retractable Claws:

Small Cats (lynx, bobcat): 1D6 damage.

Big Cats (lion, tiger): 2D6 damage.

Claws:

Digging (badger, wolverine): 2D4 damage.

Miscellaneous (rodent, lizard): 1D4 damage.

Birds of Prey: 1D6 damage.

Bear: 2D4 damage.

Teeth:

Bear: 2D4 damage; Polar Bear or Grizzly: 2D6 damage.

Canine: 1D6 damage; Wolf: 2D6 damage.

Feline: 1D6 damage; Tiger/Lion: 2D6 damage.

Mustelid: 1D4 damage; Badger/Wolverine: 1D6 damage.

Herbivores (horse, goat, cattle, human): 1D4 damage.

Birds of Prey (beak): 1D4 damage.

Antlers:

Small: 1D4 damage.

Medium: 1D6 damage.

Large: 2D4 damage.

Horns:

Small: 1D6 damage.

Large: 2D6 damage.

Speeds:

Wild Canine: About 35 mph (56 kmph) for up to half an hour.

Small Wildcats: 15 mph (24 kmph) in spurts of 5 to 10 minutes.

Large Cats: 30 mph (48 kmph) in spurts of 10 to 15 minutes.

Cheetah: 90 mph (144 kmph) in 1-5 minute spurts.

Deer/Antelope: 30 mph (48 kmph) maximum for up to an hour.

Horse: 40 mph (64.4 kmph) maximum for up to an hour.

Elephant: 25 mph (40 kmph) for up to an hour long.

Rhinoceros: 35 mph (56 kmph) in 3'to 8 minute spurts.

Alligator: 35 mph (56 kmph) in 2 minute spurts.

Lizards: 10 to 20 mph (16-32 kmph) in 2 to 5 minute spurts.

Typical Birds: 30 mph (48 kmph) for up to 1D4 hours.

Birds of Prey: 40 mph (64.4 kmph) for up to 1D4+1 hours.

Animals: Abilities and Bonuses:

1. Extraordinary vision approximately 10 times better than a normal human's. This means the character can clearly see an 18 inch item up to two miles away (3.2 km). Nightvision 600 feet (183 m) for nocturnal animals.

2. +2 to save vs poisons, toxins and disease.

3. Extraordinary sense of smell allows the character to detect very faint scent traces. Tracking by smell is at a skill level of 40% (+10% if a predator following a blood scent) and identify a person by scent is a 30% chance.

4. Natural Prowl skill is 65%, climb 35% and swim 60%.

Purification

Range: Touch or three feet (0.9 m).

Duration: Instant

Saving Throw: None

P.P.E.: Twenty

The mystic can purify food or water, cleansing it of disease, bacteria and poison/toxins. Up to 50 pounds (22 kg) of food or 10 gallons (37.9 liters) of water/fluids can be purified.

Second Sight

Range: Self; 5 miles (8 km) per level of experience.

Duration: Two melee rounds (30 seconds).

Saving Throw: Mind block will temporarily prevent the use of second sight.

P.P.E.: Twenty-Five

A unique use of magic that enables a mage to see and hear what another person is doing at that very moment. The mage just has to think about that person and he will get a clairvoyant-like vision showing what that person is doing and saying, and who he/she is with. The vision is what one might expect to see in a crystal ball except that the mage sees it only in his mind. The vision lasts 30 seconds each time the magic is invoked. To use second sight, the character must have previously encountered/met the individual for more than a few minutes.

A mage can also use second sight to transmit his present activity to another person. This is a great way to show somebody that you are in trouble. **Note:** The image always consists of true events showing exactly what is happening, when it is happening. The vision cannot be altered or doctored in any way. Only a mind block will prevent the person from being seen through second sight.

Wind Rush

Range: 120 feet (36.6m)
Duration: One melee (15 seconds).
Saving Throw: A roll of 18 or higher saves one from losing his balance and/or losing some personal item(s).
P.P.E.: Twenty

This spell creates a short, powerful wind gusting at 60 mph (96.5 km) that is capable of knocking people down, knocking riders off mounts, blowing small objects 20 to 120 feet (6-36 m) away, or creating dust storms.

The wind can be directed by the spell caster at a specific target or a general sweep (maximum wind width is 20 feet/6 m) can be made. Anyone caught in the wind is helpless and unable to attack or move forward. It takes an additional melee round to recover and IDS melees to gather up all the items blown away.

Wink-out

Range: Self
Duration: Varies
Saving **Throw:** Unwilling travelers can try to save; standard.
Limitations: The spell only affects the spell caster unless he is fifth level or greater. Experienced mages can take two people with them but must be touching both at the moment the spell is cast. The exact spot that the character warped from is the exact location where he reappears.
P.P.E.: 20 for one minute. The spell caster can increase the number of minutes he is "winked out" at an additional cost of 10 P.P.E. per each minute; five minute maximum (costing 60 P.P.E.).

The character seems to disappear or teleport to a different location — it is impossible for an observer to tell which might be the case. In reality, the spell caster has really created, and stepped into, a very temporary time hole in another dimension.

Time inside the wink-out time hole passes at the rate of 15 seconds per minute; i.e. one minute in the normal world will seem like one melee round (15 seconds) to the character(s) in the time hole, while five minutes will seem like 75 seconds to the time traveler who winked-out.

During the wink-out phase, the character cannot be located by normal vision or scent, psionic or mystical means; it is as if the spell caster has vanished off the face of the planet (and he has). While winked out, the character can use his time (15 seconds per each minute) to reload weapons, draw new weapons, cast spells on himself (or his companions), prepare to cast a spell the moment he reappears, hide any small objects on his person, destroy an item, drink a potion, and similar tasks. Note, nothing can be left behind in the temporary time pocket.

Witch Bottle

Range: Person wearing it.
Duration: One year per level of the spell caster.
Saving **Throw:** None
P.P.E.: Twenty-Eight

A witch bottle is a magic charm that will protect the wearer from attacks or harm from a witch. This is a rare spell magic formula that requires very specific components and is created for a particular individual. A witch bottle can be used *only* by the person it was created for. Anyone else using it is not protected in any way.

The witch bottle is a spell that must be cast in secret and seclusion. Alchemists and mages typically sell a witch bottle to anyone who can afford it; price range is typically 4,000-10,000 gold.

The ingredients: A sturdy pint bottle, a cork to cap the bottle, lead to seal it, a half pint of ram's blood, three small iron nails, seven thorns, a pinch of salt, and some hair and nail clippings from the person who seeks protection. All these ingredients are placed into the bottle, boiled over a fire at midnight while the incantation is invoked, corked and sealed.

The protection of a witch bottle: 1. +3 to save against spells, curses, circles, rituals, and other magic cast/created by a witch. This also includes magic attacks from the witch's demon familiar. The bottle protects the person only from magic attacks from witches; other types of magic and O.C.C.s are not affected.

2. Impervious to charm, mind control and possession by witches or their familiars.

3. The witch bottle can also hold a witch (but not her familiar) at bay, like a vampire faced with a crucifix.

X-Ray Vision

Range: Self
Duration: Two melee rounds per level of the spell caster.
Saving Throw: None
P.P.E.: Twenty-Five

This spell empowers the mage with the ability to see through solid matter such as wood, stone, clay, dirt, and iron. However, it takes a few minutes of concentration to see through various substances. He cannot see through structures thicker than listed below, or through lead or containers magically "sealed." The following time is needed to see through these materials:

One melee round: Two feet (0.6 m) of wood, cloth, or leather, one foot (0.3 m) of dirt, clay or stone, and a half foot (0.15 m) of metal.

Two melee rounds: Four feet (1.2 m) of wood or cloth, two feet (0.6 m) of dirt, clay or stone, or one foot (0.3 m) of metal.

Level Eight

Commune with Spirits

Range: Self, or others by ritual; 200 foot (61 m) distance.
Duration: Five minutes per level of experience.
Saving Throw: None
P.P.E.: Twenty-Five

The incantation enables the mage to see and speak with all types of ghosts and "entities," including poltergeists, haunting spirits, trapped entities, imprisoned entities and possessing entities. The ability to see and communicate with these ghostlike beings does not mean that they will obey the character, but a dialogue can be exchanged. **Note:** In this case, the term "entity" specifically refers to the type of supernatural beings known only as entities.

Exorcism

Range: 30 feet (9 m).
Duration: The spell casting takes three minutes, but the results last six months or longer.
Saving Throw: Standard; 12+ by spell or 16 by ritual.
P.P.E.: Thirty

Exorcism is a powerful magic that forces a possessing supernatural being to relinquish its control over the enslaved person, animal or object. Forced out of its host body, the evil entity will try to possess any other human or animal within the immediate area (30 feet/9 m; line of vision). The horrid thing gets two attempts at possession. Fortunately, the exorcism incantation protects the person who was its original victim with a bonus of +12 to save vs possession and the mage conducting the exorcism has a bonus of +6 to save vs possession. Anybody else in the area has no extra bonus and is in great peril. **If the evil force fails** in both of its attempts to take possession of a host body, roll percentile dice on the following:

1-52 The evil intelligence is instantly returned to its own dimension.

53-00 The being can continue to exist in our world, but must immediately flee the area and cannot return for at least six months.

Note: Ritual exorcism always has a greater chance for success, but takes two hours to perform. An exorcism can be repeated by the same

character on the same person as often as needed (just be certain the mage has sufficient P.P.E.).

Eyes of the Wolf

Range: Self or other up to 10 feet (3 m) away.
Duration: Eight minutes per level of spell caster.
Saving Throw: None
P.P.E.: Twenty-Five
This spell can be cast upon oneself or another. It bestows the following basic abilities; proficiency does not increase by level of experience:
Keen, 20/20 vision, but sees in black and white.
Nightvision: 100 feet (30.5 m)
See the invisible: 1-75% likelihood.
Identify plants/fruits: 70% base skill.
Identify tracks: 85% base skill.
Track (by sight): 50% base skill.
Recognize poison: 65% base skill.

Hallucination

Range: Touch or 3 feet (0.9 m).
Duration: 3 minutes (12 melees) per level of experience.
Saving Throw: Standard
P.P.E.: Thirty

The invocation creates a mystic illusion or delusion that the mage implants in one character's mind, thus only that one person experiences the illusion. Whatever the illusion is, whether it be a monster, fire, a bottomless pit, or whatever, it seems completely real to its victim. The person hallucinating will react and interact with the hallucinatory image regardless of what anybody else may say or do. A successful save vs magic means that the magic has no effect. **Note:** A mind block adds a +3 bonus to save vs hallucination.

Locate

Range: 15 miles (24 km) per level of experience.
Duration: Instant
Saving Throw: None
P.P.E.: Thirty

Locate is a magic invocation that enables the spell caster to sense the general location of a friend or foe. The location is limited to a general area or environment, like a specific building, house, shop, church, park, a carriage headed for the Timiro Kingdom, or wherever.

To locate a particular person, the character must either know the person or know him/her by reputation and have seen a painting or drawing (or photograph) of him/her. The success ratio for a locate spell is 41%, but 88% for a ritual. However, the latter also requires an object owned by the person, a lock of hair, fingernail clippings, or dried blood from that person. The locate spell can also be used to find a lost personal possession that is within a 100 foot (30.5 m) radius.

Love Charm

Range: Touch
Duration: Five minutes (20 melee rounds) per level of experience.
Saving Throw: Standard
P.P.E.: Forty

This spell affects most intelligent beings, except gods, godlings, demon lords, entities, elementals and alien intelligences. The magic causes the character affected to fall madly and devotedly in love with the spell caster. Victims of this spell will believe, trust, and defend anything the spell caster says or does. They will also obey any request by their lover, including murder or suicide (the latter two requests provoke another saving throw). The charmed person will constantly stay at the caster's side and will often suggest amorous pleasures.

Side effects: This spell has two potential side effects: insane jealousy and permanence. Roll percentile dice:

01-50 No side effect.

51-84 Insane jealousy for 1D4 days per level of the spell caster.

85-00 Permanent insane jealously and possessiveness.

Insane jealousy and possessiveness: This person becomes unreasonably jealous and insanely possessive, and will *try* one of the following if he or she doesn't receive affection from the object of his/her love (roll percentile dice or pick one):

01-10 Suicide

11-30 Will attack anybody the spell caster finds attractive or whom he/she would rather be with.

31-40 Stalks the spell caster, following and spyings on him/her everywhere. May attack those who threaten his/her loved one or any love interest; tries to protect and defend loved one.

41-50 Will endure any hardship, insult and even physical harm as long as he or she can be near the object of affection. Follows the spell caster everywhere, but *never* deliberately tries to harm him or his friends.

51-65 Murder the spell caster/lover; can't accept rejection.

66-85 Will try to win his/her lover's affection by incessantly offering gifts, favors, and services, but squabbles with, and may belittle, trick, cheat, and cause trouble for anybody whom the spell caster loves or befriends (considered rivals for his/her affection).

86-00 Murder spell caster's friends and/or loved ones.

Permanence: If the spell becomes permanent, the charmed person will forever remain a love slave until the spell caster dies (roll on the previous insane jealousy table if the charmed person is rejected). If the mage runs away, the charmed person will seek him out until found. If the spell caster dies, the spell is broken, but there is a 10% chance the charmed person will be broken hearted and commit suicide.

Note: This spell can be cast upon only one person at a time. If there are no side effects the charmed person will return to normal at the spell's end. Characters of a good alignment try to avoid using this magic.

Luck Curse

Range: Touch or 10 feet (3 m).
Duration: 24 hours per level of experience.
Saving Throw: Standard; 12 by spell, 16 by ritual.
P.P.E.: Forty

The incantation inflicts the person with *bad luck.* The victim's *normal combat bonuses* are all reduced to zero; no bonuses! The character's critical strikes do normal damage (except a natural 20 which always does double damage); a death or knockout/stun punch does only 1D4 damage. Kick attacks have a 60% chance of causing the character to trip and fall down (lose initiative and one melee attack). The prowl skill turns into a clumsy roll, making noise every time it is tried, and all other skills are -40%, but only during critical situations. The G.M. can add other minor occurrences of bad luck if he so desires. **Note:** Only a "remove curse" invocation can negate the effects of this enchantment.

Metamorphosis: Human

Range: Self, or other by ritual.
Duration: 20 minutes per level of experience.
Saving Throw: None
P.P.E.: Forty

This is the ultimate disguise, enabling the character to change his height, weight, age, hair color, hair length, skin color, gender, and features. A human mage can shape-change to look like somebody else, while a nonhuman can transform himself to appear completely human.

To attempt to impersonate a real, existing person, the mage must have the disguise or impersonation skill, even though he/she is mentally molding his/her features through magic. **The success ratio** for imitating/impersonating the appearance of a real person is the mage's *disguise skill* +10%. The better he knows the person the more complete the disguise.

In a ritual version of this same magic, the mage can metamorphosize somebody else, rather than himself. Also in the ritual magic, the mage can metamorphosize someone else into an exact duplicate of himself or of any person who is present for the ritual. **Note:** The metamorphosis process only changes the appearance of the body. The transformed person retains his own voice, memory, skills, powers and attributes.

Minor Curse

Range: Touch or 10 feet (3 m).
Duration: 24 hours per level of experience.
Saving Throw: Standard
P.P.E.: Thirty-Five

The spell caster can inflict a curse in the form of minor physical disorders that cause a constant irritation. Such disorders include:

Fever: -2 on initiative, -5% on all skills, reduce speed and endurance (P.E.) by 25%. Fever ranges from 99 to 102 degrees, making the victim feel drained, tired, and uncomfortable.

Gas: Some indigestion and nausea, plus a bloated feeling. Farts once every two melees (pee-u). -2 on initiative, sneak attacks and prowl are impossible.

Headache: Dull, throbbing headache; sleep and concentration are difficult. All skills are -10% and all saving throws are -1 (lack of focus).

Hiccups: Annoying hiccups that interrupt speaking constantly. Language skills are -15%, mental affinity (M.A.) is reduced by half, and prowl is impossible. Spells can still be cast with little difficulty.

Ingrown Toenail: Painful to walk, victim limps. Reduce speed by half, prowl is -10%, and climb is -15%.

Itching and Rash: Very uncomfortable; almost maddening itch that can be relieved only by scratching. Reduce mental affinity (M.A.) by half, -4 on initiative, and minus one attack per melee.

Pimples: Dozens of pimples break out all over the face and arms. Reduce physical beauty by half.

Nausea: Stomach ache, loose bowels and vomiting, slow this poor victim down. Reduce speed to a comfortable half normal (running faster *is* possible, but there is a 50% chance of vomiting). Sudden movements, riding horseback, bumpy rides or high speed chases (50 mph or faster), have a 60% chance of inducing vomiting or diarrhea. The victim is -6 to strike, parry and dodge while throwing up, and has no initiative.

Runny Nose and Cough: The victim suffers from a nagging, constant cough, watering eyes and runny nose. Reduce physical beauty (P.B.) by 25%. Prowling and sneak attacks are impossible, but spell casting is unimpaired.

Vertigo: The character gets dizzy when running at speeds higher than 8, during high speed chases (50 mph or faster), or when exposed to heights (must be looking out a window or standing on a ladder or ledge higher than 10 feet/3 m). When vertigo hits, the character is almost helpless: reduce attacks per melee to one, no initiative, -8 to strike, parry or dodge. The vertigo will last as long as the victim is exposed to what induces it.

No normal medicine or cures will rid a character of a curse, only the remove curse spell can do it, or waiting until the duration time of the curse elapses. A negation spell can be tried, but it has only a 25% possibility of success.

Negate Magic

Range: Touch or 60 feet (18.3 m).
Duration: Instant
Saving Throw: Special; ritual magic has a greater chance of success.
P.P.E.: Thirty

This incantation will instantly cancel the effects or influence of most magic. To determine whether the negation is successful or not, roll a saving throw. If the roll is a successful save the magic is not negated. If the roll fails to save, then the magic is immediately broken/dispelled/destroyed/negated/canceled. A 13, 14, or 15 is typically needed to negate spell magic depending on the experience level of the mage, but 17 or higher is needed to negate ritual magic. A failed save means the negation attempt did not work. Try again if sufficient P.P.E. is available.

Negation will not work against possession, exorcism, constrain being, banishment, talisman, amulet, enchanted objects, symbols, wards, circles, summoning magic, zombies, golems, restoration, resurrection, healing, or faerie food. Negation can be attempted to cancel a curse, but only has a 1-25% possibility of succeeding. Of course, it has *no* effect against psionic abilities.

Oracle

Range: Self only.
Duration: One minute (4 melees).
Saving Throw: None
P.P.E.: Thirty

The oracle is the magic equivalent of clairvoyance. The spell caster receives one dream-like vision of a possible future. The focus of the vision will depend on what, when, or whom the mage is thinking about. The same basic rules that apply to clairvoyance apply to the "oracle" invocation.

Sense Dimensional Anomaly

Range: Self
Duration: Two minutes per level of experience.
Saving Throw: Not applicable.
Limitations: Range limits.
P.P.E.: Thirty

This spell enables the wizard to feel ripples in the space-time continuum and often sense the general location of such anomalies. Senses the following:

- The opening, closing and general location of dimensional Rifts and doorways within a 50 mile (80 km) area.
- The opening and closing of mystic portals, dimensional teleportation, ley line storms, and time holes within one mile (1.6 km).
- The opening, closing, and general location of dimensional envelopes within 100 feet (30m).
- The opening, closing and general location of dimensional pockets within 10 feet (3 m; he can see into the pocket if he finds it).
- Sense when a space warp (teleportation), wink-out, or time warp is occurring within a 100 foot (30 m) radius.
- Sense the presence/essence of astral beings, two and fourth dimensional beings, entities and alien intelligences within a 100 foot (30 m) radius, but cannot pinpoint their location.

Sickness

Range: Touch or 20 feet (6 m).
Duration: 12 hours per level of experience.
Saving Throw: Standard
P.P.E.: Fifty

Sickness is a debilitating magic which afflicts its victims with the symptoms of a specific disease. Only the symptoms of the disease manifest themselves, not the actual disease. Consequently, a medical examination will show there to be no physical cause for the illness. At best, it will be diagnosed as psychological, magical, or unknown. No

matter how ill or helpless the victim may become, he cannot die from the magic sickness, but he will suffer greatly.

All magic sicknesses inflict the following penalties and modifiers: Attacks per melee are reduced to one, physical endurance is reduced by 70%, Spd by 40%, -4 to strike, parry and dodge, no initiative, and skills are reduced by -50%. The person is very feverish, has no appetite, and is weak, disoriented and uncomfortable.

Spoil

Range: Touch or 3 feet (0.9 m).
Duration: Instant
Saving Throw: None
P.P.E.: Thirty

Basically, this magic is the opposite of the purification (food/water) incantation. In this case, the mage can instantly transform good food into spoiled, affecting 50 pounds (22 kg) of food or 10 gallons (37.9 liters) of water/fluids. The spoiled food is inedible and the water undrinkable. Anybody who forces themselves to eat or drink the horrible tasting food or drink will get sick with stomach cramps and diarrhea. Penalties: -2 on initiative, -1 to strike, parry and dodge.

Stone to Flesh

Range: By touch or up to 12 feet (3.6 m) away; line of vision.
Duration: Instant/permanent.
Saving Throw: None
P.P.E.: Thirty
This transformation spell enables the spell caster to change 50 pounds (22.6 kg) of stone per level of experience, into flesh. This spell will also restore people who have been turned to stone, via magic *petriflcation,* back to normal.

Time Capsule

Range: Touch
Duration: Varies, up to 50 years per level of experience.
Saving Throw: Not applicable.
Limitations: Can encapsule 50 lbs (22.5 kg) per level of experience. Effective only on picked plants and non-living materials, including, herbs, fruit, vegetables, grains, other foods, water, alcohol, potions, books, clothing, weapons, machines, etc. Humanoids, animals, and insects cannot be placed in a time capsule.
P.P.E.: 30

Everything placed in the time capsule is perfectly preserved. The equivalent of one minute passes for every year inside the capsule. To create a time capsule, the spell caster must place the items to be preserved into a container of some kind. The container can be a wooden crate, metal trunk, cardboard box, knapsack, bag, or just about anything as long as it can be completely closed. When the container is closed the spell can be cast. The magic creates an energy field that takes the container and everything inside it out of the normal time continuum. As long as the container remains unopened the magic remains in effect. The instant it is opened the time capsule spell ends. The time capsule can be hidden, buried, or just placed on a shelf. How easy it is to open the capsule depends entirely on the strength of the container. The seal spell can be used in conjunction with this magic.

Wisps of Confusion

Range: 90 feet (27.5 m).
Duration: Five melee rounds per level of the spell caster.
Saving Throw: Standard
P.P.E.: Forty

Wisps cause 2D4 people/creatures to become confused and disoriented. Those affected strike, dodge, and parry at -5, and attacks per melee are reduced by half.

Level Nine

Age

Range: 90 feet (27.4 m).
Duration: Three melee rounds per level of experience.
Saving Throw: Standard
P.P.E.: Fifty

This spell magically transforms its victim, humanoid or animal, to the *limit* of their natural age! Only supernatural beings and creatures of magic such as gods, demons, deevils, faerie folk, spirits, and dragons are not affected by this spell. The aged person will suffer the following:
-4 on initiative
-5 to strike
-5 to dodge/parry
-4 to damage
Reduce P.S. P.P., P.E., P.B. and Speed.attributes by half!
Reduce attacks per melee round and combat bonuses also by half.

Curse: Phobia

Range: Touch or 20 feet (6 m).
Duration: 24 hours per level of experience.
Saving Throw: Standard
P.P.E.: Forty

The phobia curse implants in its victim an unreasoning fear of something (see phobias in the Insanity section). The spell caster can select one of the phobias listed in the insanity section, or make a random roll on that table, or introduce a new phobia (new phobias must be approved by the Game Master). The victim of the curse will have a phobic reaction every time he encounters that frightening thing. Only a "remove curse" is a 100% cure, "negation" has a 25% chance of success, and, of course, the mage who created the curse can cancel it at any time.

Faeries' Dance

Range: 60 feet (18.3 m) distance, affects a 20 foot (6 m) radius.
Duration: 10 minutes per level of the spell caster.
Saving Throw: Standard
P.P.E.: Fifty-Five

This is the spell magic equivalent of the faeries' magic that forces its victims to dance in a mad frenzy until they drop from exhaustion. When the spell is invoked, an eerie music permeates the air. All who hear the music within a 20 foot (6 m) radius will suddenly feel compelled to dance, unless they save vs magic! Victims dance against their will at a maddening pace around and around in a circle. They can be saved only by being forcibly pulled from the circle/circular radius of effect, or rendered unconscious (a globe of silence will not quiet the music or negate its effects). **Note:** Anyone entering the enchanted area must roll vs magic or be affected too. Dancing victims cannot perform skills, have no initiative, and are -8 to strike, parry, or dodge.

At the end of the dance, or for every 20 minutes of dancing, the dancers must roll under their P.E. attribute number or fall to the ground dazed or unconscious for 2D6 melee rounds.

Familiar Link

Range: Self and animal; 600 feet (183 m).
Duration: Indefinite
Saving Throw: None
P.P.E.: Fifty-Five

At third level, a practitioner of magic is experienced enough to mentally link with a small animal (mammal, bird or lizard). This link is permanent, producing a rather impressive symbiotic relationship. No matter how wild or mean the animal may have been, it will instantly consider the mage to be its friend, companion and master. To him, the

animal is always docile and submissive, because the two are now one; an extension of each other. As such, both man and animal will understand each other completely. For the mage, the familiar is now a sensory extension enabling him to see, hear, smell, taste and feel everything the animal experiences. Thus, familiars make great spies, listening to conversations and prowling into areas not easily accessible to their masters. Although the familiar understands and obeys the mage, it cannot actually speak to him.

Just as the mage knows what the familiar is feeling, so the familiar knows what its master is experiencing on an empathic and telepathic level. If one is in danger the other will know it. The magical nature of the union also provides the mage and the familiar both with an additional *six* hit points. However, if the familiar is hurt or attacked, its master also takes the same amount of damage even if miles apart. If the familiar is killed, the arcanist *permanently loses 10 hit points'.* There is also a 50% chance he will suffer shock from the ordeal. If he does, he will lapse into a coma for 1D6 hours; another familiar link cannot be tried again for at least 1D4 years.

Other Limitations & Notes about the Familiar Spell:

1. Two-way telepathic and empathic communication; maximum range: 600 ft (183 m). Beyond this range the two cannot communicate but each will know if the other is in danger or hurt regardless of the distance between them. The animal will also understand spoken commands by its master on an almost human level. The mage will have a keen understanding and perception of his animal companion's reactions, growls, noises and body language.

2. The familiar possesses all the abilities common for that type of animal.

3. Familiar size: 25 pounds (11 kg) maximum.

4. Typical animal types used as a familiar include: cats, dogs, coyotes, foxes, weasels, ferrets, rodents, birds, large lizards, and snakes.

Havoc

Range: 100 feet (30.5 m); affects an area 20 feet (6 m) in diameter.

Duration: Two melee rounds per level of the spell caster.

Saving Throw: Standard

P.P.E.: Fifty

A powerful spell of chaos, havoc affects everyone in a 20 foot diameter. Victims of havoc magically suffer 1D6 points of damage direct to hit points (even if in magic armor) per melee round, plus they feel very confused and skittish, see shadows and movement from the corner of their eyes, the ground beneath their feet seems to be moving (affecting balance and aim) and they feel like everything is happening so fast that they can't tell or keep track of exactly what's going on. **Penalties:** -3 to initiative, strike, and parry, -6 to dodge and roll with impact, -6 to save vs horror factor, reduce attacks per melee and skill performance by half, plus they lose all sense of time and direction.

Metamorphosis: Insect

Range: Self, or others through ritual magic.

Duration: 20 minutes per level of experience.

Saving Throw: None

P.P.E.: Sixty

The mage can transform himself into any insect, including non-poisonous spiders and scorpions, that are no smaller than a half inch (12.7 mm) and no larger than six inches (152.4 mm). In insect form, the mage retains his own I.Q., memory, knowledge, hit points, and S.D.C.; however, the performance of human skills is impossible as a bug. Likewise, magic cannot be cast, because as an insect, he cannot speak. The metamorphosis can be cancelled at will, but the mage will be naked.

The following are some typical insect abilities:

Bite or Sting:

Non-poisonous: One hit point or S.D.C. point.

Non-lethal Poison: 1D6 damage, causes swelling and discomfort.

Speed:

Running: Spd. attribute equal to eight.

Climbing: Spd. attribute equal to six.

Flying: 20 mph (32 kmph) for extended flight.

Flying: 35 mph (56 kmph) for short bursts (30 seconds).

Note: Seems to never tire and can walk on any surface.

Abilities and Bonuses:

1. Prowl: Small insects, 2 inches or smaller — 90%; larger insects, 2 1/2 inches or bigger — 66%.

2. Natural climbing ability on any surface is 98%, spiders can rappel.

3. Bonus to automatically dodge is +6.

4. Range for hearing is 50 feet (15.2 m).

5. Range for vision is 50 feet (15.2 m), but has 180 degree peripheral vision, making sneak attacks impossible (automatic dodge).

Monster Insect

Range: 3 feet (0.9 m); line of vision

Duration: Five minutes per level of the spell caster.

Saving Throw: Not applicable.

P.P.E.: Fifty for dog-sized, 100 for bull/horse-sized.

The spell caster can magically transform an ordinary insect into a monster the size of dog or horse! The creature will obey simple commands from the mage who created it and is very aggressive; will fight to the death.

A typical monster insect (ant, beetle, bee, etc.):

Horror Factor: 13

A.R.: 16 if ant or beetle, 12 for all others.

HitPoints/S.D.C.: 3D4x10

Attacks per melee round: Three

Damage: 1D6 damage from claws, 3D6 damage from bite or stinger.

Bonuses: +2 on initiative, +3 to strike and dodge, +1 to parry.

Skills of Note: Climb 90/85, swim 80%, land navigation 80%, track humanoids and animals 80%, and can run or fly at a speed of 58 (40 mph/64 km; flying bugs run at half that speed).

Mute

Range: 30 feet (9 m)

Duration: Five minutes per level of the spell caster.

Saving Throw: Standard

P.P.E.: Fifty

This spell *temporarily* affects the voice box and vocal cords, preventing any voice or sounds to be uttered.

Protection Circle: Simple

Range: Radius of the circle.

Duration: 24 hours, plus 4 P.P.E. to reactivate it after the circle's initial creation.

Saving Throw: None

P.P.E.: Forty-Five

Even as a spell, this invocation might be considered a ritual, for it requires the physical drawing of a circle and symbols while the spell incantation is recited. Chalk or charcoal, or almost any substance, can be used to draw the circle. Forty-Five potential psychic energy points are needed to initially create and activate the circle, but a mere four P.P.E. is all that is needed to *reactivate* it. Anybody with sufficient P.P.E. and desire can reactivate a protection circle. However, if the circle is dam-

aged (scraped, scarred, rubbed out, etc), it will not function and a new one will have to be created.

The simple protection circle will protect everybody inside its diameter by keeping *lesser* supernatural creatures, demons, ghosts and entities six feet (1.8 m) away from the circle. The creatures cannot come any closer, nor enter the circle. The circle also provides its occupants with a bonus of +2 to save vs magic and psychic attack.

Although lesser supernatural beings, such as entities, ghouls, and gremlins, cannot come near or enter the circle, they can hurl objects, use weapons, or use magic and psychic powers against the people inside it. *Greater beings,* such as vampires, elementals, greater demons, and demigods are not affected by the simple circle and can enter effortlessly. Likewise, the usual bonuses of the circle do not apply against these powerful beings.

Summon & Control Canines

Range: Varies

Duration: Five hours per level of experience.

Saving Throw: Standard animal, but only if a part of the player characters' group.

P.P.E.: Fifty

This ritual magic requires the drawing of a pentagram. All pentacles or pentagrams are used for summoning or potentially evil intent. *Circles* represent mutual support, the cycle of life, and flow of energy, but the *pentode,* the five pointed star, represents control, destruction and evil.

The summon & control canines pentacle will provide 1D4 canines (dogs, wolves, etc.) plus one additional canine per level of experience. The animals will be under the complete control of the mage, obeying his every command, and will fight to the death. The pentacle will also give the character the power to control any other canines which were not originally summoned, within 200 feet and his line of vision, provided he remains in the pentacle. However, the canines originally summoned will obey the mage whether he's in or outside the pentagram for the duration of the enchantment, then they leave. It takes 1D6 minutes to create the enchantment and summon the animals.

Speed of the Snail

Range: 60 feet (18.3m).

Duration: Two melee rounds per level of the spell caster.

Saving Throw: Standard

P.P.E.: Fifty

This time distortion spell reduces the physical prowess, speed, and mobility of its victims to one-third their normal ability. Attacks per melee, dodge, and parry are all reduced to one-third. Spell casting is not reduced.

This spell can be cast upon 1D6 persons up to 60 feet (18.3 m) away, but within the spell caster's line of vision. Affects golems, zombies, animated dead, and animals (and robots and vehicles), as well as people.

Swords to Snakes

Range: 60 feet (27.4 m)

Duration: Two melee rounds per level of the spell caster.

Saving Throw: None

P.P.E.: 50

A temporary transformation spell, often used for theatrical effect, that turns swords or just about any non-magical weapons or items into snakes. The only limit is that each individual weapon or object cannot weigh more than six pounds (2.7 kg) or less than one (0.45 kg), and the mage can only transform a total of 12 pounds (5.4 kg; this typically represents 4-6 swords, staves, maces and similar items).

Not only does this spell transform swords/items into snakes, but the snakes are extremely hostile and attack the nearest person! They are not poisonous, but each bite inflicts 1D6 damage. Each snake has one attack per melee round, a spd of 8, 22 hit points (no additional S.D.C.), are +2 to strike and +4 to dodge. Reducing a snake's hit points to zero or below will turn the snake back into a weapon (no damage other than a few scratches). The snakes will not change back into a sword/weapon until the spell elapses, hit points are reduced to zero, or the mage cancels the magic.

Note: If a character was holding a weapon when it was transformed into a snake, he loses one melee action, loses initiative, must roll to save vs horror factor of 13 (or suffer additional penalties), and he will automatically drop the snake and will need to draw a new weapon. Needless to say, this spell can cause a great deal of momentary confusion and distraction, and is a great way to disarm one's opponent.

Transferal

Range: Touch or cast up to 10 feet (3 m) away.

Duration: One hour per level of experience.

Saving Throw: Standard

P.P.E.: Fifty

The spell caster can use this magic to temporarily transfer his mystic essence into another person by transferring all but 4 P.P.E. and experience into that individual. A see aura would reveal that the mage (who has transferred his mystic essence) possesses no magic, little P.P.E. and appears to be first or second level. This is an excellent way to hide one's mastery of magic when needed.

The person to whom the P.P.E. and experience have been transferred is completely unaware of the power within him and cannot use it. *The mage* who has temporarily drained himself of magic retains his mystic knowledge, but has only 4 P.P.E. and can create magic only at first level strength. He can regain his power by touching the person who holds it or by waiting until the magic's duration time elapses.

Water to Wine

Range: By touch or up to 12 feet (3.6 m) away.
Duration: Instant/permanent
Saving Throw: None
P.P.E.: Forty

A transformation spell that changes ordinary *fresh* water into wine, affecting ten gallons (37.9 liters) per level of the spell caster's experience. The wine is of fair to average quality, with the quality increasing by 5% per each level of the mage's experience.

Level Ten

Banishment

Range: 100 feet (30.5 m)
Duration: Two weeks per level of experience.
Saving Throw: Standard
P.P.E.: Sixty-Five

A useful invocation for controlling supernatural beings is banishment, which forces one lesser supernatural being, including demons, deevils and entities, per experience level of the spell caster, to leave the immediate area (600 ft/183 m radius). The creature(s) cannot return for at least two weeks per level of experience; most will completely leave the area unless there is something that entices them to stay. Each lesser being gets to roll to save vs the magic. A successful save means it is not banished and can stay to cause trouble. As always, a banishment ritual has a greater chance of success (16 or higher is needed to save) than a spell.

Control/Enslave Entity

Range: 30 feet (9 m)
Duration: 48 hours per level of experience.
Saving Throw: Standard
P.P.E.: Eighty

Another incantation used to control supernatural forces. This magic does not summon entities, but does enable the mage to control them when they are encountered. The spell caster can control two entities per each of his levels of experience. All varieties of entities are susceptible to this enchantment. Each individual being gets to make a saving throw vs magic. A successful save means it is not controlled by the mage. A failed roll means it will obey the character to the best of its ability (some are barely intelligent). At the end of its mandatory service, the mage can try to renew his control by invoking the control invocation again, banish the creature (see Banishment), or just let his control slip away. The latter can be dangerous, because the evil beings *may* turn on the mage to extract vengeance or just out of spite. On the other hand, the more intelligent types may willingly agree to work with an mage, especially an evil one, if it will help the diabolical being in its own schemes or to inflict pain and suffering.

Dimensional Pocket

Range: Self only
Duration: Varies. Temporary pockets last up to one hour per level of the spell caster. Long-term pockets can exist for years; six months per level of experience.
Saving Throw: Not applicable.
Limitations: Items must all be small, ideally something that can be picked up and held with one hand. About 30 lbs (13.6 kg) can be stored in a dimensional pocket, depending on its size.
P.P.E.: Temporary: 30, long-term: 140

This spell creates a portable dimensional pocket inside a sack (big enough to fit one's hand in), purse, satchel, backpack, etc. The dimensional pocket spell requires a psychological orientation, so without a physical sack, bag, or pocket the power cannot work! The character will typically select one favorite pocket or bag as his focus of orientation. The character can reach into the dimensional "pocket," a limbo dimension, to retrieve items that he has placed there earlier. Items can be just about anything that could fit in a backpack, clothing, gold, food, diary, bottle of wine, weapons, etc.

To anybody else, the container appears ordinary and empty (unless the character investigating can see dimensional anomalies, like the temporal wizard in *Rifts World Book 3: England).*

Wizards seldom have more than one or two long-term dimensional pockets themselves and rarely sell "magic" bags with more than three years of life in them. The retail cost for such a bag can range from 90,000 to a half million gold, however the maker of the magic bag seldom gets more than 20%.

Metamorphosis: Superior

Range: Self as a spell, or others if cast as a ritual.
Duration: 20 minutes per level of experience.
Saving Throw: None; standard if an unwilling victim.
P.P.E.: One Hundred

This incantation enables the spell caster to transform himself into any real, living creature: human, humanoid, a member of one of the monster races (including giants), animal or insect. The usual limitations and abilities still apply. The mage can also transform himself to *resemble* a supernatural creature, but does *not* possess any of its powers or abilities, only his own normal, human abilities (I.Q., memory, attributes, hit points, S.D.C., etc).

A person other than the mage can be transformed through the (lengthy) ritual version of this spell. Unwilling victims get to roll a save vs ritual magic, otherwise the transformation is automatically a success. The individual will remain in metamorphed form until the spell's duration elapses or the mage who invoked it cancels it.

Mystic Portal

Range: Up to 20 feet (6 m) away.
Size: 10 foot wide by 20 feet tall (3x6 m) opening.
Duration: Four melee rounds per level of the spell caster.
Saving Throw: None
P.P.E.: Sixty

This spell creates a dimensional Rift in the fabric of space, allowing the spell caster to use it in the following ways:

Pass through solid walls: The mage has but to weave the spell, targeting a particular area of the wall or locked door. The area will shimmer brightly and suddenly, a portal or passage will appear as if cut out of the very stone. The portal can create a 12 foot (3.6 m) *deep* passageway per level of the spell caster in any substance!

Teleportation: The mystic portal can be a doorway to a nearby location known to the spell caster, flawlessly travelling hundreds of feet in an instant. The portal can be placed on a vertical wall, the floor or

ceiling. Looking into it reveals what will appear to be just the other side of the wall, even though the view may be completely incongruous to one's present location. Stepping through it will instantly place the person in that location.

Range: Up to a maximum of 100 feet per level of experience.

One-way passage! Once a person steps through a mystic portal, the opening behind him is gone (although people on the other side can see both the portal and the person who just stepped through it). To return, a new portal must be made on the other side by invoking another mystic portal spell.

Phantom Horse

Range: Immediate

Duration: One hour per level of experience.

Saving Throw: None

P.P.E.: Sixty

The spell caster can magically conjure a horse composed entirely of magic energy. Those who don't know better think it is a ghost, because it is semitransparent and glows with bluish white energy. Only the mage who conjured it and one additional person can ride it (even if the mage doesn't have the horsemanship skill). The Phantom Horse has a P.B. of 26, a Spd of 88 (60 mph/96 km), actually runs four inches (0.12 m) above the ground and can leap 20 feet (6 m) high and 60 feet (18.3 m) lengthwise.

Summon & Control Rodents

Range: 600 feet (183m)

Duration: Five hours per level of experience.

Saving Throw: Standard animal.

P.P.E.: Seventy

This pentacle of summoning produces an army of mice or rats that obey the will of the spell caster who summoned them. As long as the mage stands in the pentagram he can control all types of rodents (only rodent familiars are not affected).

The sorcerer can summon 30 rodents per level of experience. Mice and rat bites inflict one point of damage each. Mice have one attack per melee round, rats have two. All are +1 to dodge and are excellent climbers (88%) and swimmers (75%).

Summon Shadow Beast

Range: Immediate

Duration: Special

Saving Throw: None

P.P.E.: One Hundred and Forty

This inter-dimensional spell summons a creature not of this world to do the bidding of the spell caster. Shadow beasts are large, vicious predators of some other, strange world. They stand 9 to 12 feet (2.7-3.6 m) tall, with sharp claws and wicked fangs. Deadliest of all is their ability to completely merge into the smallest shadow, becoming completely invisible. While hidden in shadows they are undetectable, even by a See the Invisible spell, since they are not truly invisible, but one with the shadow.

Abilities in darkness or shadows:

Attributes: I.Q. 7, M.E. 7, M.A. 7, P.S. 30, P.P. 24, P.E. 30, P.B. 4, Spd. 24

Hit Points: 90; S.D.C.: 20; Natural A.R. 10

Attacks Per Melee Round: Four

Damage: 5D6 S.D.C. from claws, punch, kick or bite, or by weapon.

Bonuses: +1 on initiative, +2 to strike, +4 to parry and dodge, +8 to save vs horror factor, and can regenerate hit points at a rate of 2D6 per melee round.

Skills of Note: Invisible in shadows and darkness, prowl 90%, climb 80/75%, land navigation 60%, track 40%, wilderness survival 80%, and can understand Elven and the language of his creator.

Abilities in the light (daylight or artificial light):

I.Q. 7, M.E. 7, M.A. 7, P.S. 15, P.P. 12, P.E. 15, P.B. 4, Spd. 12

Hit Points: 45; S.D.C.: 10; Natural A.R. 5

Attacks Per Melee Round: Two

Damage: 3D6 S.D.C. from claws, punch, kick or bite.

Bonuses: +1 to strike, +2 to parry and dodge, +4 to save vs horror factor, and cannot regenerate hit points.

Skills of Note: All the same but at half.

In a combat situation, the spell caster can command and control the shadow beast for two minutes (8 melee rounds) per level of experience. After that, the exhilaration of combat enables the creature to break free of the mage's control and either return to its homeworld or stay in ours (if it's having fun, it may even continue to fight). In non-combat situations, the mage can send the beast on a simple mission ("Bring me so and so," or "Slay so and so") and the creature will remain in this dimension until the mission is completed or it is slain. Or he can command it to stand guard or perform labor for him for three hours per level of experience. **Note:** There is a 1-15% chance that the shadow beast will not return to its own dimension. Under this circumstance it is a free agent beyond the control of the spell caster who summoned it. If this happens, it will remain in the world, wreaking havoc and killing innocent people for food and pleasure. Likewise, it will kill any who try to send it back.

Level Eleven

Anti-Magic Cloud

Range: 100 foot (30.5 m) radius per level of the spell caster.

Duration: 20 melees per level of experience.

Saving Throw: Only an 18 to 20 saves against the cloud, and even these lucky few will find their magic reduced to half strength, damage, range and duration.

P.P.E.: One Hundred and Forty

Those who are ignorant of the great old magicks insist that this one time Spell of Legend never existed, that it is impossible, and is merely another myth. They are wrong. This incredible spell creates an ominous, dark grey-brown cloud large enough to hang over an entire town. It cannot be dispelled magically or by manipulating the weather, atmospheric conditions or elementals.

The cloud's effect is as singular as it is spectacular; it simply *negates all magid* Practitioners of magic cannot use magic of any kind, and most magic weapons, items, devices, scrolls, potions, fumes, and charms are impotent. Any object of magic (except runes and rune swords/weapons) are rendered harmless as long as it is under the anti-magic cloud. The magic returns when the cloud is cancelled. Only the creator of the cloud is *not* affected (he can still use his magic)! Once outside the cloud's range the magic abilities return. **Note:** The anti-magic cloud is no longer classified as a spell of Legend, because its existence has been verified and in the last decade, been reintroduced to the world.

Create Mummy (ritual)

Range: Touch

Duration: Exists until destroyed.

Saving Throw: None

P.P.E.: One Hundred and Sixty

The mummy invocation is a necromantic ritual that turns a corpse into one of the undead. The ritual involves treating pure linen strips of cloth with a mystic solution and wrapping the body in the cloth. The incantation brings to life (if you can call it that) a sort of humanoid robot devoid of emotions and fear. Like a machine, the barely intelligent "thing" follows simple orders to the best of its ability. The mummy is incapable of understanding complex orders or performing any skills. It is simply a lumbering corpse. Of course this, combined with its near indestructibility, makes it an ideal guardian and defender. A simple command like "Kill all who enter." (with the exception of the mage) is all that it needs to know. A mummy cannot speak or read but grunts, growls, hisses and howls.

The most devastating aspect of the damnable creature is that it is dead and feels no pain or emotions. Most ordinary weapons (including guns) and even many spells have no affect against the monster. Physical attacks simply nick or poke holes into a lifeless husk. Magic charms, mind control, sleeps, curses, illusions, illness, paralysis, and turn dead (the mummy is an undead) do nothing at all! Banishment does not work because the mummy is not actually a living supernatural creature. Negation simply does not work and remove curse is not applicable, nor are most psionic powers. However, magic fire does double damage, magic weapons and normal fire inflicts their normal damage and protection circles will hold a mummy at bay.

The only way to stop a mummy is to: 1. Trap, imprison or immobilize it. 2. Blow it to bits. 3. Burn it up! **Note:** Magic is present in both the dead body and the linen wrappings. *If the wrappings are destroyed,* normal fire does double damage and magic fire will do quadruple damage to the corpse. Even sunlight will inflict 3D6 points of damage per melee round of exposure to a mummy without its wrappings.

The Mummy

Attributes of Note: I.Q. 4, P.S. 20, P.P. 10, P.E. 18, P.B. 2, Spd 7.

Horror Factor: 10

Hit points/S.D.C. of the Corpse: 70, but only fire, explosives, and magic can harm it. The mummy is impervious to cold, heat, fatigue, normal weapons, punches and kick attacks. Most psychic powers and magic have little or no effect.

S.D.C. of linen wrappings: 50; A.R. 10. Mummies can also be dressed in body armor and given hand-held weapons like swords and clubs. They are not capable of shooting a bow and arrow, cross bows (guns) or using a sling or equipment.

Attacks per melee round: Three

Damage: 2D6 damage by hand/punch or by weapon.

Bonuses: +1 to strike and parry; no dodge or initiative bonus. Fearless: Impervious to horror factor, phobias, fear magic and most psionics (including empathy, telepathy, and bio-manipulation). It is afraid only of fire; small fires/torches have a horror factor of 7, a man-sized fire has a horror factor of 13 and larger fires 16! A typical torch will do 2D4 damage to a mummy when it is used as a flaming club; magic fire does double damage.

Skills of Note: None, other than magically understands all languages.

Create Magic Scroll

Range: Touch

Duration: As per scroll and spell level.

Saving Throw: Standard magic save; 12 or higher.

P.P.E.: 100 plus the P.P.E. needed to cast the magic spell placed on the scroll.

This magic is similar to the amulet and talisman spells in that the conjurer is able to transfer mystic energy and powers into an inanimate object. In this case, the mage can magically make the words for casting a magic spell appear on paper as a scroll. The only real limitation other than sufficient P.P.E. is that the mage must be able to read and write. If he cannot read, he can't create a scroll.

Once a spell has been magically transformed into a scroll on paper, it can be read and used by anybody who can read the particular language it was written in, be it a fellow mage or a housewife. To activate the magic spell contained on the scroll, it must be read aloud. The words on a scroll disappear the moment they are read, leaving only a blank piece of paper.

Note: The power of the scroll-spell can be controlled by its creator and can range from level one potency to the current level of its creator. However, the creator's enhanced spell strength can not be transferred, so all saving throws from scroll magic are 12 if created as a spell or 16 if created as part of a ritual. The creator can specify the level desired, be it his maximum or any level in-between.

The Finger of Lictalon

Level: Spell of Legend

Range: Any sword, knife or spear held in the hand of the spell caster, or another by touch.

Duration: Special; 10 minutes per level of the spell caster or until the weapon is dropped (instantly turns back to normal).

Saving Throw: None

P.P.E.: One Hundred and Fifty

This spell, credited to the legendary elf wizard, Lictalon, transforms an ordinary knife, sword or spear weapon into a superpowerful magic weapon. The weapon crackles with a blue-white flame that completely engulfs its length. The magic fire does not hurt the person holding it or any character of a good alignment, but inflicts 4D6 damage to mortal creatures and 1D6x10 to supernatural beings (demons, entities, gods, etc.) and creatures of magic (dragons, sphinx, faeries, etc.) of selfish or evil alignment.

Remove Curse

Range: Touch or 10 ft (3 m).

Duration: Instant removal.

Saving Throw: None

P.P.E.: One Hundred and Forty

The mage can attempt to remove any type of magic curse by using this incantation. To determine success, a 20 sided die is rolled (plus bonuses) to save vs magic. A successful save means that the curse is instantly gone. A failed roll to save means the curse is still in effect. Try again with a new invocation and another 140 P.P.E.!

The remove curse is a powerful magic that provides bonuses to save vs magic and to remove that curse. Those bonuses are: +5 to save when done as spell or +10 to save when performed as a ritual (requires 4D4 minutes).

Summon & Control Animals (ritual)

Range: 600 feet (183m)

Duration: Five hours per level of experience.

Saving Throw: Standard for animals.

P.P.E.: One Hundred and Twenty-Five

This magic ritual of superior summoning empowers the mage to summon and control *any* type of animal (except insects). The mage creates a pentagram of summoning and control during the 3D4+10 minute long ritual. While in the activated pentagram, the mage can summon and control any animal that comes into his 600 foot (183 m) range/radius of control. The animal will obey the mage as long as he is using this magic, unless it makes a successful save vs magic. After the mage has reached the maximum number allowed with this magic, he can release one or several animals from his control in order to try to control a different one or group. As long as he remains in the pentagram he can try to seize control of any animal. Familiars are not influenced by any animal control spells, pentagrams or rituals.

- Tiny animals like frogs and mice: 40 per level of experience.

- Medium-sized animals like dogs and cats (up to 50 lbs/22 kg): 12 per level of experience.
- Large animals like horses and cattle: 6 per level of experience.
- Exotic or extremely large animals, including animals which are not indigenous to the area (i.e. tiger, buffalo, rhino, elephant, etc.): one per level of experience.
- If an animal saves, the mage cannot try to seize control again for 15 minutes.
- Retaining control over the animals does not require the mage's full concentration, so he can cast *one* additional spell per melee round or perform two melee actions. However, if he leaves the pentagram he can no longer summon or try to control any new animals he may encounter, only those already under his sway will obey him.

Summon Fog

Range: Up to 10 miles (16 km) away per level of experience.
Duration: One hour per level of experience.
Saving Throw: None
P.P.E.: One Hundred and Forty

The spell caster can call forth a dense fog that will impair vision and make travel difficult. The fog can be made to cover a *one mile area* (1.6 km) per experience level of the spell caster. It is so thick that a person cannot see clearly beyond four feet (1.2 m). Between 5-10 feet (1.5-3 m) people and animals appear as featureless, shadowy figures and trees, wagons, buildings and other structures are blurry grey shapes. Anything beyond 10 feet (3 m) is totally obscured by fog.

Artificial and/or magic light only makes matters worse. The glare, especially from a globe of daylight, reduces visibility by half, but others away from the light can see it up to 30 feet (9 m) away — although they cannot see who is holding/using the light. Lights may attract trouble rather than enhance visibility.

Safe travel is slowed to a crawl. All sense of direction is lost and danger could wait only a few feet away (an enemy, monster, wild animal, trap, quicksand/bog, etc.). On foot, a safe speed is 10 or less, and even then there is a 1-30% chance of tripping over something every 30 feet or so (9 m). A completely safe speed without fear of tripping or stumbling is 3! Running faster than a speed of 15 is hazardous, with a likelihood (1-60%) of falling every 30 feet (9 m) of travel; this also applies to horses, other animals and characters who can fly. Traveling faster than a speed of 36 (25 mph/40 km) is certain disaster, with a 1-85% likelihood of running off the road, stumbling or crashing into something. Roll for every 100 ft (30.5 m). Flying is only safe if one can fly above the fog, but most fog banks extend up to 1000 feet (305 m).

Bonuses or penalties? The fog adds a +20% to prowl skills. *Long-range combat* (slings, arrows, thrown objects, gunfire, and the casting of magic and psionics for any distance beyond 10 feet/3 m) is extremely difficult. All such attacks are -5 to strike and opponents are +2 to dodge.

The summoner can cancel the fog at any time or let it last its full duration. A magic fog can be summoned day or night, under any weather conditions, any time of the year.

Level Twelve

Amulet

Range: Holder/wearer of the amulet.
Duration: Until the amulet is destroyed.
Saving Throw: None
P.P.E.: Two Hundred and Ninety or more.

The "amulet" is a potent invocation that instills a medallion or charm with mystic properties that will protect an individual from magic or supernatural forces. The only requirement of the invocation is that the amulet be made of one metal purified by fire or made of semi-precious stone.

The sole purpose of an amulet is to protect. Protection is provided in several different ways. Any one of the following can be created by the amulet invocation.

Charm: A general ward against magic that provides a bonus of +1 to save versus magic and psychic attacks. **P.P.E. Cost: 290.**

Protection from Faeries: Adds a bonus of +1 to save vs faerie magic and faerie food. **P.P.E. Cost:** 290.

Protection from Magic Insanity: Adds a bonus of +4 to save against *all* magically induced insanities. **P.P.E. Cost:** 320.

Protection from Sickness: An amulet that specifically protects against magic and ordinary "sickness." Bonus of +6 to save vs magic sickness and +3 to save vs disease. **P.P.E. Cost: 290.**

Protection from the Supernatural: Adds a bonus of +2 to save vs horror factor. **P.P.E. Cost: 300.**

See the Invisible: Enables the wearer of the medallion to see the invisible. **P.P.E. Cost: 500.**

Sense the Presence of Spirits: The amulet changes color whenever a ghost, Will-O-The-Wisp, the essence of an alien intelligence or entity(s) is in the area. **Range:** 200 foot (61 m) radius. P.P.E. Cost: 310.

Turn the Undead: A charm that will prevent any of the undead from physically touching them while they wear or hold the amulet. The amulet works much like a cross does against vampires. Effective against all undead, including mummies, zombies and vampires. P.P.E. Cost: 400.

Calm Storms

Range: Immediate area around the mage, affecting one mile (1.6 km) in diameter per level of experience.
Duration: One hour per level of experience.
Saving Throw: None
P.P.E.: Two Hundred

The spell caster can calm the tumultuous tempest of nature with a simple invocation and 200 points of potential psychic energy. As a spell, the mage can slow a downpour to a light rain, reduce wind speed by half, reduce the size of waves by half, and lighten the dark, stormy skies.

Using the magic in a 10 minute ritual, the mystic can turn a torrential rain into a drizzle, reduce winds to a gentle breeze, shrink ocean waves to normal, disperse a tornado in an instant, and get the sun to peek through clearing skies.

Note: Calm Storms is effective against natural and magically induced storms. A typical storm rarely lasts more than four hours (roll 2D4 to randomly determine the length of a natural storm). If the magic outlasts the storm, when the magic ends the storm will have vanished. If the magic ends before the storm, then the skies quickly darken and the storm resumes in full force.

Create Zombie (ritual)

Range: Touch
Duration: Exists until destroyed.
Saving Throw: None
P.P.E.: Two Hundred and Fifty

The zombie invocation is a necromantic ritual that turns a corpse into the undead. To create a zombie, the sorcerer must find a recently deceased body (dead for no more than six hours), lay it on a white or silver linen, draw a circle around it and light three scented candles. The candles are then placed on the body: one on the forehead, one on the mouth and one on the chest above the heart. As the incantation reaches its climax, the mage cuts his finger and draws a pentagram on the corpse's throat with his still warm blood. Moments later, the monstrosity rises to pseudo-life, the obedient slave of his creator. The ceremony must be done secretly in a graveyard, burial place or battlefield littered with bodies, during the night of a full moon.

The zombie is more intelligent than the mummy and can speak, read simple signs or short sentences, perform simple tasks and even drive a carriage or wagon. This means a zombie can be sent to retrieve an artifact, follow somebody, kidnap a person and so on. A zombie will only obey the person who created it and individuals whom its creator may designate as authority figures. There is no limit to the number of zombies a mage can command (although only one is created per each spell or ritual). Horror stories from the Western Empire and Land of the South Wind whisper of entire plantations and mines worked by zombie laborers.

Like the mummy, a zombie is a walking corpse. It feels no pain, no fears, and has no goals and little emotion. Normal swords, clubs, and other physical attacks do NO damage! Mental assaults by psychics, magic charms, illusions, sleeps, curses, sickness, paralysis, and other similar attacks also do no damage. Turn dead does not work because the zombie is an *undead.* Banishment doesn't work because it is not actually a living supernatural being. Negation simply does not work and remove curse is not applicable. However, the zombie is more vulnerable than the mummy, the trick is knowing what to use.

A zombie is vulnerable to *magical energy attacks,* such as energy bolt, fire bolt, circle of flame, and call lightning, all of which do full damage; as do magic weapons. *Normal fire* and weapons made of, or covered in, *silver* also inflict full damage whether it be blade or arrowhead. Zombies can also be trapped/imprisoned and blown up. However, all of this may be a temporary deterreant, for unless the creature is decapitated and the head buried separately from the body, the zombie will regenerate completely!

Zombies

Attributes of Note: I.Q. 7, P.S. 20, P.P. 13, P.E. 18, P.B. 2, Spd 10.

Horror Factor: 12

Hit Points/S.D.C.: 150 points and completely regenerates within 48 hours unless the head and body are buried separately. It can also wear body armor for additional protection.

Attacks per melee round: Three

Damage: 2D6 damage by hand/punch or by weapon.

Bonuses: +2 to strike, parry and dodge; no initiative bonus. Fearless: Impervious to horror factor, phobias, fear magic and most psionics (including empathy, telepathy, and bio-manipulation). Like the mummy, the zombie is only afraid of fire; small fires/torches have a horror factor of 6, a man-sized fire has a horror factor of 12 and larger fires 15! A typical torch will do 1D6 damage to a zombie when it is used as a flaming club; magic fire does double damage.

Skills of Note: Magically understands and reads all languages 96%, knows basic math 80%, land navigation 70%, track humanoids 50%, and climb 50/45%.

Special abilities: Nightvision 100 feet (30.5 m), supernatural P.S. and endurance (never fatigues), impervious to normal weapons (unless silver or magic), impervious to poisons, drugs, disease, heat and cold; doesn't need to eat or drink, and has no emotions, desires, or personality.

A Zombie will rise again, even if riddled with silver arrows (or bullets), chopped into pieces, blown to bits, or burnt to a cinder! Unless the head is removed from the body and both are buried separately, or an exorcism is performed on the remains (automatic success), the zombie will completely regenerate all its body parts and S.D.C. at the end of 48 hours, and seek out its master for new instructions.

Metamorphosis: Mist

Range: Self; or others through ritual magic.

Duration: 20 minutes per level of experience.

Saving Throw: None; standard if an unwilling subject.

P.P.E.: Two Hundred and Fifty

Said to be the most powerful of all the metamorphosis magicks (other than Spells of Legend), the mage can transform himself into a living mist. As a mist, no physical or energy attacks can harm him and no locked door can stop him, because he can slip through the tiniest crack or keyhole. Although the mage cannot communicate or cast magic, he can hear and see events around him. Of course, he can materialize (naked) with a thought.

The mist moves at a maximum speed of 14. Prowls (a natural, innate ability) at an 80% skill proficiency, is completely silent, can hover up to 100 ft high (30.5 m) and is semitransparent.

Summon & Control Entity (ritual)

Range: Not applicable.

Duration: 24 hours per level of experience.

Saving Throw: None

P.P.E.: Two Hundred and Fifty

An impressive ritual in which the magic invocation plucks an entity (specific type can be designated) out of its native dimension, and magically teleports it to appear before the conjurer. The alien being is automatically under the mage's control and will obey him without question. The entity can be used for any purpose: manual labor, protection, assault, etc.

The supernatural creature can be returned to its own world at any time before the duration of the invocation elapses. After the duration elapses, the entity slips out of the mage's control and remains in our world. If it suits the entity, it may elect to work with the person who summoned it or it can be enslaved by other mystic means. An unhappy or vengeful entity may attack the mage at the first opportunity after he loses control.

Time Hole

Range: Self

Duration: Special

Saving Throw: None

P.P.E.: Two Hundred and Ten

The mage can teleport himself and his possessions into a sort of stasis field in a limbo-like dimension. The time hole is a white void in which the wizard inhabits/controls a 20 foot (6 m) diameter area per level of experience. He cannot go beyond his area of control. There is nothing to see or do in the time hole, or to eat or drink, except for whatever the person may have brought with him.

The advantage of the time hole is that a man of magic can effectively disappear for days or weeks and be nowhere to be found. In this way the mage can hide from enemies when he needs to recover from physical or P.P.E. damage/exhaustion, or he can use the time to prepare for combat or to study in seclusion.

In the time hole time passes normally, so the character will age normally. However, outside the time hole time is moving at a much slower rate, thus for every 12 hours inside a time hole, only two hours pass outside. This means the mage can spend two days/48 hours in the time hole but appear to have been gone for only eight hours. The mage can stay in a time hole for 24 hours (four hours real time) per level of experience.

Level Thirteen

Create Golem (ritual)

Range: Touch

Duration: Exists until destroyed.

Saving Throw: None

P.P.E.: Stone: 700, or Iron: 1000.

The sorcerer first draws a pentagram in animal blood. Second, he sculpts a golem (humanoid shape) from clay. Third, he places two onyx gems, valued at no less than 1000 gold each, for its eyes. Fourth, he places a heart molded out of iron into the clay body. Lastly, the conjurer recites the ritual ceremony. At the end of the ritual, the mage places a

single drop of his blood on the behemoth's forehead to bring it to life. The process permanently drains the mage of six S.D.C. points.

The golem is a mystical superhuman creature bom of magic and is almost indestructible. Since it is not of flesh and blood, psychic and magic attacks designed for the human physiology and mind do not affect it. That means charms, sleeps, bio-manipulation, illusions, paralysis, etc., have no effect. Since the horrid thing was never alive, turn dead is *useless,* as is banishment, negation and remove curse. *Physical attacks* and *energy magic* can hurt a golem, but do half damage. In many respects, a golem is like the mummy, only bigger and tougher. It cannot speak, read or understand complex commands. It has no emotions, no fears, and is like a robot waiting for a direction. Golems will obey only the person who created it. When the creator dies, the golem will follow his last command until it is destroyed.

Golem

Attribute Equivalents of Note: I.Q. 6, P.S. 25 (30 if iron), P.P. 15, P.E. 25, P.B. 3, Spd 8.

Size: No smaller than 10 feet (3 m) and no taller than 20 feet (6 m).

Horror Factor: 16 for a stone golem, 18 for iron.

A.R.: 14 if stone, 17 if iron.

Hit Points/S.D.C.: 250 for a stone golem and 400 for an iron one; plus both completely regenerate within 48 hours unless the head and body are buried separately. It cannot wear body armor for additional protection.

Attacks per melee round: Four

Damage: 3D6 damage (plus P.S. bonus) by punch, kick or stomp, or by weapon.

Bonuses: +2 to strike and parry; no initiative or dodge bonus. Fearless: Only magic weapons and supernatural P.S. (gods, demons, etc.) inflict full damage; magic energy, fire and cold attacks do half damage, as do normal weapons and punches.

Skills of Note: Magically understands all languages 96%, knows basic math 80%, land navigation 60%, track humanoids 30%, and climb 40/35%.

Special abilities: Nightvision 200 feet (61 m), supernatural P.S. and endurance (never fatigues), impervious to poisons, drugs, disease, heat, cold, horror factor, phobias, fear magic, illusions and most psionics (including empathy, telepathy, and bio-manipulation). Magic fire and energy does half damage, but all magic weapons do full damage. Normal weapons and attacks that penetrate the natural A.R. do half damage. Furthermore, a golem doesn't need to eat, drink, breathe, or sleep, and has no emotions, desires, or personality.

A golem will rise again 24 hours after the moment of its destruction, completely regenerated and at full strength, unless its heart is removed. Otherwise, a stone golem regenerates 10 S.D.C. (16 if iron) per hour.

Protection Circle: Superior

Range: Radius of the circle.

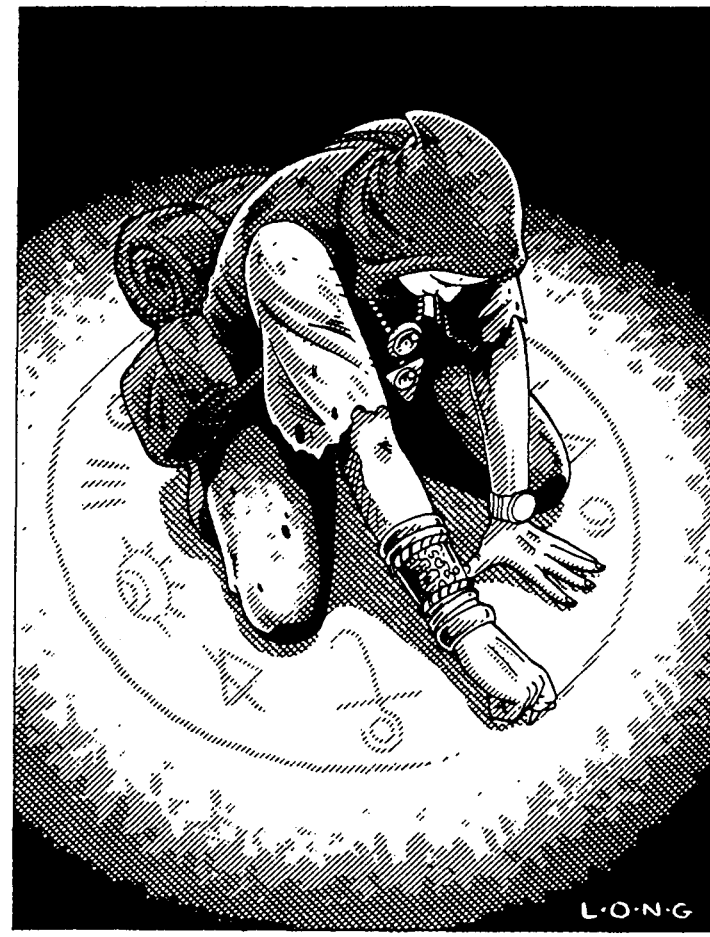
Duration: 24 hours; but can be reactivated immediately at a cost of 20 P.P.E.

Saving Throw: None

P.P.E.: Two Hundred and Fifty

In principle and function, the superior protection circle is just like the simple circle, only stronger. The mage must recite the invocation while drawing the circle in chalk or any substance. 250 P.P.E. are needed to initially create the circle, but a mere 20 P.P.E. points will reactivate it. Anybody with sufficient P.P.E. and desire can reactivate one of these protection circles. The circle ceases to function only if it is seriously marred.

The superior protection circle will protect everybody inside its radius by preventing all supernatural creatures from coming any closer than 20 feet (6 m) from its edge. Even greater beings are held at bay.



Lesser beings cannot stand to be within *line ofsight* of the circle and are forced to leave (even if it's only to the next room with the door shut). This means no attacks are possible for the lesser beings.

The circle also provides the following bonuses to all occupants: +5 to save vs all magic and psychic attacks, impervious to possession, +8 to save vs horror factor. Plus it provides an *extra* 10 P.P.E. to each mage and 10 I.S.P. to each psychic. Of course, the characters are vulnerable to conventional weapons and thrown objects.

Summon & Control Storm

Range: Immediate area around the mage or up to 10 miles (16 km) away.

Duration: One hour per level of experience.

Saving Throw: None

P.P.E.: Two Hundred and Sixty.

The spell caster can create a destructive storm out of thin air. A rainstorm will create a torrential downpour of four inches of rain per hour, causing flooding even in cities. Flooded roads will *immobilize* all vehicles (water is 3-5 ft/0.9-1.5 m high). Poor visibility will slow travel by half. Traveling fast is likely to cause an accident; roll on the following table for every *two miles* (3.2 km) traveled.

01-30 No serious problems yet, keep going.

31-40 Travelers get mired in mud and have to spend 1D4x10 minutes pulling themselves out to resume travel and speed is reduced another 25%.

41-55 Mud or rock slide blocks the road, forcing characters to go out of their way (this is a 3D6 minute detour). Or the characters get caught in a mud slide. Everybody is unhurt but they are carried 2D6x10 yards/meters off course, it takes 3D4 minutes to dig out, and they are covered from head to toe in wet mud.

56-67 Uprooted trees block the trail and 2D4x10 mph winds reduces

travel speed by 80% and is dangerous. 1-50% chance of flying debris (2D6 damage) or falling tree (6D6+20 damage) hitting one or more characters every five minutes of travel.

68-75 The bridge or road is washed away and currents in the stream are too strong to cross without the bridge. They will need to wait until the rain stops for at least 2D4 hours.

76-80 Flash flood sweeps 1D6x10% of the player group 3D6x100 yards/meters off their path and takes 1D4x10 minutes for everybody to recover, collect their gear and get back together (can be more deadly if G.M. thinks it's appropriate). They will need to wait until the rain stops for at least 4D4 hours before they can resume travel.

81-90 Lightning strike; roll percentile dice: 01-33 near miss knocks character off his feet and causes 2D6 damage; 34-67 direct hit! 6D6 damage, the character is thrown 2D6 yards/meters, and is stunned or knocked unconscious for 2D6 minutes; 68-00 lightning hits a tree, sending a shower of falling branches down on the character, or hits a nearby boulder, spraying the character with sparks and debris. In both cases it inflicts 5D6 damage.

91-00 A wagon, cart or horsemen are out of control, don't see the group and collide. Or the group loses control and crashes into an obstacle or another vehicle. Repairs need to be made and the rain and wind makes air travel impossible.

Note: A windstorm may be accompanied by a light to medium rain, but the real threat is high winds. Wind gusts up to 70 and 90 mph (112 to 144 km) will uproot small trees, knock down tree branches, cause rock slides, and even overturn an occasional car. Travel on foot is very difficult, reducing a character's speed by 90%. Air travel is also extremely hazardous, but not impossible.

Sanctum

Range: A stationary room or several connecting rooms.

Size Limit: 30x30 foot (9x9 m) room/area +5 square feet (1.5 m) per level of experience.

Duration: The lifetime of the mage or until canceled.

Saving Throw: None

P.P.E.: Three Hundred Ninety

The mage can protect a room of up to 30x30 feet (9x9 m) from mystic influence by using the sanctum invocation. The room is instantly turned into a safe haven, or sanctum, free of magic disturbance. While inside the room, the mage cannot be found by the *locate spell* or magical tracking, cannot be seen by *second sight* or *crystal ball,* and cannot be affected by *bonding magic* (but only while in the room). Even more impressive is that *animated dead, entities, faerie folk,* and *undead* can't enter the sanctum! *Lesser demons, deevils, elementals* and similar supernatural beings cannot enter unless they save vs magic (16 or higher). Greater beings, ordinary humans and mortal humanoids are not affected and can enter at will.

Furthermore, any hostile action taken against the creator of the sanctum will magically teleport the aggressor to outside the protected room before he can finish his attack or cast a spell! He can reenter the room (unless the door has been subsequently barred), but any hostile action will "pop" him back outside. Only the sanctum maker can strike at somebody or cast magic without the sanctum spell "removing" him.

Talisman

Range: Varies with type of spell.

Duration: Talisman exists until destroyed.

Saving Throw: Standard

P.P.E.: Five Hundred

The word "talisman" means "to make marks like a magician." Indeed, that is what a talisman is, an extension of magic, an item that contains magic power. It can be made from almost anything, although it is most commonly designed as a medallion, necklace, mantle, pin, coin, charm, small statue, headdress, or hand-held symbol.

A talisman is designed to perform one function, to imbue an ordinary object with magic powers. The only substance which cannot be used is iron (and plastic), and the object cannot be larger than two feet (0.6 m) tall, long or wide. Once an object is transformed into a talisman, the mage can empower it with *one* magic spell. The spell can be selected from levels one through eight, excluding illusion types. Of course, to implant the spell the sorcerer must already know it and it must be a *spell* invocation, not a ritual.

After its initial creation, the talisman can be used to cast its one spell for a total of three times. After all three have been cast, the object is drained. The mystic who created the talisman can replace the exhausted spells by casting the same spell invocation combined with part of the talisman spell or ritual. The cost to recharge/replace the magic is 50 P.P.E. plus the cost of the spell invocation. Note that the process must be repeated for each of the three identical spells (each at a cost of 50 P.P.E. plus the spell's P.P.E. cost). Thus, to recharge all three identical spells would cost 150 P.P.E. plus, but this process can be spread out over a period of days to avoid draining the mage of his P.P.E. reserve. The aspect of "three spells" may be the source of legends that grant three wishes.

A talisman can be used for one purpose other than spell storage. The mage can elect to make it a potential psychic energy battery. Instead of spells, the mystic can put up to 50 P.P.E. into it, plus expend 50 P.P.E. in the storage process. The talisman can then be used at a later time to bolster the character's normal P.P.E. reserve. A talisman that is a P.P.E. battery can never hold spells, and vice versa.

A talisman can be destroyed by smashing it. That's all there is to it. A talisman will work for anybody, but only the sorcerer who made it. or an alchemist, can recharge it.

Level Fourteen

Close Rift

Range: 100 feet (30.5 m)

Duration: Instant results

Saving Throw: Standard

P.P.E.: 200 plus 2 P.P.E. from the character's permanent P.P.E. base!

The master of magic can close a dimensional Rift by sheer force of will. However, the monumental effort permanently drains the mage of two P.P.E. points from his permanent base, whether successful or not. The mystic nature of the dimensional gateway gives it an automatic save vs magic attack, consequently a Close Rift Ritual will increase one's odds for success (16). The dimensional portal/Rift will instantly vanish if successful. A failure means it is not affected and the wizard has lost 2 P.P.E. forever; try again.

Id Barrier

Range: Up to 200 feet (61 m) away, plus 100 feet (30.5 m) per level of experience.

Duration: Three minutes (12 melees) per level of experience.

Saving Throw: Standard, plus save vs horror factor.

P.P.E.: Six Hundred

The conjurer can erect a powerful, defensive shield of semitransparent energy. The barrier itself emanates horror, so to even come within 10 feet (3 m) of it a character must roll to save vs horror factor of 14. To screw up the courage to try to penetrate it, the character must roll to save vs *horror factor 16.* Those who fail to save vs either horror factor cannot pass through the barrier and cringe before it in terror (-2 on initiative).

Anybody who braves the barrier must roll 1D20 again; this time to save versus magic. A successful save means the character passes through the barrier with only a headache and loses one attack that melee

round. A failed save means the character must face an apparition of his greatest fear. The *apparition* is exactly like the sixth level invocation and will last as long as the barrier remains up. Only the mage who created the Id Barrier can make the apparition vanish, or cancel the barrier before its normal duration time.

Impenetrable Wall of Force

Range: 100 feet (30.5 m)

Duration: Five melee rounds per level of the spell caster.

Saving Throw: None

P.P.E.: Six Hundred

This spell creates a shimmering wall of light that no creature, weapon, or object may penetrate. The spell caster is able to create a wall of force that measures 20 feet tall, 20 feet wide by 20 feet (6x6x6 m) long per level of experience. The wall can be cast up to 100 feet (30.5 m) away. Only a *dispel magic barrier* spell or a powerful *negate magic* will destroy the wall.

Restoration

Range: Touch or three feet away (0.9 m).

Duration: Instant/permanent

Saving Throw: None

P.P.E.: Seven Hundred Fifty

This is a powerful healing incantation. The magic will instantly and completely heal wounds, cuts, bruises, burns, broken bones etc. It also restores full S.D.C. and hit points, while leaving only minimal scarring. It is so powerful a magic that it can heal internal organs, mend bones and even reattach severed limbs, such as a hand, arm, finger, foot, leg, etc., providing that the limb has not been severed from its body for more than 48 hours. Substitute limbs and organs cannot be used. Nor can this invocation restore life or replace *missing* limbs or organs.

Level Fifteen

Dimensional Portal

Range: A few feet away.

Duration: 30 seconds (2 melee rounds) per level of the spell caster, or one minute (4 melees) per level of experience when performed as a ritual.

Saving Throw: None

P.P.E.: One Thousand (half at a ley line nexus)

The dimensional portal invocation opens a two-way door to another dimension. The mage can open a door to a specific world or a random, undirected place (can be good or bad). This is the only way a greater being can enter into our dimension. Once the dimensional portal closes, the only way back in or out is to open another portal. One of the real dangers of using this magic is that some unwanted "thing" may slip through.

Dimensional Teleport

Range: Another dimension

Duration: Instant

Saving Throw: None

P.P.E.: Eight Hundred

Invoking this spell transports the spell caster and a maximum of 2000 pounds (900 kg) into another dimension. This spell is only effective if the spell caster has visited the dimension in the past. The location where the teleporter appears within that dimension is completely random unless the spell caster has a personal sanctuary there, complete with a dimensional Rift circle, or is built on a ley line nexus. The success ratio of dimensional teleportation is 6% per level of the spell caster. If the spell caster is unsuccessful, nothing happens. **Note:** Many gods, greater demons, dragons, and supernatural beings possess this power as a natural ability.

Teleport: Superior

Range: Self or others; distance of 300 miles per level of experience.

Duration: Instant

Saving Throw: None

P.P.E.: Six Hundred

The mage can instantly transport himself and up to 2000 lbs (900 kg), per level of experience, hundreds of miles away. To teleport, the mage must have a mental picture of his destination. The best results can be achieved when the character is personally acquainted with the target destination; a place he has visited often or knows well. However, locations seen in pictures or described in detail can also be reached, but there is always a chance of miscalculation.

The mage can teleport himself alone, or other people and objects within 20 feet (6 m) of him. The total number of people and items which the character can teleport is limited by the amount of weight he can handle (2000 lbs per level of experience).

The following tables indicate the chance of a success and the results of a failed teleport.

Chances of a successful teleport:

1. Teleporting to a familiar location, or a destination visible from one's starting point: 99%.

2. A place visited only a few times before (2-6 times): 85%.

3. A place seen in a picture (the picture is being looked at during the moment of teleportation): 80%.

4. A place never visited before, but described in detail: 58%.

5. A place never before visited and known only by name or from a brief description: 20%.

Results of an Unsuccessful Teleport:

1-40 Appears at the wrong place. No idea of present location; 3D6xlOO miles off course.

41-75 Appears at the wrong place. No idea of present location; 1D6x100 miles off course.

76-98 Teleport several feet above the ground; everybody falls, suffering 2D6 damage.

99-00 Teleport into an object; instant death!

Note: Many gods, greater demons, dragons, and supernatural beings possess this power as a natural ability.

Summon Greater Familiar

Range: Immediate area

Duration: One year per level of experience.

Saving Throw: Special: battle of wills.

P.P.E.: Five Hundred and Eighty

This spell summons forth a lesser demon or supernatural being to serve the spell caster by becoming his familiar. This can be achieved by signing a pact (see witch) or by a battle of wills. In a battle of wills, the spell caster can impose his will over the demon through a brief mental wrestling match. Roll percentile dice. If the spell caster rolls over 55% (add M.E. attribute number as a bonus) three times out of five, the demon will be submissive and become his familiar. (See witch and greater familiar section; numbers 1 to 8 all apply). If the spell caster loses the mental wrestling match the demon is likely to attack (1-50%) or just disappear (51-00%). Characters of a good alignment will *not* use this spell or associate with supernatural evil.

Note: The familiar demon is likely to challenge his new master once a month requiring another mental wrestling match and/or a show of power and punishment. The demonic familiar will be fairly loyal but may cheat, question, or lie to his master.

Transformation (ritual)

Range: Touch

Duration: Three days per level of experience.

Saving Throw: -3 to save.

P.P.E.: Two Thousand!

Transformation is a powerful spell that transforms a normal human being into a grisly, demonic monster. After the transformation is completed, the pitiful creature will be a mindless slave of the mage who transformed him/her. As a monster, the character has no recollection of his/her life as a human, and retains no skills, knowledge or memory, or even attributes. The "thing" will obey the mage without question most of the time, regardless of its original alignment. However, principled, scrupulous and unprincipled characters will not kill or hurt a child or a very dear friend or loved one. Some half remembered fragment of lost memory and emotion prevents it. Likewise, the character cannot be made to commit suicide or fight to the death.

The only way to recognize the transformed character is with see aura, clairvoyance, object read or telepathy.

There are four ways to return the person to normal. 1. Wait until the duration time elapses. 2. Convince the mage who made the transformation to cancel the enchantment. 3. Kill the mage! 4. The remove curse spell has a 1-19% chance of negating the magic (roll percentile dice). The negation spell has no effect against this powerful magic.

The transformed human will not have any spell casting powers, but may have psychic abilities (1-50%). The G.M. determines the appearance and abilities, usually a combination of animal, human and demonic features. A.R. 9+1D6, S.D.C. 3D6xlO+80, attacks per melee round 1D4+1, I.Q. 2D6, P.S. 3D6+12, P.P. 2D6+12, P.E. 2D6+12, P.B. 1D6, Spd 6D6. Many can see the invisible, have nightvision, are resistant to fire and cold (half damage), impervious to poison and disease, +2 to save vs magic and/or psionics, track by blood scent (60%), prowl (60%), and fly (1D4x10 spd).

Resurrection

Range: Touch or a distance of six feet (1.8 m)

Duration: Instant and permanent.

Saving Throw: None

P.P.E.: Two thousand!

This awesome spell will restore life into the recently deceased. The resurrected person will have all his hit points, memories, abilities, and skills that he had at the moment of his death. Missing limbs will remain missing, but healed; this is not a regeneration process but a revitalization. This spell works only on creatures that have died in the last two months.

Success factor: Regardless of the spell caster's level of experience, the chance of success is 1-45%. The spell can be attempted on the same corpse no more than three times. If still unsuccessful another magic weaver may try. Six failed attempts means the person is beyond the help of magic.

Spells of Legend

Presented here due to popular demand.

Spells of Legend are super-rare spells that are either from the Time of a Thousand Magicks or which survived the purge after the Elf-Dwarf wars. In all cases, these spells are so rare that most people, including many scholars and practitioners of magic don't believe they are real — only a handful of mages and gods know these spells! They are closely guarded secrets rarely taught to others and are *never* available for purchase.

Barrier of Thoth

Level: Spell of Legend

Range: Can be cast up to 50 feet (15.2m) per level of the spell caster and creates a length of wall/force barrier that is 75x75 feet (22.9 x 22.9 m) per level of the spell caster.

Duration: Four minutes per level of experience.

Saving Throw: None

P.P.E.: 3000

This spell of legend creates a super wall of force with 1000 S.D.C. per level of the spell caster. In addition, the barrier is impervious to magic energy attacks (negates them, so they inflict no damage), prevents people from teleporting beyond the barrier, or casting any type of magic or psionics through it. Thus, a wizard casting an earthquake spell would affect the area in front of the barrier, but it would stop at the barrier. Likewise, a cloud of steam, lightning bolt, or anything else cannot be cast to strike anything behind the barrier. The barrier also regenerates at a rate of 200 S.D.C. per melee round.

Crimson Wall of Lictalon

Level: Spell of Legend

Range: 50x50x25 feet deep (15.2x15.2x7.6 m) per level of the spell caster.

Duration: Five minutes per level of experience.

Saving Throw: Save vs horror factor 18, and save vs magic 16.

P.P.E.: 5000

The mere sight of this eerie crimson wall of flame that does not burn, strikes fear in the bravest, for within the flames are the shadows of the souls it has devoured. Large humanoid shapes, men, elves, dragons. and others not easily identified are contained within the dreaded, crimson fire.

Effects of the Wall:

Fear: Just seeing the wall is terrifying: horror factor 18. plus there's 1-70% chance of running away in terror unless the save vs HF is successful.

Entering/passing through the wall:

1. Upon entering its silent, cool flames, the person takes 6D6 points of damage direct to hit points, but supernatural beings and creatures of magic suffer 1D6x10 damage unless they successfully save vs magic (16 or higher is needed). Speed is reduced to one-quarter.

2. Staying in the wall for more than two melees (30 seconds) jeopardizes sanity unless a saving throw vs magic (16) is successfully made. If unsuccessful, roll once for *each* of the following insanities: affective disorder, obsession, and phobia. 3. Staying within the wall for more than eight melee rounds (two minutes) jeopardizes one's very life essence. The character must roll a 16 or better to save. A failed roll means the life essence is forever trapped in the wall and becomes one of the featureless shadows seen in the flames. Those lost cannot be saved.

Doppleganger (Superior)

Level: Spell of Legend

Range: Self

Duration: One year per level of the spell caster, plus a 5% chance per each year that the doppleganger exists that it will remain permanently.

Saving Throw: None

P.P.E.: 1000

This powerful spell, rumored to have been created by Thoth, creates a mystic duplicate or clone of the spell caster. This "clone" looks exactly like the mage in every way, but possesses only half of his hit points, memory, knowledge, attributes, experience levels, P.P.E., spell strength, spell casting abilities, etc. The original spell caster can implant any idea, goal, emotion, memory, etc., that he desires into the doppleganger's mind. He can then awaken it, sending it on a mission or work with it side by side. The doppleganger will never question its existence nor the presence of the original. Unlike the true McCoy, the dopple-

ganger(s) cannot increase in experience so all skill levels, magic powers, hit points, etc., are frozen.

The wizard can create only *one* doppleganger and cannot create another until that doppleganger is slain or magically negated. Note that a power leech circle will also destroy the doppleganger if exposed to the circle for more than five minutes. Dopplegangers can be killed by normal weapons or magic and can be instantly destroyed by a negate magic spell, but are +2 to save vs negation for every year that they have lived.

Yes, a doppleganger can create a doppleganger of itself! Only one new clone can be created and it will have half the abilities of the originating doppleganger (which was half the original creator). After a certain point, usually by the third or fourth clone, the last doppleganger doesn't know the doppleganger spell and its attributes and powers are so low that it is hardly worth conjuring.

Metamorphosis: Dragon

Level: Spell of Legend
Range: Self. Another can be transformed only if performed as a ritual.
Duration: 1D6 hours per level of the spell caster.
Saving Throw: None
P.P.E.: 2000

The spell caster can actually transform himself into a 30-50 foot (9-15.2 m) long dragon! The following attributes and abilities apply:

- A.R. 14
- +1D4x10 S.D.C.
- +1 attack per melee round.
- +1 to spell strength, +2 to save vs horror factor, and +4 to save vs poison.
- Inflicts +2D6 damage from punches, kicks, stomps, bite and tail swipes.
- Fire Breath once per melee round: 3D6 damage, 12 foot (3.6 m) range.
- Natural abilities (in addition to one's own skills and magic abilities): Fly 40 mph (64 km), see the invisible, nightvision 100 feet (30.5 m), fire and cold resistant (half damage), impervious to disease, and bio-regenerate 1D4x10 hit points or S.D.C. once every minute (4 melee rounds)!

Sanctuary

Level: Spell of Legend
Range: 50 foot (15.2 m) radius per level of the spell caster.
Duration: 1D6 hours per level of the spell caster.
Saving Throw: None
P.P.E.: 1500

This legendary spell prevents all acts of aggression or hostility within its radius of influence. It is so powerful that it can immobilize an entire army. Any creature that attempts to attack or harm any other creature within its radius is instantly struck down, becoming temporarily paralyzed or rendered unconscious. The aggressor is not harmed in any way, but merely immediately and completely incapacitated. The perpetrator of any action that will harm another, no matter how subtle, will be so immobilized. Only the spell caster of the sanctuary is not subject to its effects.

Elemental Magic

Elemental magic is the spell like powers of the warlock, elementals and some supernatural beings. Elemental spell only goes up to eighth level. Except for the handful of equivalent elemental spells found among the *wizard's incantations*, most elemental magic is available exclusively to the *Warlock O.C.C., elementals* and some *gods, demons,* and *supernatural beings.* Like wizard spells, warlock magic has a base strength of 12 (the number one must save against). As the character who commands elemental forces grows in experience, the strength of his magic also grows; see the *Warlock O.C.C.* for details. Elemental beings with magic powers will indicate either the spell strength or the warlock equivalent in level of power (i.e. "equal to a 6th level warlock").

Elemental Magic
An alphabetical listing by level & Element

Level **One: Air**
Breathe Without Air (3)
Thunder Clap (2)
Cloud of Slumber (4)
Cloud of Steam (4)
Create Light (2)
Create Mild Wind (4)
Stop Wind (5)

Level Two: Air
Change Wind Direction (6)
Create Air (6)
Heavy Breathing (5)
Howling Wind (7)
Levitate (7)
Mesmerism (7)
Miasma (7)
Northwind (7)
Silence (10)

Level Three: Air
Air Bubble (10)
Call Lightning (10)
Float in Air (6)
Darkness (10)
Fingers of the Wind (8)
Northern Lights (12)
Resist Cold (8)
Walk the Wind (10)
Wind Rush (10)

Level Four: Air
Ball Lightning (15)
Calm Storms (20)
Dissipate Gases (15)
Freeze Water (10)
Invisibility (20)
Leaf Rustler (15)
Phantom Footman (20)
Protection from Lightning (20)

Level Five: Air
Breath of Life (50)
Circle of Rain (25)
Darken the Sky (20)
Detect the Invisible (10)
Invisible Wall (30)
Phantom (30)
Whirlwind (30)

Level Six: **Air**
Electrical Field (35)
Electro-Magnetism (40)
Mist of Death (40)
Snow Storm (50)
Vacuum (40)
Whisper of the Wind (30)

Level Seven: Air
Atmospheric Manipulation (50)
Hurricane (60)
Rainbow (60)
Tornado (60)

Level Eight: Air
Wind Blast (40)
Wind Cushion (50)
Creature of the Wind (70)

Level One: Earth
Chameleon (5)
Dowsing (2)
Dust Storm (5)
Fool's Gold (5)
Identify Minerals (3)
Identify Plants (3)
Rock to Mud (6)
Rot Wood (4)

Level Two: Earth
Create Dirt or Clay (6)
Dirt to Clay (6)
Dirt to Sand (6)
Grow Plants (8)
Hopping Stones (6)
Track (6)
Wall of Clay (8)
Wither Plants (10)

Level Three: Earth
Animate Plants (10)
Create Mound (8)
Crumble Stone (10)
Dig (8)
Earth Rumble (10)
Encase Object in Stone (10)
Locate Minerals (10)
Wall of Stone (15)

Level Four: Earth
Animate Object (12)
Cocoon of Stone (15)
Mend Stone (15)
Quicksand (15)
Repel Animals (10)
Rust (15)
Sand Storm (15)
Wall of Thorns (15)

Level Five: Earth
Chasm (25)
Clay to Lead (20)
Clay to Stone (20)
Close Fissures (30)
Little Mud Mound (35)
Travel Through Earth (20)

Level Six: Earth
Clay or Stone to Iron (40/60)
Mend Metal (30)
Stone to Flesh (30)
Travel Through Stone (35)
Wood to Stone (30)

Level Seven: Earth
Metal to Clay (40)
Petrification (40)
River of Lava (50)
Sculpt & Animate Clay (40)
Wall of Iron (45)

Level Eight: Earth
Cap Volcano (80)
Create Golem (80)
Earthquake (60)
Magnetism (40)
Transference of Essence (50)
Suspended Animation (80)

Level One: Fire
Blinding Flash (1)
Cloud of Smoke (2)
Create Coal (5)
Fiery Touch (5)
Globe of Daylight (2)
Nightvision (4)
Impervious to Fire (6)
Stench of Hades (4)

Level Two: Fire
Cloud of Ash (5)
Darkness (8)
Flame Lick (7)
Freeze Water (8)
Heat Object/Boil Water(5)
Resist Cold (5)
Spontaneous Combustion (5)
Swirling Lights (8)
Tongue of Flame (6)

Level Three: Fire
Circle of Cold (10)
Circle of Flame (10)
Create Heat (8)
Extinguish Fire (8)
Fire Ball (10)
Lower Temperature (8)
Wall of Flame (15)

Level Four: Fire
Cloud of Steam (10)
Flame Friend (20)
Fuel Flame (10)
Heal Burns (15)
Mini-Fireballs (20)

Level Five: Fire
Blue Flame (30)
Breathe Fire (20)
Eat Fire (20)
Screaming Wall of Flame (30)
Wall of Ice (30)

Level Six: Fire
Dancing Fires (35)
Eternal Flame (70)
Flame of Life (40)
Fire Whip (30)

Level Seven: Fire
Fire Sponge (50)
River of Lava (50)
Ten Foot Wheel of Fire (40)

Level Eight: Fire
Burst into Flame (70)
Drought (80)
Plasma Bolt (60)

Level One: Water
Cloud of Steam (10)
Color Water (2)
Create Fog (5)
Dowsing (2)
Float on Water (4)
Purple Mist (5)
Salt Water to Fresh (4)
Sense of Direction Underwater (4)
Water to Wine (5)

Level Two: Water
Breathe Underwater (6)
Change Current (8)
Fog of Fear (7)
Foul Water (6)
Liquids to Water (10)
Resist Fire (6)
Ride the Waves (10)
Walk the Waves (5)
Water Seal (8)

Level Three: Water
Calm Waters (15)
Circle of Rain (20)
Command Fish (10)
Freeze Water (8)
Impervious to Ocean Depths (15)
Resist Cold (6)
Sheet of Ice (15)

Level Four: Water
Create Water (10)
Communicate with Sea Creatures (12)
Hail (20)
Shards of Ice (15)
Speak Underwater (10)
Swim Like the Dolphin (15)
Wall of Ice (20)
Water Wisps (30)

Level Five: Water
Earth to Mud (20)
Protection from Lightning (25)
Snow Storm (40)
Ten Foot Ball of Ice (30)
Whirlpool (40)

Level Six: Water
Heal Burns (25)
Hurricane (50)
Little Ice Monster (40)
Part Waters (50)
Summon Sharks or Whales (50)
Encase in Ice (40)

Level Seven: Water
Rain Dance (60)
Summon & Control Storm (100)

Level Eight: Water
Drought (80)
Tidal Wave (80)
Creature of the Waves (80)
Calm Waters (100)

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Air Elemental Magic

Level One: Air

Breathe Without Air

Range: Self or others by touch.
Duration: 12 melees per level of experience.
Saving Throw: None
P.P.E.: Three

This spell enables the person affected to function totally without air, whether it be underwater, in a vacuum, or in an area with little or no oxygen. This spell does not protect the person from *magic* toxins and gases (miasma, cloud of slumber, dragon's breath, etc.) or any other type of magic, but it does protect against natural and man-made gas, smoke, foul odors and pollution.

Cloud of Slumber

Range: 90 feet (27.4 m).
Duration: Four melee rounds per level of the warlock.
Saving Throw: Standard.
P.P.E.: Four

This spell creates a 20x20x20 foot (6x6x6 m) cloud which instantly induce magical sleep on all who pass through it. Those who fail to make a successful save vs magic will sleep until the cloud dissipates. They cannot be roused until the cloud vanishes or they are dragged from it, in which case they will wake in 1D4 melee rounds.

Cloud of Steam

Range: 90 feet (27.4 m).
Duration: Four melee rounds (one minute) per level of experience.
Saving Throw: A successful save reduces damage by half.
P.P.E.: Four

The warlock creates a cloud of steam that covers a 30 foot area (9 m) up to 90 feet (27.4 m) away. Anyone caught in the cloud, or passing through it, will take 2D6 S.D.C. damage for each melee round (15 seconds), or fraction thereof, spent in the cloud. The steam also temporarily blinds the character(s) for 1D4 melee rounds. While in the cloud victims cannot open their eyes (hurts too much) and are in pain. Penalties: No initiative, -9 to strike, parry, and dodge.

This attack is not as affective against opponents clad full suits of body armor (of any A.R. rating) that cover the body and protects the face and eyes; half damage and penalties. No damage is inflicted to characters in full environmental armor (steam can't penetrate any openings), Armor of Ithan, or those magically impervious or invulnerable to heat or fire (half damage if resistant to fire). Regardless of whether the steam hurts and inflicts damage or penalties, the visibility while in the cloud is nil, so the characters can't see more than a couple feet (0.6 m) in front of them or beyond the steam cloud (or into the cloud if standing outside of it); that's how thick the steam is.

Create Light

Range: Six foot (1.8 m) radius per level of the warlock.
Duration: Four minutes per level of experience.
Saving Throw: None
P.P.E.: Two

The warlock is able to magically create a light that is approximately the equivalent of one candle per level of experience. As with all spells, it can be canceled at any time and the warlock can increase or decrease the light intensity by thought. The light can remain stationary or follow him. It will not affect vampires.

Create Mild Wind (2 mph/3.2 km)

Range: 320 foot radius.
Duration: Four melee rounds per level of experience.
Saving Throw: None
P.P.E.: Four

This spell conjures up a mild wind about two mph (3.2 km). The warlock can control the wind's direction and can direct it up to 400 feet (122m) away.

Stop Wind

Range: 100 foot radius (30.5 m).
Duration: Three melees per level of the warlock.
Saving Throw: None
P.P.E.: Five

The warlock is able to completely still the wind for a 100 foot (30.5 m) radius. No breeze or wind can penetrate this area; all is still. This spell only affects winds gusting under 25 mph (40 km).

Thunder Clap

Range: Directly affects the immediate area (30 ft/9 m) around the magic weaver, but can be heard up to a mile away.
Duration: Instant boom, bonuses last two melees (30 seconds).
Saving Throw: Save vs horror factor (10+).
P.P.E.: Two

The warlock is able to create a booming clap of thunder that is so loud that it seems to make the air vibrate. This is can be an effective method of intimidation, showing one's anger, power, or simple theatrics. The boom creates a horror factor of 10+1 per every other level of the warlock's experience (1st and 2nd level: H.F. 10, 3rd: 11, 5th: 12, 7th: 13, 9th: 14 etc.).

The thunder clap will startle all of the warlock's opponents, automatically giving him the initiative against even those who save vs horror factor. In addition, against those who fail to save against this unnerving magic attack, the warlock has the initiative and bonuses of +1 to strike, parry and dodge; these bonuses last for two melee rounds (30 seconds) before the unnerved opponent regains his or her composure, negating the bonuses.

Level Two: Air

Change Wind Direction

Range: 300 foot (91.5 m) radius.
Duration: One minute (four melee rounds) per level of the warlock.

Saving Throw: None
P.P.E.: Six

This spell enables the warlock to change the wind to blow in any direction he wants. Such a change can be made as often as three times per melee round, within the spell's duration period.

Create Air

Range: Five foot (1.5 m) radius.
Duration: Four melees (one minute) per level of experience.
Saving Throw: None
P.P.E.: Six

The warlock is creates breathable air in a six foot (1.8 m) area. This is not an air "bubble" so it must be done in an enclosed area, otherwise it will just dissipate. This spell does not work under water.

Heavy Breathing

Range: 60 feet (18.3m)
Duration: Five melees per level of experience.
Saving Throw: Standard
P.P.E.: Five

The warlock is able to conjure a mysterious, menacing sound of heavy, labored breathing as if something invisible was lurking about. The warlock can mentally manipulate the sound, increasing or decreasing the breathing rhythm and move the sound around up to 60 feet (18.3 m) away. The breathing can be heard in a six foot (1.8 m) radius. Those hearing the breathing will become fearful and panicky. There is a 1-60% chance that the frightened people who fail to save vs magic will flee in terror. If they manage to stay they are -2 to strike and -1 to parry and dodge, as they shake in their boots. A successful save means the character is unaffected.

Howling Wind

Range: 100 feet (30.5 m).
Duration: Four melee rounds per level of experience.
Saving Throw: Save vs horror factor 15 every melee.
P.P.E.: Seven

The warlock is able to create a mild wind which creates an ominous, ghostly howling, reminiscent of a banshee's low moaning when death is near. All who hear the wind will become nervous and/or fearful. It creates a horror factor of 15, and requires a saving throw against horror. Those who fail to save will lose one melee attack and initiative, and are -1 to strike, but +2 to parry and dodge (panic driven adrenalin flow). There is also a 1-40% chance they will flee the immediate area fearing ghosts, banshees, or worse. Those who hear the howling but save vs H.F. are okay but tense. Animals wills also need to make a save and are likely to howl, hiss, whine or whimper along with the sound.

Levitate

Range: 30 feet (9 m) per level of experience.
Duration: Five melees per level of experience.
Saving Throw: None
P.P.E.: Seven

The warlock can lift himself, another person, or object straight up into the air. Maximum weight is 200 pounds (90 kg) per level of experience. The maximum height is 30 feet (9 m) per level of the warlock. Levitation is the ability to rise straight up into the air, horizontal movement is impossible.

Mesmerism

Range: Five feet (1.5 m)
Duration: Four melee rounds (one minute) per level of the warlock.
Saving Throw: Standard
P.P.E.: Seven

The warlock conjures a nearly invisible mist that swirls around as many as two people or animals. The magic induce a hypnotic state that dulls the wits. Victims lose all sense of time and distance, and are slow to react. Penalties: -4 on initiative, -2 to strike in hand to hand combat, -6 to strike with a thrown or bow weapon, -20% on skill performance, and reduce speed by half.

Miasma

Range: 100 feet (30.5 m).
Duration: Four melees per level of the warlock.
Saving Throw: Standard
P.P.E.: Seven

This spell creates a poisonous vapor that can be cast up to 100 feet (30.5 m) away and affects a 20 foot (6 m) area. Those affected will instantly fall ill, struck with fever and vomiting. All victims take 1D4 S.D.C./hit points of damage and are -3 to strike, parry, or dodge per each melee round (15 seconds) they are in the vaporous area.

Northwind

Range: 200 foot (61 m) radius.
Duration: Six melee rounds per level of experience.
Saving throw: None
P.P.E.: Seven

The warlock is able to create a biting cold wind gusting up to 15 mph (24 km). This wind will chill everyone to the bone unless they seek shelter or bundle up; drops temperature to about 10 degrees below freezing, reduces initiative -1 (preoccupied with the cold and staying warm).

Silence

Range: 10 foot (3 m) diameter area per level of experience.
Duration; Five melee rounds per level of experience.
Saving Throw: None
P.P.E.: Ten

Creates an atmospheric condition that enables the warlock to control the air vibrations and muffle any sound within the area of affect (including radio transmissions which are barely audible and must be repeated twice to be heard). The pocket of silence can be used to prowl at a level of 90%, so even a small group clad in clanking armor is silent! The spell affects only sound within the area of manipulation.

Level Three: Air

Air Bubble

Range: 15 foot (4.6 m) bubble.
Duration: 15 minutes per level of the warlock.
Saving Throw: None
P.P.E.: Ten

The warlock is able to create a durable 15 foot (4.6 m) diameter air bubble. The air bubble will contain breathable air for its duration and can be used underwater or in a vacuum. The bubble can be easily pierced and popped; it only has 1D6 S.D.C. points.

Call Lightning

Range: 150 feet (46.7 m) +50 feet (15.25 m) per level of experience.
Duration: Instant
Damage: 1D6 S.D.C. per level of experience.
Saving Throw: None
P.P.E.: Ten

This spell creates a lightning bolt which can be directed at any specific target. The lightning bolt shoots down from the sky and is so quick and devastating that the intended target has no chance to dodge (auto-

matic hit), but must be within the warlock's line of vision (if he can't see him, he can't call down lightning against him). This *magic* can be cast outdoors or in; damage is inflicted only to the specific person or target.

Float in Air

Range: Self or other within 30 feet (6 m) per level of experience.
Duration: Five minutes (20 melee rounds) per level of experience.
Saving Throw: None
P.P.E.: Six

This spell creates air currents which hold a person or object aloft hovering about one foot above the ground. It can be used to slow someone's descent from a fall or used to float on top of water. Movement is awkward and slow while, so the floating person sees his speed, attacks per melee and combat bonuses reduced by half.

Darkness

Range: Five foot (1.5 m) area per level of the warlock.
Duration: Three minutes (12 melee rounds) per level of experience.
Saving Throw: None
P.P.E.: Ten

This is an unnatural darkness which cannot be dispelled by normal fires. Nightvision and other means of enhanced vision are cut to half by the enchanted darkness (and high-tech, passive nightvision scopes are completely useless). Only the warlock and air elementals can see clearly in the darkness; add +15% to prowl skill and +1 to strike. Victims who are blinded by the darkness are -9 to strike, parry and dodge.

Fingers of the Wind

Range: 40 feet (12m) per level of experience.
Duration: Three melee rounds per level of the warlock.
Saving Throw: None
P.P.E.: Eight

The warlock can conjure a wind and manipulate it to touch, tap, bump, or press against a person or object. It can also put out candles, open and close windows and doors, or move or knock over small items weighing less than 10 pounds (4.5 kg).

Northern Lights

Range: Affects a 30 foot (9 m) area and can be cast 60 feet (18.3 m) away.
Duration: Four melee rounds per level of experience.
Saving Throw: Standard
P.P.E.: Twelve

This spell conjures forth a kaleidoscope of swirling, changing colors that dazzle and entrance *ALL* who behold it. Victims will gaze helplessly into the beautiful dancing colors, not speaking, moving, attacking, etc., for the duration of the light show. All senses return at the spells end. However, the magic is broken if any of the entranced people are attacked!

Resist Cold

Range: Self
Duration: 10 minutes per level of experience.
Saving Throw: None
P.P.E.: Eight

The warlock is able to resist/ignore the effects of cold functioning without discomfort or ill effects in temperatures as low as zero.

Walk the Wind

Range: Self or others.
Duration: 20 melees per level of the warlock.
Saving Throw: None
P.P.E.: Ten

This is a sort of limited fly spell enabling those enchanted person to hover up to 20 feet (6 m) above the ground and glide along the wind currents. Warlocks love to impress people by casting this spell and walking into the sky as if climbing a staircase. Speeds: Walking is equal to half the person's maximum speed attribute, but he can glide on the wind at speeds of up to 20 mph (32 km). This spell offers maximum control and maneuverability, +1 to parry, +2 to dodge. There are no restrictions in combat.

Wind Rush (60 mph)

Range: 120 feet (36.6m)
Duration: One melee round (15 seconds).
Saving Throw: A roll of 18 to 20 means the character is able to keep his balance and hold on to his belongings, but cannot attack or move forward. A failed roll means the character is blown off his feet, sent tumbling 2D6xlO yards/meters and drops/loses 1D6 belongings.
P.P.E.: Ten

This spell creates a short, powerful wind gust at 60 mph (96.5 km) that is capable of knocking people down, knocking riders off their mounts, blowing small objects about 100 feet (30.5 m) away, or creating dust storms.

The wind can be directed by the warlock at one specific target or a general sweep (maximum wind width 20 feet/6 m). Any character caught by the wind blast is helpless and unable to attack or move forward. It take an additional melee round to recover, and 1D8 to gather up all the items blown away.

Level Four: Air

Ball Lightning

Range: 60 feet (18.3 m) per level of experience.
Duration of the hurled balls: Temporary
Field Duration: Four melees (one minute) per level of the warlock.
Damage: Hurled balls: 3D6 points of damage plus one per level of experience. Electric field: 3D6+1D6 damage per level of experience.
Saving Throw: None
P.P.E.: Fifteen

This spell creates three basketball sized balls of lightning which hover at the side of the warlock. With a simple gesture the three balls are hurled at their target. The warlock character must roll a 20 sided die to strike just as if the balls were a normal thrown weapon, but the magic lightning is +5 to strike.

An electrical field can be created by placing the three lightning balls in a triangular formation about four feet (1.2m) apart. This creates an electrical energy field that covers approximately a ten foot (3 m) area per level of experience. Anyone who touches the field or tries to passes through it suffers damage. **Destroying the field** is possible if all three balls are destroyed; each ball has 20 S.D.C.

Calm Storms

Range: Immediate area around the warlock, affecting 1000 foot (305 m) radius per level of experience.
Duration: 15 minutes per level of experience.
Saving Throw: None
P.P.E.: Twenty

This spell is similar to the wizard spell of the same name, but the air warlock's, or elemental's, bond with the element is so strong that the magic is performed at a fraction of the P.P.E. The character can calm the tumultuous tempest of nature with a simple invocation and concentration, slowing a downpour or raging storm to a light drizzle, reduce

wind speed by 75%, reduce the size of waves by half, and lighten the dark, stormy skies.

Note: Calm Storms is effective against natural and magically induced storms. A typical storm rarely lasts more than four hours (roll 2D4 to randomly determine the length of a natural storm). If the magic ends before the storm, then the skies quickly darken and the storm resumes in full force.

Dissipate Gases

Range: 30 foot (9 m) radius.
Duration: One minute (four melee rounds) per level of experience.
Saving Throw: None
P.P.E.: Fifteen

This spell dissipates/destroys all gases including magical clouds, mists, and fumes, but not fog of a character metamorphosized into a mist. The dissipation of dangerous gases reduces all damage and side effects by half, and will completely dissipate a 30 foot (9 m) radius of gas in eight melee rounds.

Freeze Water

Range: 30 feet (9 m)
Duration: Varies
Saving Throw: None
P.P.E.: Ten

The warlock is able to instantly freeze 20 gallons (75.7 liters) of water per level of his experience. This water will remain frozen until it melts due to normal conditions. This spell can be cast up to 30 feet (9 m) away.

Invisibility

Range: Self or 6 foot (1.8 m) area.
Duration: Four melees (one minute) per level of the warlock.
Saving Throw: None
P.P.E.: Twenty

This spell renders the warlock or everyone/everything in a six foot (1.8 m) diameter invisible. The spell requires intense concentration on the part of the warlock, preventing him from casting any additional spells unless he drops the invisibility. He cannot perform any complicated task lest he lose concentration and become visible. All effects and abilities are identical to the wizard spell of invisibility: simple.

Leaf Rustler

Range: Immediate area.
Duration: 30 minutes.
Saving Throw: None
P.P.E.: Fifteen

Through this spell the warlock is able to summon and command a simple, mischievous, air elemental essence fragment. This air elemental can be assigned an area or told to follow a particular person or group and rustle leaves, make noise, breathe heavy, knock over objects, slam doors, tap, thump, blow out candles, etc.

Leaf Rustler

- Natural A.R. 10
- Hit Points: 20 ; S.D.C.: 10
- Things of Note: Invisible, three feet tall (0.9 m), P.S. 4, P.P. 6, flying speed of 20 mph (32 km), +4 to dodge, and two melee attacks/actions per round. Only inflicts 1D4 damage from attacks.

The leaf rustler is too puny to steal any item weighing more than three pounds (1.4 kg) and is too dumb to spy/gather intelligence or follow complicated orders. It will remain in this world until the spell's duration ends or the warlock sends it back, whichever comes first.

Phantom Footman

Range: Immediate area.
Duration: 10 minutes per level of the warlock.
Saving Throw: None
P.P.E.: Twenty

This is another spell that enables the warlock to summon and command an air elemental essence fragment. This invisible assistant will stay at the warlock's side (within 200 feet/61 m), helping to carry items, open doors, locate secret compartments/doors (89%), fly slightly ahead to check out a passage, etc.

Phantom Footman

- Natural A.R. 10
- Hit Points: 40; S.D.C.: 20
- Things of Note: Invisible is its natural state, six feet (1.8m) tall. I.Q. 6, P.S. 20 (supernatural), P.P. 8, flying speed 35 mph (56 km), doesn't fatigue, impervious to cold, poison and disease, +1 on initiative and to parry, +4 to dodge, two melee attacks/actions per melee round, and can see the invisible.
- The footman can carry up to 1000 pounds and still move at its maximum speed! It can perform simple tasks and simple reconnaissance. The elemental servant will obey only the warlock and will stay within 1000 feet (305 m) of him. It will remain in this world until
- the spell's duration elapses or it is sent back by the warlock, whichever comes first.

Protection from Lightning

Range: Self
Duration: Three minutes per level of experience.
Saving Throw: None
P.P.E.: Twenty

The warlock is able to make himself impervious to lightning or electrical effects; no damage, not even from magic lightning!

Level Five: Air

Breath of Life

Range: Touch
Duration: Permanent
Saving Throw: None
P.P.E.: Fifty

The warlock can revive a recently dead person by invoking this elemental magic, pressing his mouth to the dead person's mouth and blowing his breath into the lungs of the corpse. The person will revive in 1D4 melee rounds if successful. Success Ratio: 70%+1% per level of experience. This spell can be attempted only once per deceased, although another warlock can try on the same body.

This is the only life restoring elemental magic spell that exists, but the deceased must have died less than 24 hours ago. The breath does not restore missing limbs, heal burns, or cure insanity. The resurrected char-

acter gets back half of his hit points; S.D.C. and the rest of the hit points must be regained through rest and medical means or additional magic.

Circle of Rain

Range: 60 foot (18.3 m) radius per level of the warlock.
Duration: 15 melees per level of the warlock.
Saving Throw: None
P.P.E.: Twenty-Five

Through this elemental magic the warlock can create a heavy downpour accompanied by thunder, lightning, and clouds. Anyone in the circle of rain will become soaking wet, chilled, have movement slowed by one-third, and the sense of hearing and vision will be impaired (both normal and nightvision), reduced to 30 feet (9 m). This magic can be done indoors and outdoors. It inflicts 5D6 damage per melee round to vampires.

Darken the Sky

Range: 1000 foot (305 m) radius per level of the warlock.
Duration: 30 minutes per level of experience.
Saving Throw: None
P.P.E.: Twenty

The warlock is able to manipulate atmospheric conditions and cause the sky to suddenly darken, with grey and large black, ominous clouds rolling in as if a terrible storm were coming. A slight chill also permeates the area. This can only be done outside.

Detect the Invisible

Range: 60 feet (18.3 m) in line of vision.
Duration: 10 minutes per level of experience.
Saving Throw: None
P.P.E.: Ten

The warlock is able to see/detect an invisible creature within his line of sight clearly and distinctly. The spell endows only the warlock with this ability.

Invisible Wall

Range: 60 feet (18.3 m) away, covers a 10 foot (3 m) area per level of the warlock.
Duration: Four melees (one minute) per level of the warlock.
Saving Throw: None
P.P.E.: Thirty

This elemental magic creates an invisible wall composed of wind and water that cannot be easily penetrated because it continually renews itself; 50 S.D.C. per melee round. A dispel magic barrier spell will destroy it completely in the blink of an eye. Likewise, suffering double damage (100 points) in a single melee will completely destroy it. This spell can be cast up to 60 feet away.

Phantom

Range: Immediate area.
Duration: 15 minutes per level of the warlock.
Saving Throw: None
P.P.E.: Thirty

This spell enables the warlock to summon and command an air elemental essence fragment. This invisible assistant can be sent to scout ahead, spy, hunt, defend, attack, carry items, locate secret compartments/doors (89%), etc. There is no limit to the distance it can travel away from the warlock.

Phantom

- Natural A.R. 10
- Hit points: 60; S.D.C.: 30
- Attribute Equivalents: I.Q. 10, M.A. 3, M.E. 10, P.S. 22, P.P. 19, and flying speed 45 mph (72 km).
- Natural abilities: Its natural state is one of being invisible, eight feet (2.4 m) tall, nightvision 200 feet (61 m), can see the invisible, doesn't fatigue, is impervious to cold, poison and disease, and the phantom can carry up to 1000 pounds and still moves at its maximum speed! Obeys the warlock only.
- Bonuses: +2 on initiative, +4 to strike and parry, +7 to dodge. Three attacks/actions per melee round and inflicts 2D6 damage from punch or 4D6 from a power punch (counts as two attacks).
- Can cast all level 1-4 air elemental magic; 100 P.P.E. It will remain in this world until the spell's duration elapses or it is sent back by the warlock, whichever comes first.

Whirlwind

Range: 300 foot (91.5 m) distance; line of sight.
Duration: One minute (four melee rounds) per level of experience.
Saving Throw: None
P.P.E.: Thirty

The warlock creates a whirlwind which is a rotating windstorm of limited intensity moving in an inward and upward spiral motion. Its 75 mph (120 km) winds will suck up, hurl and dash to the ground anyone or anything within its 20 foot (6 m) diameter. Everyone caught in the whirling wind cannot attack, cast spells, speak, etc., for one full melee before being hurled to the ground after flying about 40 feet (12m), suffering 4D6 damage. The character will be dazed for an additional 1D4 melees (all attacks and combat bonuses are reduced by half), unless a successful roll vs impact/fall/punch is made.

S.D.C. objects, such as wooden doors, fences, walls, and carts, exposed to the full force of the whirlwind will be smashed within one melee round of concentrated force. The whirlwind can move in all directions at once, but must be directed by the warlock, requiring his full attention. A warlock cannot cast any other spells or perform any skills while maneuvering a whirlwind and must be within 300 feet of it. The whirlwind can be sent to strike a foe or target equal to the warlock's number of hand to hand attacks per melee round.

Level Six: Air

Electrical Field

Range: Affects a ten foot (3 m) area per level of the warlock, and can be cast up to 200 feet (61 m) away.
Duration: Two minutes per level of experience.
Saving Throw: None
P.P.E.: Thirty-Five

The electrical field is a crackling wall of energy that inflicts 4D6 damage and a 1-50% chance of being stunned for 2D6 melees for each melee round to anyone who tries to pass through it. All damage is subtracted from physical S.D.C. and hit points, or armor S.D.C. The field cannot be attacked or destroyed, except by a dispel magic barrier or negate magic spell, both of which destroy it instantly.

Electro-Magnetism

Range: Affects a 40 foot (12m) area and can be cast up to 300 feet (91.5 m) away.
Duration: One minute per level of experience.
Saving Throw: None
P.P.E.: Forty

This spell creates an area that is super magnetized. Any iron or iron alloy that enters its radius will be irresistibly drawn to the center of the field and held there until pulled away or the spell elapses. The magnet-

ism is so strong that it will rip swords from their scabbards, iron utensils from pockets, and draw art entire suit of iron armor to it, man and all. Even magic items made of iron will be affected! The magnetic force is invisible and undetectable except for its irresistible pull.

To remove an object requires a combined strength (P.S.) of 80. The force can pull and hold a single object weighing up to 200 pounds (90 kg) per level of experience. A dispel magic barrier or negate magic spell can destroy the field, but the magnetic field has a +5 to save against them. The disrupt energy spell can make a person impervious to electromagnetism or reduce the combined P.S. needed to pull an object or person away to 40.

Mist of Death

Range: 90 foot distance (27.4 m), affects a 10 foot (3 m) diameter.
Duration: One melee round (15 seconds).
Saving Throw: Standard
P.P.E.: Forty

This elemental magic spell creates a toxic red mist that covers a 10 foot area (3 m) and inflicts 4D6 points of damage direct to hit points to everyone who breathes it or touches it with bare skin. This powerful magic even affects creatures of magic and supernatural beings. The mist lasts only one melee (15 seconds), then dissipates. Does not affect people in Armor of Ithan, those who are magically invulnerable, or those who successfully save vs magic.

Snow Storm

Range: Affects a 30 foot (9 m) area per level of the warlock and can be cast 50 feet (15.2 m) away per level of experience.
Duration: Two minutes (8 melees) per level of experience.
Saving Throw: None
P.P.E.: Fifty

Drops the temperature to 15 degrees below freezing, creates 30 mph (48 km) winds, and snow and hail rain down. There is one foot (0.3) of accumulation every other melee round (30 seconds). Reduces speed by half, and vision, including special optical enhancements, is limited to 20 feet (6 m). The cold, wind and hail combine to inflict 10 points of damage every melee round.

Vacuum

Range: Affects two foot (0.6 m) area per level of the warlock and can be cast up to 10 feet (3 m) away.
Duration: One minute (4 melees) per level of experience.
Saving Throw: Special: The standard roll is made but it only indicates if the person can escape from the vacuum. The victim can roll once every 30 seconds until he falls unconscious.
P.P.E.: Forty

The warlock is able to create a vacuum (an area devoid of air). If the vacuum is placed around a person/animal the character will immediately begin to choke and gasp for air. He will be rendered unconscious in two minutes and dies from suffocation within six minutes. Air elementals caught in a vacuum suffer 2D4+2 damage per melee round. The warlock can manipulate the vacuum as he desires, at a speed of 8.

Whisper of the Wind

Range: 40 miles (64 km) per level of the warlock.
Duration: Special
Saving Throw: None
P.P.E.: Thirty

This spell enables the warlock to send a verbal message (under 100 words) on the tongue of the wind. The message will travel on a gust of wind (40 mph/64 km) and can be sent to anyone within range as long as their general location is known. The person receiving the message will hear it clearly whispered in his ear as the wind caresses his head and chest. The message is only spoken once.

Level Seven: Air

Atmosphere Manipulation

Range: 300 foot (91.5 m) radius per level of experience, while controlled by the warlock.
Duration: 30 minutes per level of experience.
Saving Throw: None
P.P.E.: Fifty

This elemental magic enables the warlock to actually manipulate atmospheric conditions. In this way he can increase precipitation to cause heavy rain, a storm, frost, snow, etc. He can also cause the sky to turn dark, clouds to roll in, make clouds go away, or decrease precipitation to slow or even stop the rain.

Specifically the warlock can:

1. Raise or lower the temperature 10 degrees per level of experience.
2. Increase or decrease the wind 10 mph (16 km) per each level of experience.
3. Change wind direction.
4. Increase or decrease precipitation 12% per level of experience.
5. Create normal fog covering a 300 foot (91.5 m) radius per level.
6. Dispel normal fog at a rate of 300 foot radius per level of experience.

The proper manipulation of temperature and precipitation can create any number of different atmospheric conditions. The warlock can make *one* weather manipulation (or cast one new elemental magic) per melee round, maintain it, or combine effects, adding one to another with every passing melee round. For example: He might first darken the sky, increase the wind speed, then create a fog, and throw in a thunderclap or two. When he is done, he can leave what he's created for 15 minutes before the weather changes back to normal. Once things have been set into motion, the character can leave the manipulated area to go conduct other activities or use other powers as normal. Unless magically dispelled, the manipulated conditions last 15 minutes. They only last 30 minutes per level of experience if the warlock maintains his direct control over the air.

Hurricane

Range: Affects a 120 foot (36.6 m) radius and can be cast up to 500 feet away (155 m).
Duration: One minute (four melee rounds) per level of experience.
Saving Throw: None
P.P.E.: Sixty

This elemental magic conjures a great sea storm with 100 to 150 mph (160 to 260 km) winds blowing around within a 120 foot (36.6 m) radius. The sea is lashed into huge waves 30 feet (9 m) tall, that batter and destroy all but the largest ships. Inflicts 3D6x10 damage per melee round. Torrential rains, thunder and lightning accompany these terrific winds. Any person foolish enough to be above deck during this storm will take 1D6 damage three times per melee round from flying debris, wind, and hail. There is also a chance (1-33%) of getting washed overboard. A hurricane can only be cast on large lakes, seas and oceans.

Rainbow

Range: One mile (1.6 km).
Duration: 15 minutes per level of the warlock.
Saving Throw: Standard
P.P.E.: Sixty

The warlock creates a rainbow extraordinary in its prismatic color display arcing across the sky. The gentle beauty of this sight will raise

the morale of all who view it, instilling a deep feeling of wonder, self worth, hope and joy.

Tornado

Range: Affects a 100 foot (30.5 m) diameter and can be cast up to 600 feet (183 m) away.

Duration: One melee round per level of experience.

Saving Throw: None

P.P.E.: Sixty

The warlock creates the most destructive land storm possible, a tornado, accompanied by heavy rain, hail, thunder, lightning, and roaring winds. People a hundred feet (30.5 m) away from of the funnel cloud each take 1D6 damage per melee round from flying debris.

The awesome, black funnel cloud is the center of the storm with winds of 120 to 180 mph (192 to 288 km). The funnel sucks in (or destroys) everything its 100 foot (30.5 m) diameter touches. All stationary wood, clay, and stone structures such as buildings and trees, suffer 4D6x10 points of damage, and trees are uprooted in one melee round (15 seconds).

Anything or one actually sucked into the spinning vortex suffers 3D6x10 damage per melee round and is completely helpless (can't attack, cast spells or perform skills). After 1D6 melees, the person or object will be hurled from the funnel, inflicting 2D6x10 points of damage from impact (a generous G.M. will subtract all tornado damage from armor S.D.C. first). Characters who are magically invulnerable or wearing the Armor of Ithan take one-third damage.

The warlock can maneuver the tornado as he desires in any direction. This requires the character's full attention, so he cannot cast any other spells for the duration of the tornado. Should the warlock be knocked unconscious or killed, there is a 1-64% chance the tornado will run wild, disappearing only after the full spell duration has elapsed.

Level Eight: Air

Wind Blast

Range: 100 feet (30.5 m) per level of experience; line of vision.

Duration: Instant

Saving Throw: Standard, to keep balance.

P.P.E.: Forty

The warlock creates a titanic, but concentrated blast of wind with hurricane force. This blast of wind has the punch of a missile. The warlock must aim and hurl the blast, +6 to strike.

Damage: 2D6+1D6 per level of experience. Plus the person struck must roll to keep his balance or be knocked off his feet, same as *wind rush.*

Wind Cushion

Range: 1000 feet (305 m); covers a 40 foot (12 m) area +10 feet (3 m) per level of experience.

Duration: One minute per level of experience.

Saving Throw: None

P.P.E.: Fifty

The warlock can create a swirling, tornado-like cone or cushion of wind around himself or others. The effect is like standing in the eye of a hurricane where everything is calm, while all around is turbulence. The wind is not designed to move or to inflict damage, but to negate the impact of explosions and deflect projectile attacks. The impact of thrown objects and arrows are completely absorbed and the item deflected by the air cushion; up to 200 S.D.C +50 per level of the warlock can be inflicted before the air cushion vanishes. Likewise, the cushion can be used to cushion a crashing air vehicle or falling characters and set the plummeting people on the ground gently and without impact damage. The cushion also negates the effects of the thunderclap and other sound based magic. **Note:** Anybody trying to enter the wind cushion from outside is knocked 1D4x10 yards/meters and suffers 3D6 damage.

Creature of the Wind

Range: Self

Duration: One melee (15 seconds) per level of experience.

Saving Throw: None

P.P.E.: Seventy

The warlock is temporarily transformed into an air elemental-like being, composed of wind, water vapor and energy. The appearance is a semitransparent vapor in a humanoid form. In this vapor form the warlock can fly at a speed of 500 mph (800 km) or 8.3 miles per minute (13 km), turn completely invisible, has 200 S.D.C., does not fatigue, all attacks inflict half damage, the character can squeeze through keyholes and cracks in one melee action (3 seconds), and is +2 on initiative, +4 to dodge, +20% to prowl, and can pick up and carry up to 500 pounds (226 kg). However, the transformed warlock is -2 to strike and parry using hand-held weapons of any kind.

Earth Elemental Magic

Level One: Earth

Chameleon

Range: Self or others by touch.

Duration: Six minutes per level of experience.

Saving Throw: None

P.P.E.: Five

This spell enables the person to seemingly alter the color and patterns of his clothes and physical body, enabling him to blend into the surrounding environment like a chameleon. Movement destroys the effectiveness of this magic.

90% undetectable if unmoving.

70% undetectable if moving two feet (0.6 m) per melee or slower.

20% undetectable if moving six feet (1.8m) per melee round.

Totally ineffective if moving any faster.

Dowsing

Range: Self; sensing range is 100 feet (30.5 m) per level of experience.

Duration: Ten minutes per level of experience.

Saving Throw: None

P.P.E.: Two

This is the magically induced ability to sense the location of water, whether it be a stream, pond, river, or underground; 90% efficiency. Can specifically key in on fresh drinking water.

Dust Storm

Range: 120 feet plus 20 feet (6 m) per level of the warlock. Affects a 20 foot (6 m) diameter.

Duration: One minute (4 melees) per level of experience.

Saving Throw: None

P.P.E.: Five

The warlock can cast a dust storm up to 120 feet (36.6 m) away. Victims caught in the storm will find their vision reduced (both nightvision and normal) to a distance of about 10 feet, plus they lose initiative, speed is reduced by half, as well as finding the whole situation uncomfortable; it is difficult to speak, cast spells and even breathe without choking on dust and dirt.

Fool's Gold

Range: Five feet (1.5 m)
Duration: 20 minutes per level of the warlock.
Saving Throw: Standard; a successful roll means the character can tell the item is not really gold.
P.P.E.: Five

This elemental magic enables the character to make any object appear to be made of gold. After the warlock leaves, the object will still retain its gold appearance until the spell's duration elapses. Only those who can recognize precious metals can recognize fool's gold; skill rolls are at -10%.

Identify Minerals

Range: Five feet (1.5 m)
Duration: Three minutes per level of the warlock.
Saving Throw: None
P.P.E.: Three

The warlock is temporarily instilled with the knowledge of all minerals and fossil type formations. Thus he can identify minerals, rocks, metals, precious metals, and gems with a 90% success ratio.

Identify Plants

Range: 10 feet (3 m); line of sight.
Duration: Three minutes per level of the warlock.
Saving Throw: None
P.P.E.: Three

The warlock is endowed with the ability to recognize all types of plants, fruits, molds, and even processed herbs used in powders, potions and poisons in which plants are an important ingredient.

Rock to Mud

Range: 20 feet (6 m) per level of experience.
Duration: Instant and permanent.
Saving Throw: None
P.P.E.: Six

This magic turns any type of stone or rock into mud. The warlock can transform 30 pounds (13.6 kg) of rock per level of experience. The magic can be cast up to 20+ feet away. The spell has no effect on elemental beings but will cause 1D4x10 damage to a stone golem.

Rot Wood

Range: 20 feet (6 m)
Duration: Instant and permanent.
Saving Throw: None
P.P.E.: Four

This elemental magic rots the structure of wood, reducing its strength and structure by half (A.R. and S.D.C.). The warlock can affect 30 pounds (13.6 kg) of wood per level of experience and can use the spell repeatedly on the same area of wood to dramatically reduce its S.D.C. structure. The rot wood spell can also inflict 4D6 S.D.C. damage to living trees or 3D6 damage to tree/plant elementals and tectonic entities made of plants, paper or wood.

Level Two: Earth

Create Dirt or Clay

Range: 10 feet (3 m) away per level of experience.
Duration: Instant and permanent.
Saving Throw: None
P.P.E.: Six

This spell enables the warlock to actually create dirt or clay out of thin air. He can conjure up 50 pounds (22 kg) per level of experience.

Dirt to Clay

Range: 10 feet (3 m) per level of experience.
Duration: Instant and permanent.
Saving Throw: None
P.P.E.: Six

A transformation spell that enables the warlock to transform dirt/soil into clay. Fifty pounds (22 kg) of dirt per level of the warlock can be changed.

Dirt to Sand

Range: 10 feet (3 m) per level of experience.
Duration: Instant and permanent.
Saving Throw: None
P.P.E.: Six

Another transformation spell that turns dirt into sand. Fifty pounds (22 kg) of dirt per level of the warlock can be changed into sand. The warlock can only affect dirt within his range of vision.

Grow Plants

Range: Ten feet (3 m) per level of the warlock. Affects a 10 foot (3 m) area per level of experience.
Duration: One month per level of experience.
Saving Throw: None
P.P.E.: Eight

This spell increases the fertility of the area's soil and doubles the natural growth rate of those plants in it.

Hopping Stones

Range: 100 feet (30.5 m).
Duration: Four melee rounds per level of experience.
Damage: Varies; all S.D.C.
Saving Throw: None
P.P.E.: Six

With this spell the warlock can make any stones, pebbles, or rocks hop and jump, creating a bizarre spectacle, or use them to pelt people. The stones can hop up to 6 feet (1.8 m) and a maximum of 50 pounds (22 kg) can be made to hop. An assault of pebbles does 2D4 S.D.C. points of damage. Small rocks do 1D4 damage each, large (shoe size) do 1D6 damage each, and very large (football or soccer ball sized) do 3D6 damage each. The attack can be spread out to assault several people or directed on one person.

Track

Range: Self or others.
Duration: 10 minutes per level of the warlock.
Saving Throw: None
P.P.E.: Six

This spell endows the person with the ability to recognize and follow tracks the same as the skills with a 77% proficiency to track animals and 80% to track humanoids.

Wall of Clay

Range: Can be cast 60 feet (18.3 m) away and creates an 8x8x4 feet (2.4x2.4x1.2 m) length of wall per level of experience.
Duration: Four minutes per level of the warlock or until destroyed.
Saving Throw: None
P.P.E.: Eight

The warlock can create a wall of clay with 50 S.D.C. per level of experience. The wall can be cast up to 60 feet (18.3 m) away. Dropping

the wall on top of somebody inflicts 6D6 S.D.C. damage and traps them underneath its weight; the wall can be made to appear 30 feet (9 m) in the air overhead.

Wither Plants

Range: 10 foot (3 m) area per level of experience.
Duration: Permanent
Saving Throw: None
P.P.E.: Ten

This spell kills plant life within a 10+ foot diameter around the warlock; they shrivel up and die within 1D4 minutes. In the case of trees and heavy shrubs or vines, their structure is weakened, suffering 1D6x10 S.D.C. damage; a tree/plant elemental suffers the same damage. The withered plants are killed, but new vegetation is likely to grow in their place within a few weeks.

Level Three: Earth

Animate Plants

Range: Affected area is 40 feet (12 m) in diameter plus 5 feet (1.5 m) per level of experience.
Duration: Four melee rounds per level of experience.
Damage: Varies; all S.D.C.
Saving Throw: None
P.P.E.: Ten

This spell enables the warlock to mentally manipulate all plant life within a 40+ foot diameter around him (he's in the center). He can cause vines, weeds, shrubs, or trees to trap and ensnare an animal, entangle someone, or cover/camouflage something. He can also manipulate the larger plants to grab and hold things or act as bludgeons and hit people with them. Although the limbs of the plants can be made to move and function like hands and arms, they are still restricted by the facts that the plant is rooted in the soil and they are not designed for articulated movement.

This magic manipulation requires the full concentration of the warlock, preventing him from casting any other spells or performing other actions. **Notes on plants:** since the warlock is likely to use this magic to impede movement and to attack, here are some basic statistics:

- Weeds, grass, soft plants impair movement, reduce speed 20%.
- Heavy weeds, vines impair movement, reduce speed by 30%.
- Bushes, shrubs, small trees significantly reduce speed by 50% and can be used to strike people, inflicting 3D6 S.D.C. damage per blow or strangle; six attacks per melee.
- Average trees impair movement, reducing speed by 70% and can strike people, inflicting 1D4x10 S.D.C. damage or strangle; eight attacks per melee.
- Entanglement can be utilized within the entire radius of control, even outside the line of vision. Striking attacks must be within the warlock's line of vision.
- +1 on initiative (the element of surprise); no other bonuses.

Create Mound

Range: Affected area is 10x5x5 feet (3x1.5x1.5 m) per level of the warlock. Can be cast up to 30 feet (9 m) away.
Duration: 20 minutes per level of the warlock.
Saving Throw: None
P.P.E.: Eight

The warlock is able to move the earth to create a huge mound in the terrain. This is particularly handy in creating an area to hide or a lookout post, or making the terrain more difficult to traverse. One mound is created each time the spell is cast.

Crumble Stone

Range: 12 feet
Duration: Instant and permanent.
Saving Throw: None
P.P.E.: Ten

This spell weakens or crumbles stone and rock by reducing its structure by half. The warlock can crumble 50 pounds (22 kg) of stone per level of experience and can use the spell repeatedly on the same area of stone to dramatically reduce its structure. The crumble stone spell can also inflict 1D6x10 S.D.C. to a stone golem or 3D6 S.D.C. to earth elementals.

Dig

Range: Immediate area/touch.
Duration: Five minutes per level of the warlock.
Saving Throw: None
P.P.E.: Eight

This unique spell unleashes an invisible force that will dig a hole or tunnel for the warlock. It can dig through 10 feet (3 m) of dirt per melee round, five feet (1.5 m) of clay, or two feet (0.6 m) of stone. The stone must be somewhat loose for this to work, a solid wall of stone and mortar cannot be dug through. This spell cannot be used against golems or elemental beings.

Earth Rumble

Range: Affects a 30 foot radius (9 m), and can be cast 50 feet (15.25 m) per level of experience.
Duration: One melee per level of the warlock.
Saving Throw: Save vs horror factor 14 or higher.
P.P.E.: Ten

The earth rumble spell causes the earth within a 30 foot (18.3 m) radius to rumble, shake, and tremble as if an earthquake was occurring. This will usually cause panic, unless a saving throw vs horror factor 14 is made. A failed roll means the person loses one melee attack and initiative, plus there's a 1-60% chance that the person will flee the area; a 1-85% likelihood that animals will flee.

Encase Object in Stone

Range: 10 feet (3m)
Duration: Instant and permanent.
Saving Throw: None
P.P.E.: Ten

This spell works on non-living objects, enabling the warlock to magically encase any one item in a block of stone without damaging the item inside. The item will be permanently encased and must be broken free from the stone if it is to be retrieved. Up to a dozen very small items such as coins or gems can be encased if enclosed in a single pouch. The warlock can create up to 35 pounds (14 kg) of stone to encase an object. The objects must be fairly small (6 inches in circumference) or fairly long and narrow like a sword. The stone encasement is solid, with an A.R. of 12 and 100 S.D.C. points.

Locate Minerals

Range: 20 foot (6 m) area per level of warlock.
Duration: Four minutes per level of experience.
Saving Throw: None
P.P.E.: Ten

The warlock is instilled with the temporary ability to sense and locate a particular mineral within a particular area, including underground deposits. Success ratio is 90%. If the desired mineral is not present in the area the warlock will know it.

Wall of Stone

Range: Can be cast 60 feet (18.3 m) away and affects/covers an 8x8x4 feet (2.4x2.4x1.2 m) area per level of experience.
Duration: Four minutes per level of the warlock or until destroyed.
Saving Throw: None
P.P.E.: Fifteen

The warlock can create a wall of stone with 100 S.D.C. per level of experience. The wall can be cast up to 60 feet (18.3 m) away. Dropping the wall on top of somebody inflicts 1D6x10 S.D.C. damage and traps him underneath its weight (a combined P.S. of 60 is needed to raise the wall enough to crawl out). All elemental walls can be made to vanish via the wizard's *dispel magic barrier* spell.

Level Four: Earth

Animate Object

Range: 40 feet (12 m) plus 10 feet (3 m) per level of experience.
Duration: Four minutes per level of the warlock.
Saving Throw: None
P.P.E.: Twelve

This powerful elemental magic enables the warlock to animate any wood, clay, or stone object weighing less than 50 pounds (22 kg). Thus, he can bring a chair or table to life bucking or kicking or running about a room, or make a jug or pot dance merrily across a table top. If these objects are used as weapons, they inflict 1D6 damage if small (broom, stick, club, chair, jug, etc.), or 2D6 S.D.C. damage if large, like a table, easy chair, etc. Animated weapons constructed of wood or mostly wood or stone do their normal damage. The object has one attack per melee round, a speed of 8, +3 to parry and dodge, and +2 to strike.

Cocoon of Stone

Range: Self
Duration: One day per level of experience.
Saving Throw: None
P.P.E.: Fifteen

Similar to the encase objects in stone, this spell enables the warlock to encase himself in a protective cocoon of stone. The warlock is in a semi-state of suspended animation and even though the stone is solid, he can breathe. While encased he cannot communicate verbally nor cast spells. He is safe from extreme heat, cold, fire, rainstorms, flooding, magic clouds, and any other physically disabling phenomena. The warlock can mentally cancel the cocoon at any time. The cocoon has an A.R. 16, 300 S.D.C., weighs 500 pounds (225 kg) and is approximately one foot (0.3 m) thick.

Mend Stone

Range: Touch or immediate area.
Duration: Instant and permanent.
Saving Throw: None
P.P.E.: Fifteen

This spell mends and restores clay, stone, or rock walls, statues, fractured pottery, etc., without a hint of there having ever been damage, and rejuvenates deteriorating stone. This doubles the crumbling stone's S.D.C., and stops deterioration. It can also restore 4D6 S.D.C. to golems and earth elementals. The warlock can restore up to 70 pounds (31.7 kg) of stone or clay per level of experience. Note that the stone cannot be given more S.D.C. than it originally had before it was damaged.

Quicksand

Range: Area affected is a five foot (1.5 m) radius per level of the warlock, and can be cast up to 100 feet (30.5 m) away.
Duration: 10 minutes per level of experience.
Saving Throw: None
P.P.E.: Fifteen

The warlock transforms normal earth or stone into a pool of quicksand. Anyone stepping into it will find himself sinking at a rate of two feet (0.6 m) per melee. Struggling doubles the sinking rate. Once submerged, the victim will drown/suffocate within four minutes (loses consciousness in two), unless the individual can hold his breath or is wearing an environmental suit/armor. The quicksand is covered by leaves or water, looking like normal ground, a shallow pool, or pond; 79% undetectable outdoors, 97% undetectable in a swampy area, and 30% undetectable indoors.

Repel Animals

Range: 30 feet (9 m) plus 5 feet (1.5 m) per level of experience.
Duration: Immediate
Saving Throw: Standard for animals.
P.P.E.: Ten

This spell repels unwanted animals from the area, excluding insects. The animals simply find the area disturbing and will not enter it. The animals will not return for 2D6 hours or may pace or wait just beyond the protective radius.

Rust

Range: 20 feet (6 m).
Duration: Instant and permanent.
Saving Throw: None
P.P.E.: Fifteen

This elemental magic weakens or rusts iron and metal alloys by half. The spell can be cast on the same object or area repeatedly to weaken it dramatically. The warlock can weaken about 50 pounds (22 kg) of iron per level of experience. This spell is totally ineffective against magic armor, weapons and items or elementals. However, it inflicts 1D6x10 damage to iron golems.

Sand Storm

Range: 120 feet (36.6 m) plus 20 feet (6 m) per level of the warlock. Affects an area 20 feet (6 m) in diameter.
Duration: One minute (4 melees) per level of experience.
Saving Throw: None
P.P.E.: Fifteen

Victims caught in the storm will find their vision reduced (both nightvision and normal) to a distance of about five feet (1.5 m). The blowing sand stings and hurts unprotected eyes and flesh. Victims lose initiative, two melee attacks, are -5 to strike, parry, and dodge, speed is reduced by 75%, talking without covering the mouth is impossible, hearing is reduced by half because of the loud sound of rushing sand, and 1D4 damage is inflicted every melee round.

Wall of Thorns

Range: Covers a 20 foot (6 m) area plus 10 feet (3 m) per level of the warlock.
Duration: 10 minutes per level of the warlock.
Saving Throw: None
P.P.E.: Fifteen

This magic creates a dense wall of hard, gnarled vines with long, sharp thorns that covers a 20x20x10 foot (6x6x3 m) length. The dagger-like thorns inflict 5D6 damage if someone falls into them, but even pushing or chopping through them in armor can be time consuming; must inflict 15 S.D.C. per each foot (3 m) of thorns.

Level Five: Earth

Chasm

Range: Can be cast up to 100 feet (30.5 m) away, plus 10 feet (3 m) per level of experience.

Duration: Instant effect, lasts 10 minutes per level of experience.

Saving Throw: None

P.P.E.: Twenty-Five

This spell splits the earth, creating a yawning chasm that is 40 feet long (12 m), 20 feet wide (6 m), and 20 feet (6 m) deep per level of the warlock! When the magic's duration elapses, the earth will close up as if it had never happened. Falling into the chasm does 2D6 damage per every 20 feet (6 m) of depth. **Note:** The chasm magic must be used on the ground, not man-made objects or buildings; nor will it tear through buildings, but ripple along them.

Clay to Lead

Range: 10 feet (3 m) per level of experience; line of sight.

Duration: Instant and permanent.

Saving Throw: None

P.P.E.: Twenty

A transformation magic that turns clay into lead. Fifty pounds (22 kg) of clay per level of the warlock can be transformed.

Clay to Stone

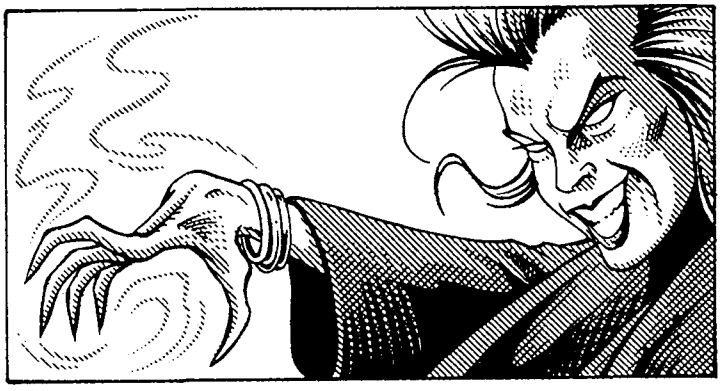
Range: 10 feet (3 m) per level of experience.

Duration: Instant and permanent.

Saving Throw: None

P.P.E.: Twenty

Another transformation spell that turns clay into stone. Fifty pounds (22 kg) of clay per level of the warlock can be transformed.



Close Fissures

Range: 60 feet (18.3 m) plus 20 feet (6 m) per level of experience.

Duration: Five minutes per level of the warlock.

Saving Throw: None

P.P.E.: Thirty

The warlock can temporarily close any (non-magic) fissures, chasms, etc. The warlock must be near the chasm's edge to close the opening. Anyone caught inside the closing chasm is crushed, suffering 2D6x10 damage; if not killed, they are trapped until the chasm is re-opened. The opening reappears when the warlock cancels his magic or the spell's duration elapses.

Little Mud Mound (elemental essence fragment)

Range: Immediate area.

Duration: 30 minutes per level of the warlock.

Saving Throw: None

P.P.E.: Thirty-Five

This spell enables the warlock to summon and command a fragmented essence from a greater earth elemental to create a smaller version of a mud mound. This slogging assistant can be sent to scout ahead, spy, hunt, defend, attack, carry items, etc. There is no limit to the distance it can travel away from the warlock.

Little Mud Mound

- Natural A.R. 12
- Hit points: 80; S.D.C.: 30
- Attribute Equivalents: I.Q. 8, M.A. 3, M.E. 10, P.S. 24, P.P. 19, Spd 20.
- Natural abilities: Made of mud, eight feet (2.4 m) tall, nightvision 600 feet (183 m), can see the invisible, doesn't fatigue, is impervious to cold, heat, poison and disease, can ooze through cracks, bio-regenerate 4D6 S.D.C per melee round, and can carry up to 1250 pounds (675 kg) and still moves at its maximum speed! Obeys the warlock only. Normal fire does no damage, magic fire does half damage and water magic does full damage.
- Bonuses: +1 on initiative, +2 to strike and dodge, +4 to parry. Three attacks/action per melee round and inflicts 3D6 damage from punch or 6D6 from a power punch (counts as two attacks).
- Can cast all level one earth elemental magic, plus travel through walls and earth; 100 P.P.E. It will remain in this world until the spell's duration elapses or it is sent back by the warlock, whichever comes first.

Travel Through Earth

Range: Self

Duration: Two minutes (8 melee rounds) per level of experience.

Saving Throw: None

P.P.E.: Twenty

This spell enables the warlock to travel/walk right through solid earth, dirt, sand, clay, wood or loose stone. The warlock can pass through earth substances like a ghost through a wall, but cannot travel through solid stone, plastic, and other artificial substances. Rate of travel is 60 feet (18.3 m) per melee round. If in the earth when the spell's duration elapses, the warlock will materialize and die instantly. He cannot cast spells or speak while traveling through solid matter.

Level Six: Earth

Clay or Stone to Iron

Range: 10 feet (3 m) per level of experience.

Duration: Instant and permanent.

Saving Throw: None

P.P.E.: 40 for clay, 60 for stone.

A transformation spell that changes clay or stone into iron. The warlock can affect up to 50 pounds (22 kg) of material per level of experience.

Mend Metal

Range: Touch or 10 feet (3 m).

Duration: Instant and permanent.

Saving Throw: None
P.P.E.: Thirty

This spell mends/restores 4D6+10 S.D.C. to iron, steel, and metal alloys, sealing cracks or fractures in any metal substance, and rejuvenating rusted/deteriorated metal, including armor. It can also restore 3D6 S.D.C. to an iron golem. The spell does not work on magic items. The warlock can mend up to 60 pounds (27 kg) of metal per level of experience.

Stone to Flesh

Range: Touch or up to a 12 foot (3.6 m) distance.
Duration: Instant and permanent.
Saving Throw: None
P.P.E.: Thirty

This spell magically transforms stone to flesh and can restore people who have been turned to stone via petrification. The warlock can change 100 pounds (45 kg) of stone per level of experience.

Travel Through Stone

Range: Self
Duration: Two minutes per level of the warlock.
Saving Throw: None
P.P.E.: Thirty-Five

This spell enables the warlock to travel/walk right through solid stone of any kind (including concrete). Rate of travel is 30 feet (9 m) per melee round.

Wood to Stone

Range: Touch or 10 feet (3 m) per level of experience.
Duration: Instant and permanent.
Saving Throw: None
P.P.E.: Thirty

This transformation spell enables the warlock to change processed (non-living) wood into stone, affecting 60 pounds (27 kg) of wood per level of experience.

Level Seven: Earth

Metal to Clay

Range: Touch or 12 feet (3.6 m).
Duration: Instant and permanent.
Saving Throw: None
P.P.E.: Forty

This transformation spell changes raw metal into clay. The warlock can change 60 pounds (27 kg) of iron per level of experience. Not effective on magic items, magic armor, silver, or gold, but will cause 4D6 damage to metal armor and iron golems.

Petrification

Range: 40 feet (12m) plus five (1.5 m) per level of experience.
Duration: Permanent, unless restored by stone to flesh spell.
Saving Throw: Standard; if a successful save, the person is not affected at all.
P.P.E.: Forty

A frightening transformation spell that changes mortal living creatures to solid stone! The victim must be within the warlock's line of vision and range. The effects of petrification are instant and permanent, unless a stone to flesh spell is used to restore the petrified creature back to flesh and blood. The transformed person or animal typically has an A.R. 14 and 140 S.D.C. A character who becomes petrified is placed in stasis and remembers nothing of the time he was turned to stone, even if that time is years stretched into centuries! If the petrified figure has a limb broken, it will be missing when restored and medical attention will be required. If the stone is smashed, the life essence inside is destroyed! Most people ignorant of magic don't know the victim of petrification can be restored and often abandon their transformed companion as dead.

River of Lava

Range: 120 feet (36.5 m) away.
Duration: One minute (4 melees) per level of the warlock.
Saving Throw: None
P.P.E.: Fifty

The warlock creates a boiling river of lava that is 30 feet long (9 m), 5 feet (1.5 m) wide, and 5 feet (1.5 m) deep per level of experience. Creating the lava directly underneath a group/troops is a vicious but terribly effective ploy, killing S.D.C. beings and barring the path for others. Elementals, golems, dragons, and powerful supernatural beings may survive such a tactic but will suffer 2D6x10 damage each melee round stuck in the lava. They will find the thick, sticky, flowing river difficult to cross, requiring one melee per every five feet (1.5 m). Victims can be pulled out by cables, chains, levitation, telekinesis or magic (rope burns).

Sculpt & Animate Clay Animals

Range: Touch or 10 feet (3 m).
Duration: Six hours per level of the warlock.
Saving Throw: None
P.P.E.: Forty

This elemental magic enables the warlock to sculpt any type of animal, real or imagined, up to 12 feet (3.6 m) tall and/or long and animate it so that it moves like a living beast. The clay animal is under the warlock's mental control and must be within 200 feet (6 m). This particular mental manipulation is very simple so that the warlock can cast other spells or engage in other activities.

Clay creature: 20 S.D.C. per level of the warlock, speed 3 per level of the warlock, two melee attacks, damage: 1D6, +1 to strike, parry and dodge. Average I.Q. 7, P.S. 22, P.P. 18, Spd 22.

Special note: The right combination of spells can make the creature more formidable. Combining a *clay to stone* and a *breath of life* will create a stone golem-like creature with double the S.D.C., melee attacks, damage and bonuses.

A similar combination will create an iron golem-like creature with triple the S.D.C., melee attacks, damage and bonuses. Or a clay to stone, stone to flesh, and a breath of life will create a living zombie-like creature with the same stats as the clay creature plus one melee attack (but can be used to create a living double/imposter).

Wall of Iron

Range: Can be cast 60 feet (18.3 m) away and affects/covers an 8x8x4 feet (2.4x2.4x1.2 m) area per level of experience.
Duration: Four minutes per level of the warlock or until destroyed.
Saving Throw: None
P.P.E.: Forty-Five

The warlock can create a wall of iron with 150 S.D.C. per level of experience. The wall can be cast up to 60 feet (18.3 m) away. Dropping the wall on top of somebody inflicts 1D6x10 S.D.C. damage and traps him underneath its weight (a combined P.S. of 60 is needed to raise the wall enough to crawl out). All elemental walls can be made to vanish via the wizard's *dispel magic barrier* spell.

Level Eight: Earth

Cap Volcano

Range: 300 feet per level of experience.
Duration: Six hours per level of the warlock.
Saving Throw: None
P.P.E.: Eighty

This powerful spell enables the warlock to place a temporary cap on a volcano, stopping the flow of lava, ash, and soot.

Create Golem

Range: Touch
Duration: Permanent
Saving Throw: None
P.P.E.: Eighty

Identical to the wizard spell of the same name, except significantly less P.P.E. is required for a warlock.

Earthquake

Range: Can be cast up to 120 feet (36.6 m) +20 feet (6 m) away per level of experience.
Duration: One melee round (15 seconds) per level of experience.
Saving Throw: Dodge line of rippling fissure and falling debris. A dispel magic barrier spell can dispel the quake within 1D4 melees.
P.P.E.: Sixty

A devastating invocation that sends terrible shock waves through the ground, causing it to rumble, undulate, and tear open. The shock wave and the fissure caused by the quake will ripple down the center of an area, shaking apart everything in its path. Those in the path of the opening fissure are at the epicenter and suffer 1D4x100 S.D.C. damage. Buildings within 100 feet (30.5 m) on either side of the fissure take 2D4x10 damage. Those inside a building will take 2D4x10 damage from falling debris. People and animals outside, away from most falling debris, suffer only 2D6 damage, but the moving earth inflicts the following penalties: Reduce speed, skill performance, combat bonuses and attacks/actions per melee round by half.

The fissure will run 60 feet (18.3 m) long per level of the warlock, inflicting its incredible destruction to everything in its path. The warlock can control the exact length and width of the quake.

Magnetism

Identical to the electro-magnetism air spell.

Transference of Essence & Intellect

Range: Self
Duration: Instant and permanent.
Saving Throw: None
P.P.E.: Fifty

Through this spell the warlock can permanently transfer his essence (I.Q., M.A., M.E., personality, memories, etc.) into any object of stone, clay, iron, wood, vegetation (living or dead), golem or animal of clay creation. This is a permanent change as there is no way to reverse the process and the original body dies within six days. The warlock's essence will remain trapped in the object until it is destroyed.

In the case of transference into a living plant (tree/wood), the warlock can animate and control the tree as if it were his own natural body (he is rooted to the ground, however). Communication must be through telepathy or empathy or written, scrawling in the dirt. In this form he is limited to four melee attacks.

Transference into a golem, mannequin, puppet or similar body, (including non-programmed robots), will allow the warlock to control that body like a robot; all skills and memories are unchanged, but may be limited by the new body.

The new sensations or lack of human sensation in the strange, new body are likely to drive the warlock insane. Roll on insanity tables once every four years.

Suspended Animation

Range: Self
Duration: One day to ten years per level of experience.
Saving Throw: None
P.P.E.: Eighty

The warlock can place himself in a total state of suspended animation slowing all body functions to a crawl and simulating death. The character ages one year for every ten that he sleeps. While in the suspended state the warlock cannot cast spells or think, only dream. His physical body is not protected in any way by this spell so it should be placed in a safe, dry, warm place with some form of protection like golem or elemental guards and/or other means. The warlock can program the spell to awaken him at a prescribed time, date, or occurrence.

Fire Elemental Magic

Level One: Fire

Blinding Flash

Range: Ten foot (3 m) radius; cast up to 60 feet (18.3 m) away.
Duration: Instant
Saving Throw: Standard
P.P.E.: One

This spell creates a sudden burst of intense white light, temporarily blinding everyone in its ten foot (3 m) radius. Victims are blinded for one to four melee rounds, and suffer from a penalty of -5 to strike and -9 to parry and dodge. The chance of stumbling and falling is 1-50% per every 10 feet (3 m) of movement. Those who successfully save versus magic are not blinded, but lose initiative.

Cloud of Smoke

Range: 90 feet (27.4 m)
Duration: One minute (four melee rounds) per level of experience.
Saving Throw: None
P.P.E.: Two

This spell enables the warlock to create a cloud of dense black smoke (30x30x30 feet/9x9x9 m maximum size) up to ninety feet away (27.4 m). Victims caught in the cloud cannot see out of it and the smoke prevents them from seeing more than three feet (0.9 m) in front of their face. Thus, striking at an opponent more than three feet (0.9 m) away in the smoke is striking blind, -5 to strike and -9 to parry and dodge. Likewise, those outside the smoke cloud cannot see those inside it, so any attacks directed at those concealed in the cloud are completely blind and are as likely to hit any comrade caught in the cloud as the enemy. The smoke is also an irritant that causes those inside the cloud to cough and choke (not lethal; part of the penalty considerations).

Create Coal

Range: 10 feet (3 m)
Duration: Instant and permanent.

Saving Throw: None
P.P.E.: Five

This spell creates lumps of coal out of thin air. The warlock can create twenty pounds (9 kg) of coal per each level of his experience.

Fiery Touch

Range: Self
Duration: One minute (four melee rounds) per level of experience.
Damage: 4D6 (damage can be regulated in increments of 1D6).
Saving Throw: None
P.P.E.: Five

This defensive magic cloaks the warlock in an invisible fiery aura that burns to the touch (visible to the *see aura* psi-power or spell). If any part of his body is touched by another, or if he touches an opponent, that person will be burnt as if he had just put his hand in a fire! The maximum amount of damage is 4D6, but the warlock can lessen it in increments of 1D6 to as little as 1D6 (most go with the maximum). **Note:** The magic of the fiery touch is such that it does not set combustibles on fire when touched.

Globe of Daylight

Range: Near self or up to 30 feet (9 m) away.
Duration: Three minutes (12 melee rounds) per level of experience.
Saving Throw: None
P.P.E.: Two

A small globe or sphere of true daylight is magically created. The light is bright enough to illuminate a 12 ft (3.6 m) area per each level of its creator's experience. Since it *is* daylight, it can keep vampires at bay just beyond the edge of the light and may frighten subterranean or nocturnal animals. The creator of the globe can mentally move it along with himself, or send it up to 30 feet (9 m) ahead. The maximum speed at which the globe can travel is equal to a speed attribute of 12.

Nightvision

Range: Self; can see 60 feet (18.3 m) plus 10 feet (3 m) per level of experience.
Duration: 10 minutes per level of experience.
Saving Throw: None
P.P.E.: Four

The warlock is endowed with the ability to see clearly in total darkness.

Impervious to Fire

Range: Self or others up to 60 feet (18.3 m) away.
Duration: Five minutes (20 melees) per level of experience.
Saving Throw: None
P.P.E.: Six

A magic invocation that makes the individual, his clothes, and any items he holds temporarily impervious to fire. Normal and magical fires do no damage.

Stench of Hades

Range: 60 feet (18.3m)
Duration: One minute (four melee rounds) per level of experience.
Saving Throw: Standard
P.P.E.: Four

A heavy sulfur-like stench fills an area 20 feet (6 m) in diameter; everyone within that area must roll to save vs magic or suffer. The foul odor causes the eyes to water, the nose and throat to burn causing people to gag, and the stomach to do flip-flop. Those who fail to save take 1D6 damage every melee round exposed to the stench and have a 1-50% chance of vomiting once every melee round, which causes the character to lose initiative, two melee attacks/actions and is -4 to parry and dodge while throwing-up. *Everybody,* even those who save, are -2 to strike, parry and dodge while in the stench area. The stench does not affect people magically impervious to gases, invulnerable, or can breathe without air.

Level Two: Fire

Cloud of Ash

Range: 90 feet (27.4 m)
Duration: One minute (four melee rounds) per level of experience.
Saving Throw: Standard, but a successful save inflicts half damage.
P.P.E.: Five

The warlock creates a cloud of hot ash that covers an area 30 feet (9 m) in diameter; it can be cast up to 90 feet (27.4 m) away. Anyone caught in the cloud or passing through it will take 2D6 damage per melee round (15 seconds), or fraction thereof, as well as being temporarily blinded for 1D6 melees. While in the cloud, victims cannot see and are in pain; -9 to strike, parry, and dodge. Those in full metal armor, Armor of Ithan, or impervious to fire will not take damage, but vision is still impaired from the hot ash and breathing is difficult even if the eyes, nose and mouth are covered with cloth; penalties -5 to strike, -9 to parry and dodge. Only elementals are completely unaffected. Note: There is also a 1-67% likelihood of highly combustible materials like dry wood, dry grass, hay, paper, old cloth, lamp oil, etc., catching on fire.

Darkness

Range: Five foot area per level of the warlock
Duration: 10 melees per level of the warlock
Saving Throw: None
P.P.E.: Eight

This is an unnatural darkness which cannot be dispelled by normal flames. Nightvision (and even high-tech optic systems) are cut to half by such enchantment. Only the warlock can see clearly in the darkness; add +15% to his prowl skill and +1 to initiative and +1 to strike. Victims who are blind in the darkness are -9 to strike, parry and dodge.

Flame Lick

Range: Four feet (1.2 m) per level of the warlock.
Duration: Two melee rounds (30 seconds) per level of experience.
Damage: 3D6 (damage can be regulated in increments of 1D6).
Saving Throw: Dodge
P.P.E.: Seven

This elemental magic creates a tongue of flame that leaps from the palm of the warlock's hand. The warlock can shoot out this flame equal to the number of hand to hand melee attacks. The character must roll to strike, but is +3 to hit. The maximum amount of damage is 3D6, but the warlock can lessen it in increments of 1D6 to as little as 1D6 (most go with the maximum); does double damage to skeletons, mummies, zombies, dry wood and highly combustible materials.

Freeze Water

Range: 30 feet (9 m)
Duration: Varies
Saving Throw: None
P.P.E.: Eight

The warlock is able to instantly freeze 20 gallons (75.7 liters) of water per level of his experience. This water will remain frozen until it melts due to normal conditions. This spell can be cast up to 30 feet (9 m) away.

Heat Object & Boil Water

Range: 12 feet (3.6m)
Duration: 1D4 melee rounds.
Saving Throw: None
P.P.E.: Five

In a minute or less, the warlock can heat an object or boil water simply by staring at it (1D4 melees). He can boil two gallons (7.6 liters) of water per level of experience or make an object too hot to hold (touching it causes 1D4 damage); cools down enough to hold in about 2D6 melee rounds. The warlock can even fry food this way (takes twice as long). **Note:** The character must concentrate to make this magic work and cannot perform any other magic or skill until he is done (1D4 melees).

Resist Cold

Range: Self or others up to 60 feet (18.3 m) away.
Duration: 10 minutes per level of experience.
Saving Throw: None
P.P.E.: Five

The warlock is able to ignore the effects of cold, functioning without discomfort or ill effects up to zero degrees Fahrenheit (-20 centigrade).

Spontaneous Combustion

Range: 40 feet (12.2m)
Duration: Instant; counts as one attack/spell but the fire lasts until it is put out.
Saving Throw: None
P.P.E.: Five

Combustible items such as paper, wood, old cloth, dry grass, etc., begin to smolder and burn. The spell's initial effect is to create the spark to start combustibles burning. Otherwise identical to the wizard spell ig*nhefire.*

Swirling Lights

Range: Area affected is 10 feet (3 m), but can be cast up to 60 feet (18.3 m) away.
Duration: One minute (four melee rounds) per level of experience.
Saving Throw: Standard
P.P.E.: Eight

This spell conjures forth a dazzling display of swirling, flickering lights which bedazzle all who see them. Victims will gaze helplessly into the dancing light display, oblivious to everything happening around them. If attacked/grabbed, the victim will be roused from the enchantment, but will move at half speed and have half as many attacks as normal as long as the swirling lights magic is in effect. When it's over, the character is instantly restored to normal (and is likely to be angry).

Tongue of Flame

Range: Self or other up to 30 feet (9 m) away.
Duration: Five minutes per level of the warlock.
Saving Throw: None
P.P.E.: Six

A crimson flame appears over the warlock's head, or who ever the spell is cast upon, enabling him to understand, but not speak all languages, including elemental.

Level Three: Fire

Circle of Cold

Range: The area affected is a 15 foot (4.5 m) radius per level of the warlock, but it can be cast up to 100 feet (30.5 m) away.
Duration: 10 minutes per level of experience.
Saving Throw: Standard
P.P.E.: Ten

An invisible circle of bone chilling cold is magically created. The temperature in the circle is forty degrees below freezing (-25 centigrade). Those in the circle will take one point of damage each melee round from exposure, and those clad in full suits of metal armor suffer 1D6 points of damage and feel even colder than the rest. Water freezes at a rate of one gallon (3.8 liters) per minute and frostbite will occur after 10 minutes, unless wrapped up in warm clothes or protected by magic or psionics. Frostbite does 3D6 damage direct to hit points.

Circle of Flame

Range: 90 feet (27.4 m) and encircles a 30 foot (9 m) area.
Duration: Three minutes (12 melees) per level of experience.
Saving Throw: None
P.P.E.: Ten

The warlock can create a ring of flame that has a 30 foot (9 m) diameter with five foot (1.5 m) thick walls of flame shooting seven feet (2.1 m) high. The heat and smoke from the circle causes 1D6 damage to anybody within four feet (1.2 m), attempting to run or leap through the flames causes 4D6 damage and there is a 1-50% chance that combustible items on the person will catch on fire, unless protected by magic or psionics.

Create Heat

Range: 30 foot (9 m) radius per level of the warlock.
Duration: 10 minutes per level of the warlock.
Saving Throw: None
P.P.E.: Eight

The warlock can raise the temperature of a particular area by ten degrees Fahrenheit (6 C) per each level of his experience. Extreme heat, over 110 degrees (49 C), has a 1-40% chance of causing victims to pass out from heat exhaustion for 2D6 minutes.

Extinguish Fire

Range: Affects a 20 foot (9 m) radius per each level of the warlock, and can be cast up to 60 feet (18.3 m) away per level of experience.
Duration: The extinguishing power lasts two minutes (8 melees) per level of the warlock, the fires will remain extinguished unless reignited by another source.
Saving Throw: None
P.P.E.: Eight

This spell will magically extinguish any fires within the radius of effect. The warlock has the ability to snuff out an area of fire every melee round that the spell is in force. The spell does not work on magic fires or against elemental beings.

Fire Ball

Range: 90 feet +10 feet (3 m) per level of experience.
Duration: Instant
Damage: 1D6 per level of experience.

Saving Throw: Dodge, but the victim must know the attack is coming and must roll an 18 or higher (bonuses to dodge are applicable).
P.P.E.: Ten

Similar to the magic spell of the same name, but more powerful because of the enhanced range. The warlock creates a large fire ball that hurls at its target at an awesome speed. The fire ball is magically directed and seldom misses.

Lower Temperature

Range: 30 foot (9 m) radius per level of the warlock.
Duration: 10 minutes per level of experience.
Saving Throw: None
P.P.E.: Eight

The warlock can lower the temperature of a particular area by ten degrees Fahrenheit (6.2 centigrade) per each level of his experience. Extreme cold may cause frostbite.

Wall of Flame

Range: 90 feet (27.4 m) and is 30 feet (9 m) long.
Duration: Three minutes (12 melees) per level of experience.
Saving Throw: None
P.P.E.: Fifteen

The warlock can create a wall of flame that stretches 30 feet (9 m) long, towers 30 feet (9 m) high, and is five feet (1.5 m) thick; the thickness can be increased five feet (1.5 m) per level of experience. The heat and smoke from the wall causes 1D6 damage to anybody within four feet (1.2 m), attempting to run or leap through the flames causes 4D6 damage per five feet (1.5 m) of depth, plus there's a 1-60% chance that combustible items on the person will catch on fire, unless protected by magic or psionics.

Level Four: Fire

Cloud of Steam

Range: 90 feet (27.4 m).
Duration: One minute (four melee rounds) per level of experience.
Saving Throw: A successful save reduces damage by half.
P.P.E.: Ten

Except for the higher P.P.E., this power is identical to the first level air warlock magic of the same name.

Flame Friend

Range: Immediate area.
Duration: 15 minutes per level of the warlock.
Saving Throw: None
P.P.E.: Twenty

This spell enables the warlock to summon and command an essence fragment of a fire elemental. The flame friend will stay at the warlock's side unless commanded to do otherwise and can be used to help guard something or someone, create light, help out in battle, chase and burn up animated dead, and so on.

Flame Friend

- Natural A.R. 10
- Hit points: 50; S.D.C.: 20
- Attribute Equivalents: I.Q. 8, M.A. 3, M.E. 8, P.S. 22, P.P. 16, and Spd 25 mph (40 km).
- Natural abilities: Its natural state is one of living flame, six feet (1.8 m) tall, nightvision 200 feet (61 m), can see the invisible, doesn't fatigue, is impervious to heat, fire, poison and disease, and the fire friend can carry up to 1000 pounds and still moves at its maximum speed! Obeys the warlock only.
- Bonuses: +2 on initiative, +3 to strike, parry, and dodge. Three attacks/actions per melee round and inflicts 2D6 damage from punch or 4D6 from a power punch (counts as two attacks). **Note:** The flame friend will set ablaze any combustible material it touches; 1-60% likelihood. Normal and magic fire do no damage, but magic weapons and most spells have full effect. Cold and water based magic does double damage.

Fuel Flame

Range: 100 feet (30.5 m)
Duration: Instant
Saving Throw: None
P.P.E.: Ten

The warlock feeds any existing fire, *tripling* it in size. The magic can affect a 20 foot (6.1 m) radius and can be cast up to 100 feet (30.5 m) away. Similar to the magic spell only more powerful.

Heal Burns

Range: Touch or 10 feet (3 m) away.
Duration: Instant and permanent.
Saving Throw: None
P.P.E.: Fifteen

The warlock is able to heal burns (not cuts, bruises or anything else), making all pain disappear, the skin to magically restore itself and provides 2D6 S.D.C. and 2D6 hit points each time the spell is cast on burn victims. Leaves little if any scar tissue.

Mini-Fireballs

Range: 90 feet (27.4 m) plus 10 feet (3 m) per level of experience.
Duration: One melee round per level of experience.
Damage: 3D6 per triple blast.
Saving Throw: Dodge, but the victim must know the attack is coming and must roll an 18 or higher (bonuses to dodge are applicable).
P.P.E.: Twenty

The warlock can shoot three small fireballs from the palm of his hand which hurl at their target at a great speed. The mini-fireballs can be fired several times per melee round, equal to the warlock's hand to hand attacks per melee round! The fireball is magically directed and seldom misses.

Level Five: Fire

Blue Flame

Range: Covers an area 10 feet (3 m) in diameter per level of the warlock.
Duration: One minute (four melee rounds) per level of experience.
Damage: 1D6 damage per level of experience; area effect spell.
Saving Throw: Standard
P.P.E.: Thirty

Blue flame is a magical flame that does not burn like normal fire but induces a burning cold! All those engulfed by the flame must save vs magic or suffer a terribly painful and numbing cold that does 1D6 damage per level of the warlock. Magic or psionic protection from fire does *not* work against this magic, so they'll take full damage, and fire elementals suffer double damage. When the flame disappears there is no trace of it ever having existed.

Breathe Fire

Range: 8 ft (2.4 m), plus one foot (0.3 m) per level of experience.
Duration: One melee round per level of the warlock.
Damage: 2D6 per breath attack.
Saving Throw: Dodge only.
P.P.E.: Twenty

The warlock is able to exhale flame out of his mouth like a dragon. The fire breath can be used in place of his other melee attacks and takes the place of hand to hand attacks per melee round; +2 to strike.

Eat Fire

Range: Self
Duration: Two melee rounds per level of experience.
Saving Throw: None
P.P.E.: Twenty

Enables the warlock to consume fire without damage. This is similar to the fire-eaters seen at circuses, but the warlock can truly eat the flames and be nourished by them in place of normal food! A large campfire or three torches is the equivalent of a full meal. This magic can also be used as a means of entertainment.

Screaming Wall of Flame

Range: Covers a 10 foot (3 m) length per level of the warlock and can be cast up to 90 feet (27.4 m) away.
Duration: One minute (four melees) per level of experience.
Damage: 4D6 plus save vs magic fear/horror factor.
Saving Throw: Standard and horror factor 16.
P.P.E.: Thirty

The warlock is able to conjure a blazing wall of orange flame that stretches ten feet (3 m) per level of the warlock and towers about 20 feet (6 m) tall. Not only does the wall do 4D6 damage to anyone touching or running through it, but the wall darts and rears and shrieks a terrible scream as if it were alive (in fact, a fragmented essence of a fire elemental is hidden inside the wall). Everyone seeing and hearing this is filled with terror and must roll to save vs horror factor 16. Those who fail their roll lose initiative, one melee attack and may flee the area; 70%. Note: The screaming wall can be made to vanish via the wizard's *dispel magic barrier* spell or negate magic, but is +1 to save.

Wall of Ice

Range: Can be cast 60 feet (18.3 m) away and affects/covers an 8x8x4 feet (2.4x2.4x1.2 m) area per level of experience.
Duration: Four minutes per level of experience or until destroyed.
Saving Throw: None
P.P.E.: Thirty

The warlock can create a wall of ice with 100 S.D.C. +50 per level of experience. The wall can be cast up to 60 feet (18.3 m) away. Dropping the wall on top of somebody inflicts 1D6x10 S.D.C. damage and traps him underneath its weight (a combined P.S. of 60 is needed to raise the wall enough to crawl out). All elemental walls can be made to vanish via the wizard's *dispel magic barrier* spell.

Level Six: Fire

Dancing Fires

Range: 30 feet (9 m)
Duration: Four melees per level of the warlock.
Damage: 1D6 S.D.C. per each dancing fire.
Saving Throw: Dodge or parry.
P.P.E.: Thirty-five

The warlock creates a four foot tall pillar of moving flame per each level of experience.The dancing fires are not elementals but magically animated flame. They will dance and dart about, blocking a passage or chasing people around depending on the warlock's orders. The flames key in on and attack things that move.

Dancing Fires

- S.D.C.: 30 each
- Attribute Equivalents: P.S. 10, P.P. 10, Spd 25 mph (40 km).
- Natural abilities: Four feet (1.2 m) tall, doesn't fatigue, is impervious to heat, fire, poison and disease. Fire, energy and kinetic attacks (arrows, thrown weapons) pass harmlessly through them, but cold and water attacks do double damage to these fires and one gallon of ordinary water inflicts 1D6 damage to them.
- Bonuses: +2 on initiative, +2 to strike, parry, and dodge. Two attacks/actions per melee round and inflicts 2D6 from each strike (lashes out like licking flames blown in the wind). The fire will set ablaze any combustible material it touches; 1-60% likelihood.

Eternal Flame

Range: Can be cast up to 30 feet (9 m) away.
Duration: 3,000 years plus 150 per level of the warlock.
Saving Throw: None
P.P.E.: Seventy

This powerful elemental magic creates a one foot tall flame that will burn for centuries. The eternal flame is often cast to mark a special place or to memorialize the graves of heroes, special people, battlefields, and so on. This flame cannot be extinguished by any means. Water, cold and magic have no effect.

Flame of Life

Range: Touch or up to six feet (1.8 m) away.
Duration: Instant and permanent.
Saving Throw: None
P.P.E.: Forty

This magic *rekindles* life in the dying, but cannot help the deceased. The flame can restore/heal a person who is in a coma, mortally wounded, or dying of poison or disease. The damage killing the person is magically repaired and ten hit points above zero are given. The person will be weak, but will not die. The spell works automatically and can be cast up to six feet (1.8 m) away.

Fire Whip

Range: 6 feet (1.8 m) plus one foot (0.3 m) per level of the warlock.
Duration: One minute (four melees) per level of experience.
Damage: 4D6 per strike.
Saving Throw: Parry or dodge only.
P.P.E.: Thirty

The warlock is able to create a magic whip of flame that does 4D6 damage every time it strikes. It can be parried and dodged, but is +1 to strike (plus W.P. whip bonuses can be applied).

Level Seven: Fire

Fire Sponge

Range: Self; absorbs an area of 50 feet (15.2 m) in diameter per level of experience.

Duration: One minute (4 melees) per level of the warlock.

Saving Throw: None

P.P.E.: Fifty

The warlock can draw all of the heat and energy from a fire(s) within his diameter of effect into himself. This power extinguishes the fire(s) and enables the warlock to either release the energy harmlessly or redirect the energy. In the case of small fires, like 1D6 torches, a campfire, bonfire, and similar, he can turn the fiery energy into two plasma bolts that each inflict 4D6 damage.

After absorbing large fires, like a burning house, area of a burning forest, etc., the character becomes a walking bonfire, completely covered in fire, but he and his possessions do not burn. In this form, the character can fire two plasma bolts that inflict 6D6 damage per melee for the next ten melee rounds, plus anybody who comes within four feet (1.2 m) takes 3D6 damage and his punches inflict 1D4x10 damage (returns to normal after 10 melee rounds). In the alternative, the character can fire one mega-blast that does 1D6x100 damage, after which he returns to normal. **Note:** Roll to strike for each type of plasma blast (+3 to strike); victims can try to dodge. Range for all blasts is 100 feet (30.5 m) +20 feet (6 m) per level of experience.

The character can also absorb magic walls of fire, a river of lava and a 10 foot wheel of fire by walking into them. Unlike natural fires however, the best the character can do is instantly dispel them, but in the process, he endures 6D6 damage direct to hit points!

River of Lava

Range: 120 feet (36.5 m) away.

Duration: One minute (4 melees) per level of the warlock.

Saving Throw: None

P.P.E.: Fifty

The warlock creates a boiling river of lava that is 30 feet long (9 m), 5 feet (1.5 m) wide, and 5 feet (1.5 m) deep per level of experience. Creating the lava directly underneath a group/troops is a vicious, deadly but terribly effective ploy, killing S.D.C. beings and barring the path for others. Elementals, golems, dragons, and powerful supernatural beings may survive such a tactic but will suffer 2D6x10 damage each melee round stuck in the lava. They will find the thick, sticky, flowing river difficult to cross, requiring one melee per every five feet (1.5 m). Victims can be pulled out by cables, chains, levitation, telekinesis or magic (rope bums).

Ten Foot Wheel of Fire

Range: 150 feet (45.7 m)

Duration: Two melee rounds per level of the warlock.

Damage: 1D8 or 2D4 (G.M.'s choice) per level of experience.

Saving Throw: People can run, leap, and dodge out of the way.

P.P.E.: Forty

A huge wheel of fire that is up to ten feet (3 m) wide and tall is magically created. The wheel rolls in any direction the warlock desires at a speed of 18, inflicting 1D8 (or 2D4) damage per level of the warlock, to everything it rolls over. The direction, changing directions and speed are completely controlled by its creator. It is also likely (1-74%) to set ablaze any combustibles it rolls over. The Wheel of Fire is not, strictly speaking, a barrier (it's an offensive spell), so it *cannot* be eliminated by a *dispel magic barrier* spell.

Level Eight: Fire

Burst Into Flame

Range: Self

Duration: One minute (four melee rounds) per level of the warlock.

Damage: 3D6 S.D.C.

Saving Throw: None

P.P.E.: Seventy

The warlock turns into a human torch completely engulfed in flame, although neither he nor his possessions burn. While in this form, he is totally impervious to all fires and heat, except magic energy attacks, but even they inflict half damage. The aura of fire works like a suit of fiery armor that provides 100 S.D.C. and an A.R. of 12. Furthermore, punches, kicks and weapon strikes inflict 3D6 points of damage *in addition* to normal damage, and there is a 1-50% likelihood of setting combustibles on fire. The flaming warlock sheds light for 60 feet (18.3 m); he can cancel the spell at any time.

Drought

Range: 200 foot (61 m) radius per level of the warlock.

Duration: One week per level of the warlock.

Saving Throw: None

P.P.E.: Eighty

This elemental magic causes a drought by increasing temperatures by ten degrees Fahrenheit (6 C) per each level of the warlock's experience, dispelling precipitation and prevents rainfall for the duration of the magic. This will hurt or kill plant life, dry up shallow wells and ponds, and may cause brush fires after three weeks or more (1-50% chance, roll once per week).

Plasma Bolt

Range: 100 feet (30.5 m) per level of experience.

Duration: One melee round per level of experience.

Damage: 6D6

Saving Throw: None

P.P.E.: Sixty

The warlock can fire a concentrated bolt of plasma-like energy from his hand. A bolt can be fired as many times as equal to his number of melee attacks and can be combined with other methods of attack (but does not provide extra attacks).

Water Elemental Magic

Level One: Water

Cloud of Steam

Range: 90 feet (27.4 m).

Duration: One minute (four melee rounds) per level of experience.

Saving Throw: A successful save reduces damage by half.

P.P.E.: Ten

Except for the higher P.P.E., this power is identical to the first level air warlock magic of the same name.

Color Water

Range: 60 feet (18.3m)

Duration: One hour per level of the warlock.

Saving Throw: None
P.P.E.: Two

This magic changes the color and clarity of water into a murky and unnatural color (black, green, rusty, crimson, etc.). However, there is absolutely nothing wrong with the water, it is only discolored to look contaminated. Twenty gallons (75.3 liters) of water per level of experience can be colored.

Create Fog

Range: 100 foot (30.5 m) area per level of the warlock.
Saving Throw: None
Duration: Five minutes per level of the warlock.
P.P.E.: Five

The warlock can mystically manipulate atmospheric conditions to create a dense fog that will impair vision and make travel difficult. The fog can be made to cover a 100 foot (30.5 m) radius per level of experience. It is so thick that a person cannot see clearly beyond six feet (1.8 m). Between 7-20 feet (2.1-4.6 m), people and animals appear as featureless, shadowy figures, and trees, wagons, buildings and other structures are blurry grey shapes. Anything beyond 20 feet (6 m) is totally obscured by fog.

The use of artificial light and safe travel are basically the same as the wizard spell, *Summon Fog,* only the area covered by fog is dramatically larger.

Dowsing

Range: Self; sensing range is 200 feet (61 m) per level of experience.
Duration: Ten minutes per level of experience.
Saving Throw: None
P.P.E.: Two

This is the magically induced ability to sense the location of drinkable water whether it be a stream, pond, river, or underground water; 98% efficiency.

Float on Water

Range: Self or others, can be cast up to 90 feet (27.4 m) away.
Duration: 20 minutes per level of the warlock.
Saving Throw: None
P.P.E.: Four

This spell makes the enchanted person buoyant, floating on water like a stick of wood. It does not endow the ability to swim.

Purple Mist

Range: 90 feet (27.4 m)
Duration: One minute (four melee rounds) per level of experience.
Saving Throw: Standard
P.P.E.: Five

A toxic mist is created that can be cast up to 90 feet (27.4 m) away and affects an area twenty feet (6 m) in diameter. Those affected by the mist suddenly feel light headed and may pass out; 1-39% chance, and will remain unconscious for 1D6 melee rounds. All victims also suffer 1D6 S.D.C. damage each melee round or fraction thereof spent in the mist, and are -1 to strike, parry and dodge. A successful save means no penalties or damage is suffered.

Salt Water to Fresh

Range: By touch or up to 12 feet (3.6 m) away.
Duration: Instant and permanent.
Saving Throw: None
P.P.E.: Four

The warlock can change thirty gallons (113.6 liters) of salt/sea water into drinkable fresh water per level of experience. Does not negate strong toxic impurities or poisons.

Sense Direction Underwater

Range: Self
Duration: Ten minutes per level of experience.
Saving Throw: None
P.P.E.: Four

This enchantment provides the character with a flawless sense of direction (north, south, east, west, up, down, etc.), the direction of ocean currents, changes in the current, approximate current speed, and an accurate idea of depth, even in total darkness.

Walk the Waves

Range: Self
Duration: Ten minutes per level of experience.
Saving Throw: None
P.P.E.: Five

This elemental magic enables the warlock to walk on water, but to do so, the water must be fairly calm with waves under four feet (1.2m) high. Walking speed is equal to the character's normal Speed attribute.

Water to Wine

Range: By touch or up to 12 feet (3.6 m) away.
Duration: Instant and permanent.
Saving Throw: None
P.P.E.: Five

A transformation spell that enables the warlock to change up to thirty gallons (113.6 liters) of ordinary fresh water into wine. The wine is of fair to average quality, with the quality increasing by 5% per each level of experience.

Level Two: Water

Breathe Underwater

Range: Self or other by touch.
Duration: 20 minutes per level of the warlock.
Saving Throw: None
P.P.E.: Six

This spell enables the warlock or one or two others to breathe underwater, but does not grant the ability to swim. Maximum depth is 300 feet (91 m), unless combined with *Swim like the Dolphin.*

Change Current

Range: Current nearest the warlock; affects 1000 foot (305 m) radius per level of experience.
Duration: 5 minutes per level of experience.
Saving Throw: None.
P.P.E.: Eight

The character can reverse or redirect the ocean current in an isolated area, at least for a short period. This can be used to send ships and wreckage that is adrift in a particular direction, push away pollution or toxins, confuse fish and sailors, and so on.

Fog of Fear

Range: 20 foot (6 m) diameter of affect per level of the warlock. Can be cast a distance of 60 feet (18.3 m) +10 feet (3 m) per level of the warlock.
Saving Throw: Standard (no penalties if successful), plus save vs horror factor 14.
Duration: One minute (4 melee rounds) per level of experience.
P.P.E.: Seven

The warlock can mystically manipulate atmospheric conditions to create a dense fog. Everyone in the fog will find both their night and

normal vision (including high-tech or magical optical enhancements) reduced to a range of six feet (1.8 m). Everybody exposed to the fog is -2 on initiative, -2 to strike, dodge, and parry, and speed is reduced by half.

In addition, they will be engulfed by a sensation of terror and see strange shadows moving around in the fog; roll to save vs horror factor 14. A failed roll means the victim loses initiative, one melee attack and there's a 1-60% chance that will run from the immediate, fog covered area and refuse to go back in.

Foul Water

Range: Touch or 12 feet (3.6 m) away; line of sight.
Duration: Instant and permanent.
Saving Throw: None
P.P.E.: Six

Transformation magic that turns 30 gallons (113.6 liters) per level of experience, of good drinkable water into bitter, mildly toxic, non-drinkable water. The water will appear slightly discolored, yellow, brown or grayish. People who drink this foul tasting water may get diarrhea or nausea (27% chance), and suffer one hit point of damage for each glass of water they drink. This magic can also spoil milk, mead, beer, ale, wine, and fruit juices but can affect only ten gallons (37.9 liters).

Liquids to Water

Range: Touch or 12 feet (3.6 m) away.
Duration: Instant and permanent.
Saving Throw: None
P.P.E.: Ten

This magic can be used to change many different types of liquids into fresh drinking water. The warlock can change ten gallons (37.9 liters) per level of experience. Toxic liquids such as poisons, gasoline, toxic chemicals, or magically fouled water are much harder to transform. The chance of success is only 7% per level of experience and only one gallon (3.7 liters) can be transformed. If unsuccessful, the liquid is unchanged. Magic potions and faerie drinks cannot be transformed.

Resist Fire

Range: Self
Duration: Five minutes per level of the warlock.
Saving Throw: None
P.P.E.: Six

Fire, including magic fire and heat inflict half damage.

Ride the Waves

Range: Self
Duration: Ten minutes per level of the warlock.
Saving Throw: None
P.P.E.: Ten

The warlock summons an invisible wave that he can ride as if on a surf board, only with far greater control and balance. This magic can be cast on others, but only the warlock can summon and direct the wave. The wave moves at a speed of 25 mph (40 km).

Water Seal

Range: Touch or six feet (1.8 m)
Duration: One hour per level of the warlock
Saving Throw: None
P.P.E.: Eight

The warlock is able to envelop any item under forty pounds (18 kg) per level of his experience in an invisible force that will protect it from getting wet. This is particularly handy for protecting scrolls or books from water damage.

Level Three: Water

Calm Waters

Range: 80 foot (24.4 m) radius per level of the warlock.
Duration: 30 minutes per level of experience.
Saving Throw: None
P.P.E.: Fifteen

The warlock can impose his will over the forces of nature, reducing the intensity of water turbulence and reducing the size and speed of waves by half.

Circle of Rain

Range: An area 60 feet (18.3 m) in diameter, that can be cast up to 100 feet (30.5 m) away.
Duration: Five minutes per level of the warlock.
Saving Throw: None
P.P.E.: Twenty

This elemental magic enables the warlock to create a heavy downpour accompanied by thunder and clouds. Anyone in the circle of rain will become soaking wet, chilled, have movement slowed by one third, and the sense of hearing and vision will be impaired (both normal and nightvision reduced to 30 feet/9 m). This magic can be done indoors and outdoors! It inflicts 4D6 damage per melee round to vampires and fire elementals.

Command Fish

Range: 60 foot (18.3m) area per level of the warlock.
Duration: 10 minutes per level of the warlock.
Saving Throw: None
P.P.E.: Ten

The warlock is able to mentally summon and command any fish within his area of influence. They will obey only simple commands like: come here, swim over there, attack, etc. The fish are not intelligent creatures and cannot communicate/speak. Dolphins, whales, and other aquatic *mammals* cannot be controlled, nor can amphibians (frogs, newts, etc.) or reptiles (turtles, etc.).

Freeze Water

Range: By touch or up to 30 feet (9 m) away; line of sight.
Duration: Varies
Saving Throw: None
P.P.E.: Eight

The warlock is able to instantly freeze 30 gallons (113.6 liters) of water per level of experience. The water will remain frozen until it melts due to normal conditions.

Impervious to Ocean Depths

Range: Self or two others by touch.
Duration: 10 minutes per level of experience.
Saving Throw: Standard, if the recipient desires to resist.
P.P.E.: Fifteen

This enchantment makes the character impervious to the deadly pressures of the ocean's depths. This means he can travel to the bottom of the deepest ocean trench without ill effect. Note, however, that if the spell wears off while at great depths, the character will be crushed and die instantly! For humans, elves and most humanoids, any depth over 250 feet (76.2 m) is deadly!

Resist Cold

Range: Self
Duration: Ten minutes per level of experience.

Saving Throw: None
P.P.E.: Six

Impervious to normal cold up to 10 degrees below zero (-26 degrees centigrade). Magic cold does half damage.

Sheet of Ice

Range: The area affected is 10 feet (3 m) per level of experience, but the spell can be cast up to 60 feet (18.3 m) away.
Duration: One minute (4 melees) per level of the warlock.
Saving Throw: None
P.P.E.: Fifteen

This spell creates a sheet of ice, coating objects or the floor/ground with an inch of ice, making it very slick and slippery. Anyone walking on it will slip and slide as follows:

Walking on the sheet of ice: Reducing speed by half reduces the chance of falling to 1-32%, going faster creates an 80% chance of falling. -4 to strike, parry or dodge while moving on the ice.

Standing still or little movement: 1-15% chance of falling, -1 to strike, parry or dodge.

Crawling or sitting on ice: 1-6% chance of slipping/falling; speed reduced by half. -5 to strike, parry or dodge.

Ice coated items are cold to the touch (extremely uncomfortable) and characters handling them have a 1-50% chance of losing their grip and dropping the item. Coating has an A.R. 8, and S.D.C. of 30.

Level Four: Water

Create Water

Range: Up to 60 feet (18.3 m) away.
Duration: Instant and permanent.
Saving Throw: None
P.P.E.: Ten

The warlock can create twenty gallons (75.7 liters) of water per level, out of thin air! The water can be created up to sixty feet away and/or in mid-air making for great distractions and practical jokes (roll to strike). Can be effective against vampires, too; 4D6 damage per twenty gallons (75.7 liters).

Communicate with Sea Creatures

Range: 100 ft (30.5m)
Duration: Ten minutes per level of experience.
Saving Throw: None
P.P.E.: Twelve

Allows the character to speak telepathically with any sea creature, including fish, sea mammals, and sea serpents, but not with underwater plants, invertebrates or intelligent beings. This ability to have a dialogue exchange does not mean the sea creature will obey, cooperate, or provide accurate information, just that the two can communicate.

Hail

Range: Affects an area 10 feet (3 m) in diameter per level of the warlock; can be cast up to 50 feet (15.2 m) per experience level.
Duration: Two melee rounds per level of the warlock.
Damage: lD6 per level of experience.
Saving Throw: None, other than to take cover.
P.P.E.: Twenty

This can be a devastating area effect spell, doing 1D6 damage per level of the warlock, to everyone and everything within the area of the falling hail per melee round!

Shards of Ice

Range: 30 feet (9 m) per level of experience.
Duration: One melee round per level of the warlock.
Damage: 1D4 S.D.C.
Saving Throw: A dodge or parry is possible if the victim knows he is under attack and rolls a 17 or higher.
P.P.E.: Fifteen

The warlock can instantly create and shoot razor-like shards of ice from the palms of his hands. They do not automatically strike the intended target (roll for each attack), but can be deadly accurate. The warlock can fire as many times as he has melee attacks (each shard blast counts as one melee attack).

Speak Underwater

Range: Self or two others by touch.
Duration: 10 minutes per level of experience.
Saving Throw: Standard, but only if the recipient resists.
P.P.E.: Ten

This magic enables surface dwellers to speak underwater with the same relative ease as they do in the air. Their words can be heard at a range of 100 feet (30.5 m) +10 feet per level of the warlock.

Swim Like the Dolphin

Range: Self or two others by touch.
Duration: 20 minutes per level of the warlock.
Saving Throw: None
P.P.E.: Fifteen

The warlock or one or two persons are endowed with the ability to swim (not breathe underwater) like a dolphin. This is a superior swimming ability (98% perfect), enabling those enchanted to swim at a maximum speed of 50 mph (80 km), leap out of water 15 feet (4.6 m) into the air, hold their breath for six minutes at a time, survive depths of up to one mile (1.6 km) and are +5 to dodge underwater.

Wall of Ice

Range: Can be cast 60 feet (18.3 m) away and affects/covers an 8x8x4 foot (2.4x2.4x1.2 m) area per level of experience.
Duration: Four minutes per level of experience or until destroyed.
Saving Throw: None
P.P.E.: Twenty

The warlock can create a wall of ice with 100 S.D.C. +50 per level of experience. The wall can be cast up to 60 feet (18.3 m) away. Dropping the wall on top of somebody inflicts 1D6x10 S.D.C. damage and traps him underneath its weight (a combined P.S. of 60 is needed to raise the wall enough to crawl out). All elemental walls can be made to vanish via the wizard's *dispel magic barrier* spell.

Water Wisps
(fragmented elemental essence)

Range: Immediate area.
Duration: 15 minutes per level of the warlock.
Saving Throw: None
P.P.E.: Thirty

The warlock can summon and command 1D4 essence fragments from a water elemental. These elemental manifestations are very small and must be summoned in a body of water. They can fetch things from river or sea beds up to 400 pounds (180 kg) per elemental and at depths of up to two miles (3.2 km). They can also be used to drown swimmers or capsize small boats, scout ahead, catch fish, defend, attack, and carry items. There is no limit to the distance they can travel away from the warlock.

The Water Wisps

- Natural A.R. 8
- Hit points: 30; S.D.C.: 15
- Attribute Equivalents: I.Q. 10, M.A. 3, M.E. 10, P.S. 22, P.P. 10, and swimming speed is 40 mph (64 km); Spd 12 on dry land.
- Natural abilities: Its natural state is one of being invisible in water, three feet (0.9 m) tall, nightvision 200 feet (61 m), can see the invisible, doesn't fatigue, is impervious to cold, poison and disease, and the creature can carry up to 400 pounds (180 kg) and still move at its maximum speed! Obeys the warlock only.
- Bonuses: +2 on initiative, +2 to strike and parry, +6 to dodge. Two attacks/actions per melee round and inflicts 1D6 damage from punch or 2D6 from a power punch (counts as two attacks).
- They will remain in this world until the spell's duration elapses or it is sent back by the warlock, whichever comes first.
- Energy attacks and magic weapons do full damage. Heat and fire based attacks inflict double damage.

Level Five: Water

Earth to Mud

Range: By touch or 20 feet (6 m) per level of experience.
Duration: Instant and permanent.
Saving Throw: None
P.P.E.: Twenty

This magic turns earth/dirt into mud. The warlock can transform 100 pounds (45 kg) of earth per level of experience. The spell has no effect on clay, stone, elementals or golems.

Protection from Lightning

Range: Self
Duration: Five minutes per level of experience.
Saving Throw: None
P.P.E.: Twenty-Five

The warlock is impervious to lightning and electrical discharges; no damage.

Snow Storm

Range: Affects an area 30 feet (9 m) in diameter per level of the warlock. It can be cast 50 feet (15.5 m) away per level of experience.
Duration: Two minutes (8 melee rounds) per level of the warlock.
Saving Throw: None
P.P.E.: Forty

Drops the temperature to 15 degrees below freezing, creates 30 mph (48 km) winds, and snow and hail rain down. There is a one foot (0.3) accumulation every other melee round (30 seconds). Reduces speed by half, and vision, including special optical enhancements, is limited to 20 feet (6 m). The cold, wind and hail combine to inflict 10 points of damage every melee round.

Ten foot Ball of Ice

Range: Can be cast up to 120 feet (36.6 m) away.
Duration: One minute (4 melees) per level of the warlock.
Saving Throw: Dodge, leap, or run out of its way.
P.P.E.: Thirty

A huge ball of ice, ten feet (3 m) in diameter, appears out of thin air. It can appear on the ground and be magically made to roll down an area, doing 4D6 points of damage to everything it rolls over, or first appears 60 feet (18.3 m) in the air and is dropped on someone below it, inflicting 1D4x10 damage. The ice ball can be manipulated by the warlock and made to roll in any direction he desires; speed is 10. It will remain until the spell elapses or it has melted; the ice ball has 300 S.D.C. and weighs a ton (900 kg). Roll to strike when directed at a specific target/person (+2 to strike).

Whirlpool

Range: 120 foot (36.6 m) radius of effect, can be cast up to 500 feet (153 m) away.
Duration: One minute (4 melee rounds) per level of experience.
Saving Throw: Not applicable.
P.P.E.: Forty

This elemental magic conjures a great spinning whirlpool in a large body of water (lakes, rivers, oceans, or seas). This watery funnel pulls and sucks all objects on the water into its whirling center, crushing and dragging them down into the depths. Objects caught in the outer edge will be caught in its pull and drawn toward its center in a spiralling circle at a rate of ten feet (3 m) per melee round. Victims will become dizzy and disoriented; 1-30% chance of drowning. Victims can be pulled, flown, or levitated to safety. Boats and ships may be able to pull themselves out of harm's way (1-30% chance if a sail or row type, 1-54% if motorized or magically powered ship). The outer whirlpool has a 120 foot (36.6 m) radius.

The center of the whirlpool is a twenty foot (6 m) radius and does 1D4x10 points of damage each melee round to any small objects caught in its grip. Large ships suffer 2D6x10 damage and will be submerged when the ship hits dead center! There is a 1-90% chance of all hands drowning if sucked down a whirlpool. A dispel magic barrier spell will destroy it instantly.

Level Six: Water

Heal Burns

Range: Touch or 10 feet (3 m) away.
Duration: Instant and permanent.
Saving Throw: None
P.P.E.: Twenty-Five

The warlock is able to heal burns (not cuts, bruises or anything else), making all pain disappear, the skin to magically restore itself and provides 2D6 S.D.C. and 2D6 hit points each time the spell is cast on burn victims. Leaves little if any scar tissue.

Hurricane

Range: Affects a 120 foot (36.6 m) radius and can be cast up to 500 feet away (155 m).
Duration: One minute (four melee rounds) per level of experience.
Saving Throw: None
P.P.E.: Fifty

This elemental magic conjures a great sea storm with 100 to 150 mph (160 to 260 km) winds blowing around within a 120 foot (36.6 m) radius. The sea is lashed into huge waves 30 feet (9 m) tall, that batter and destroy all but the largest ships. Inflicts 3D6x10 damage per melee round. Torrential rains, thunder and lightning accompany these terrific winds. Any person foolish enough to be above deck during this storm will take 1D6 damage three times per melee round from flying debris, wind, and hail. There is also a chance (1-33%) of getting washed overboard. A hurricane can only be cast on large lakes, seas and oceans.

Little Ice Monster

Range: Immediate area.
Duration: 30 minutes per level of experience.

Saving Throw: None
P.P.E.: Forty

The warlock can summon and command a fragmented essence from a greater ice elemental to create a smaller minion. This rock hard assistant can be sent to scout ahead, spy, hunt, defend, attack, carry items, etc. There is no limit to the distance it can travel away from the warlock.

Little Ice Monster

- Natural A.R. 14
- Hit Points: 100; S.D.C.: 125
- Attribute Equivalents: I.Q. 8, M.A. 3, M.E. 10, P.S. 26, P.P. 17, and Spd 20.
- Natural abilities: Its natural state is one of living ice, eight feet (2.4 m) tall, nightvision 600 feet (183 m), can see the invisible, doesn't fatigue, is impervious to cold, poison and disease, bio-regenerate 4D6 S.D.C per minute, is impervious to light beams (lasers) and the creature can carry up to 1200 pounds (540 kg) and still moves at its maximum speed! Obeys the warlock only.
- Can cast all first level water elemental magic; 110 P.P.E.
- Bonuses: +2 on initiative, +3 to strike, +4 to parry and dodge, three attacks/actions per melee round and inflicts 2D6 damage from punch or 4D6 from a power punch (counts as two attacks).
- It will remain in this world until the spell's duration elapses or it is sent back by the warlock, whichever comes first.
- Energy attacks and magic weapons do full damage. Heat and fire based attacks inflict double damage.

Part Waters

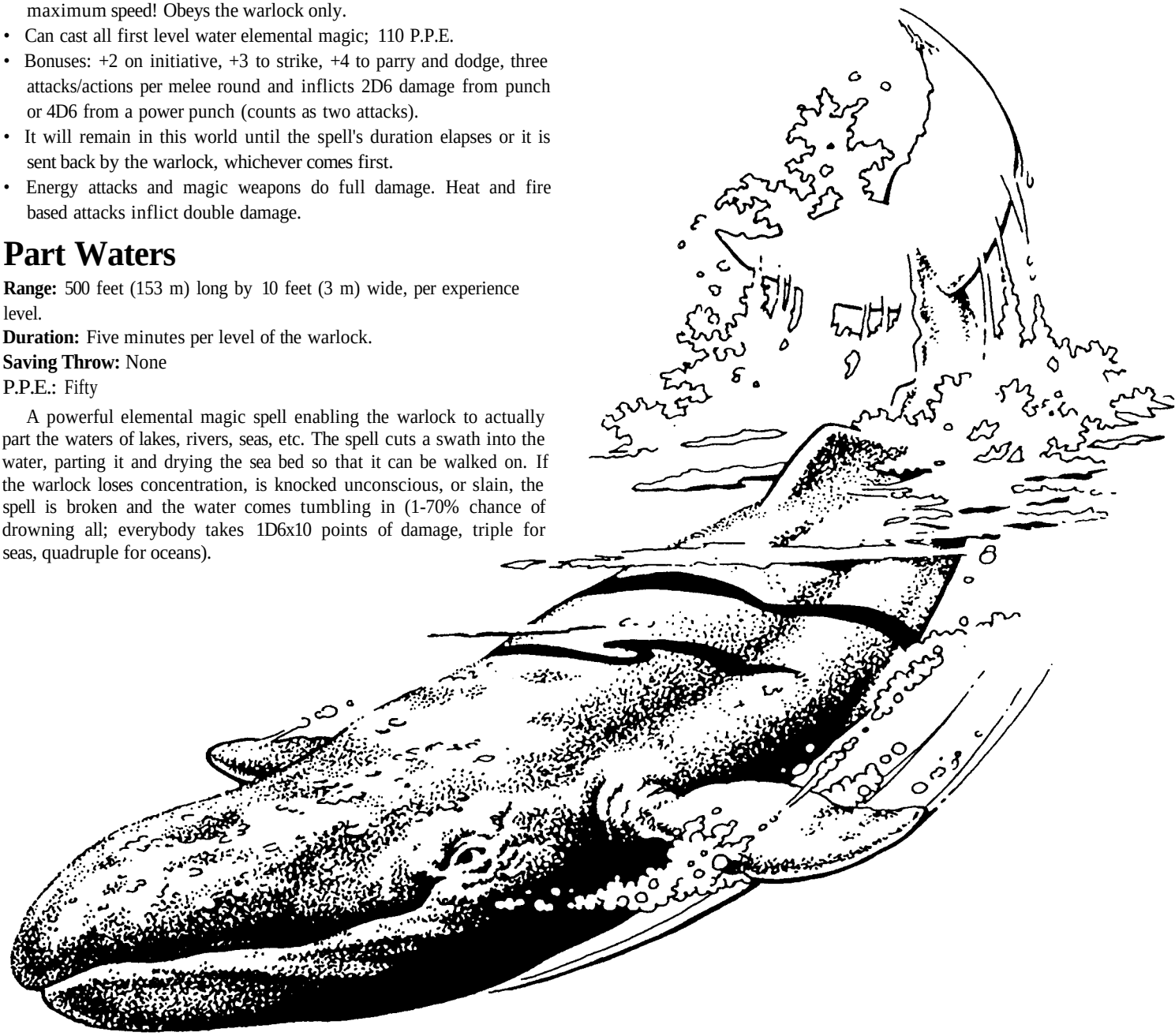
Range: 500 feet (153 m) long by 10 feet (3 m) wide, per experience level.
Duration: Five minutes per level of the warlock.
Saving Throw: None
P.P.E.: Fifty

A powerful elemental magic spell enabling the warlock to actually part the waters of lakes, rivers, seas, etc. The spell cuts a swath into the water, parting it and drying the sea bed so that it can be walked on. If the warlock loses concentration, is knocked unconscious, or slain, the spell is broken and the water comes tumbling in (1-70% chance of drowning all; everybody takes 1D6x10 points of damage, triple for seas, quadruple for oceans).

Summon Sharks or Whales

Range: 300 foot radius
Duration: Two minutes (8 melee rounds) per level of experience.
Saving Throw: None
P.P.E.: Fifty

The warlock can summon and command one whale or shark for each level of experience. Only those creatures within his 300 foot (91.5 m) radius will respond and obey. The animals can follow any simple commands.



Encase in Ice

Range: Six feet (1.8 m) per level of experience.
Duration: Until it melts or is broken.
Saving Throw: None
P.P.E.: Forty

The warlock can magically encase any object or a portion of someone's body in a block of ice. The item will remain in the ice block until it is broken free or the ice melts. The encasement has 10 S.D.C., an A.R. of 12, and inflicts 4D6 damage to bare flesh. Encasing somebody's head in ice is possible and will temporarily blind him, render him unconscious in two minutes, and suffocate him in six minutes! The ice disappears instantly if the warlock wills it to.

Level Seven: Water

Rain Dance

Range: 400 foot (122 m) radius per level of the warlock.
Duration: 30 minutes per level of experience.
Saving Throw: None
P.P.E.: Sixty

This powerful magic creates a normal rain storm by manipulating the atmospheric conditions of the area. The dance and chant require a solid 10 +1D6 minutes of performance. If successful the rain will begin to fall 6D6 minutes after the dance is finished and negates/dispels any magic droughts. **Success ratio:** 12% per level of the warlock.

Summon & Control Storm

Range: Immediate area around the mage or up to one mile (1.6 km) per level of the warlock.
Duration: Half hour per level of experience.
Saving Throw: None
P.P.E.: One Hundred

The warlock can create a destructive storm out of thin air which can create a torrential downpour of four inches of rain per hour, causing flooding even in cities. Flooded roads will *immobilize* all vehicles (water is 3-5 feet/0.9-1.5 m high). Poor visibility will slow travel by half. Traveling faster is likely to cause an accident; see the *13th level wizard spell* of the same name for details.

Level Eight: Water

Drought

Range: 400 foot (122 m) radius per level of the warlock.
Duration: One week per level of experience.
Saving Throw: None
P.P.E.: Eighty

This elemental magic causes a drought by increasing temperatures by ten degrees Fahrenheit (6 C) per each level of the warlock's experience, dispelling precipitation and preventing rainfall for the duration of the magic. This will hurt or kill plant life, dry up shallow wells and ponds, and may cause brush fires after three weeks or more (1-50% chance, roll once per week).

Tidal Wave

Range: A massive wave, 200 feet (61 m) long per level of the warlock.
Duration: One melee per level of experience.
Saving Throw: None
P.P.E.: Eighty

The warlock can create one towering wall of water that smashes into buildings, vehicles, people on the coastline or vessels at sea. The wave is ten feet (3 m) tall per level of the warlock and possesses devastating power. One tidal wave can be created and strike each melee round. The chance of capsizing a ship is 5% per level of the warlock; roll for each wave. The reach of the wave on shore is 30 feet (9 m) per level of the warlock. Can be cast from a distance of 200 feet (61 m) per level of experience. Everything in the tidal wave's path endures 4D6xlO points of damage.

Creature of the Waves

Range: Self
Duration: One melee (15 seconds) per level of experience.
Saving Throw: None
P.P.E.: Eighty

The warlock is temporarily transformed into a water elemental-like being composed of water vapor. The appearance is a shiny, silver colored, semi-opaque featureless figure in a humanoid form. In this form the warlock can swim at a speed of 120 mph (192 km) or 2 miles per minute (3.2 km), turn completely invisible in water, has 200 S.D.C., normal weapons inflict half damage (impervious to lasers), magic and magic weapons do full damage, while fire and heat attacks do double damage. Furthermore, he can squeeze through key holes and cracks in one melee action, and is +2 on initiative, +1 to strike and parry and +2 to dodge, and can pick up and carry up to 500 pounds (225 kg). However, the warlock is -2 to strike and parry using weapons of any kind.

Calm Waters

Range: One mile radius per level of experience.
Duration: One hour per level of experience.
Saving Throw: None
P.P.E.: One Hundred

The warlock can calm any body of water and make it completely still. The water is not frozen or altered in any way. Water currently in the process of falling from a waterfall will continue to fall, and waves will gently roll across the ocean, but the water is comparatively calm and slow moving. This spell affects water spouts/tidal waves, underwater explosions and earthquakes, and will even cause an angry water elemental to become calm and passive (the water elemental will still defend itself if attacked, but immediately becomes passive once the attackers are killed or retreat).

The center of this spell is from where the warlock caster is standing, although, once cast, he can move out of the area and the spell still remains in effect. Beyond the radius of the spell, any turbulence continues unabated.

More Water Magic?

See *Rifts World Book Seven: Rifts Underseas* for a variety of different water magic spells and underwater creatures. Note that the Game Master will have to convert the *mega-damage* to S.D.C. equivalents and you may want to adjust ranges and duration. *Rifts World Book Three: England* also offers a vast array of ideas, magic, herbs and characters suitable for adaptation to the Palladium World.

Alchemy & Magic Items

The Alchemist

The alchemist is a non-playing character class (N.P.C.), meaning that it is *not* an O.C.C. available to players. However, this fellow can be a valuable and fun tool for the Game Master to spice up the game for the players. The alchemist is a sort of magic specialist and *broker*, buying, making, and selling magic items including scrolls, potions, powders, magic armor, magic weapons, holy weapons, flaming swords, and all sorts of magic charms, fumes, herbs, poisons, and paraphernalia. Likewise, most alchemists are willing to teach wizards low level spells (for a price) and sell or exchange information, lore, ideas, theories and rumors about magic, magic items, local figures of importance and supernatural creatures. Most cities and many large towns are likely to have at least one alchemist shop or resident alchemist. The prices are often steep but the product is well worth the price.

An alchemist is frequently an elf, changeling, metamorphosized dragon, or other long-lived creature. A human alchemist will always be quite elderly. The prerequisites for becoming an alchemist are extremely taxing and usually requires decades of study in several fields of magic and scholarly pursuits. The study of racial histories, biology, mathematics, chemistry, medicine, herbology, the supernatural, all lores, literacy in Elven, Dwarven, Runes and all human tongues, the recording and study of legends, myths and rumors (especially when regarding magic abilities, artifacts and related), identifying and interpreting magic items and enchantments, and, most importantly, the combinations of magicks (making components, potions, fumes, etc.), are all part of the alchemist's decades of study, knowledge and skill. Most humans, wolfen and similarly short-lived beings (under 100 years) don't master alchemy until quite old (50+ years), and is way beyond the realistic aspirations of any "player" character.

The secrets of the alchemist are jealously guarded, as are his possessions, magic components, and magic items and weapons for resale. Diaries, notebooks, ancient writings (books and scrolls), difficult to come by components like dragon bones, rune weapons, holy swords and other special, rare or expensive items will *ALWAYS* be locked away and heavily warded. A standard ward combination is: alarm sound, followed by protection by infliction of blind, death, death, and death; all area affect and set to go off simultaneously or sequentially. In either case, players must roll for each individual ward. Of course, less lethal combinations are possible, but alchemists usually don't fool around when it comes to protecting their special possessions.

Besides the wards, the alchemist is likely to have a totally loyal and powerful assistant like an ogre, troll, loogaroo, faerie, pixie, demon, high level warrior(s), practitioner of magic, etc., as a bodyguard and/or assistant. Many favor an invisible or unobtrusive watchdog such as an elemental, shadow beast or demon —and usually more than one. Something players forget is that if this character sells all this wonderful magic stuff he's probably wearing or using some pretty powerful magic items himself and has some tough assistants and guardians quietly working in the back room. Consequently, it is pure folly to try to steal from, trick or attack an alchemist, especially in his own shop.

Some Notes about the Alchemist:

Alignment: An alchemist can be of any alignment, but most tend to be anarchist, miscreant and aberrant.

Attribute Requirements: A minimum of I.Q. 14, M.E. 14, P.P. 12 and P.E. 12; higher is better and commonplace among these mages.

Weapons and Armor: Same as the wizard; rarely has a W.P. in more than two or three weapons; one is always W.P. Knife.

Hand to hand Combat: Same as the wizard; typically basic.

Magic Abilities: The alchemist is a multiple O.C.C. character. To become one, the character *MUST* be at least a *sixth level Wizard, sixth level Diabolist* and *third level Summoner* before studying the finer arts of alchemy, medicine, herbology, math, etc.

Typical Skills: Cryptography, literacy in all known mystic symbols and runes, literacy in 1D4+2 languages, speaks 1D6+2 languages, all medical skills (except animal husbandry), all science skills, all lores, interrogation techniques, streetwise, use and recognize poisons, preserve foods, gemology and those areas of mystic knowledge and ability that comes from the Wizard, Diabolist and Summoner O.C.C.s.

Scroll Conversion (to spell invocation): Same as the wizard, +20% bonus.

Circle Knowledge: All protection and summoning circles, but typically only knows 1D6 power circles.

Decipher Circles: Same as the Summoner.

Religion: The character can be a follower of any religion or god(s), but most are not very religious.

Affiliations: The alchemist is likely to have powerful friends and enemies. Kings, lords, merchants, palladins, knights, priests, healers, other practitioners of magic, dragons, demons, creatures of magic and adventurers may be included in both categories. Most of these mages are generally obsessed with amassing great fortunes, magic and knowledge. They seldom concern themselves with politics, churches, or causes, good or evil.

Availability of Alchemists & Magic Items: These magic brokers are comparatively uncommon with rarely more than one or two alchemists in a city or town. There are seldom more than 1-4 alchemists in the largest cities of the Kingdoms of Timiro and Bizantium, and even fewer in the monster kingdoms and wilderness territories of the South, East, and North. Only the wealthy and decadent Western Empire reputedly offers magic on every street corner — a gross exaggeration but most Western cities harbor two to six true alchemist shops with as many as two dozen alchemists living in the city.

As for the availability of magic items in any given campaign, that will depend on the wealth or luck of the player characters, geographic location (there aren't any magic shops in the middle of a wilderness or at a peasant farm community), and the Game Master. **Price Note:** Most alchemists hate to dicker and will seldom reduce a price more than 5-10%. Those who pester, criticize or complain will find themselves magically removed from the store, and may not be welcomed back — being removed each and every time, or worse. Exceptions *may* be considered for characters known to be heroes facing some terrible danger that the alchemist sympathizes with, or when the characters are doing a service for the mage. Under these circumstances, there may suddenly be a greater discount, as much as 40% below list price.

Shopping at the Alchemist Shop

Magic Services

Standard Rates for information:

- **Ordinary news and rumors:** Usually can't be bothered and may send characters to the barbershop or nearest saloon. However, tidbits may come up in casual conversation with *paying* customers.
- **Specific info** on secrets, noble or royal family members, or dangerous subjects: Usually doesn't know and doesn't care, or same as above.
- **Rumors, legends, history and data about specific, important people,** places or things that are hard to come by, *magic, political* or *current events* (not common knowledge): 50-300 gold; may require consulting reference books. May be offered at no charge.
- **Rumors, legends, history** and data about specific, important people, places or things regarding *magic* (may or may not be common knowledge): 100-600 gold; may require consulting reference books. Occasionally offered at no charge.
- **Extensive research** or discrete snooping around concerning little known matters, secrets, artifacts, or dangerous information about *magic, magic items or powerful practitioners of magic:* 1000-8000 gold; cost varies, depending on the extent of the danger and the amount of work and time involved.
- **Location of a ley line:** 100 gold, 300 for a nexus; many alchemists won't share this information.
- **Identifying herbs:** 5-20 gold; sometimes offered as a freebie.
- **Reading/interpreting mystic writings/symbols:** See wards.
- **Simple consultation or advice** about magic or the supernatural: 25-100 gold pieces; occasionally offered at no charge.
- **Identifying magic potions or scrolls:** 50-100 gold; sometimes offered at no charge. The alchemist may offer to purchase the items *before* he identifies them. If sold before being identified, the alchemist will refuse to reveal what they were, but will pay a fair price (20-30% of market value).
- **Identifying whether an object or weapon has magical properties:** 5-20 gold if the item is not magical; frequently offered as a free service. See *exact identification* cost if the answer is "yes" and pay that 5-20 gold identification fee.
- **Exact identification of a magic item and its powers:** 100-600 gold. Warnings or detailed information about the item and/or how to use it will depend on the generosity of the alchemist offering the identification and whether or not he likes the people inquiring. How to use an item or special data may require an additional fee of 100-600 gold. He may offer to purchase the item(s) *before* he identifies it. **Note:** If sold before being identified, the alchemist will refuse to reveal what it was, but will pay a fair price (20-30% of market value). If the alchemist wants the item *badly* he may wave the ID charges and offer a good price (40-50% of retail) for it and an even better deal in product trade (often approaching 80% of retail in trade, but typically 60%).

Note: Also see the categories for wards and circles.

Selling Wards

Alchemists will not teach or discuss the finer points of ward or symbols magic with anyone, including alleged Diabolists and Summoners. Their secrets are just too precious to risk losing, especially to a con artist or the common man. However, these multi-class mages are usually willing to place simple wards of protection or alarm on items for others. The only danger in this is that the purchaser *must* reveal his true name and its proper spelling so the mage can make him exempt from triggering the magic. If a false name is given, the ward will either be useless or react against the purchaser as it would anybody else.

Identifying whether or not a ward or ward phrase is genuine: 10 gold. 30 gold to tell if it is energized and potentially dangerous, 50-100 gold per ward or ward phrase to deactivate or safely remove it.

Translation of Magic Symbols, Runes & Writings: Simple translation (minimal time and effort): 50 gold per page.

Elaborate translations that require a great deal of time, effort or research will cost 200-500 gold a page.

Prices may vary as much as 20-50%, usually more rather than less, and one can assume that the alchemist will make a copy of anything he finds interesting or valuable. Note: An alchemist will *never* explain or

identify wards, runes or mystic symbols! The translation is an accurate interpretation put into common language and layman's terms.

Creating and Placing Wards (all 6th level strength):

Alarms: Silent: 300 gold, sound: 200 gold, trigger: 500 gold.

Colors: 50 gold for any color.

Protection from: Magic, energy, invisibility, and undead/vampires costs 1000 gold each; mystic energy drain: 8000 gold; all others: 500 gold each. All are at 6th level strength.

Protection by infliction: Death, agony, blind, burning pain, energy, invisibility, or fire costs 2400 gold each; all others, 1200 gold each. All are at 6th level strength.

Note: Alchemists will rarely sell an inflict or multiple ward, and will never sell permanence, power, or mystic energy drain. (Of course, extenuating circumstances may tempt the alchemist to break that rule, but such a ward will cost dearly, probably some powerful magic item or knowledge worth millions). *See the Diabolist O.C.C. for details about wards.* Diabolists may also sell these same services (although not necessarily at sixth level strength) at 10-30% less. More potent wards will cost two to four times more.

Selling Circles

Alchemists may teach a Summoner and occasionally, a Diabolist how to create circles, but will teach only true practitioners of these two mystic arts their secrets. The authenticity of the client can be determined by a few deft questions about power words. The foolish who attempt to trick an alchemist are commonly treated with extreme harshness and may find himself used as a guinea pig for experiments (or used as component parts)! Without exception, the alchemist will teach only ONE person at a time. The alchemist does not know all circles, because he has focused on so many other areas of study and expertise, and is likely to only know 1D6 power circles (rarely power, power matrix, or wonder).

Circle Costs:

Protection Circles: 3000 to 6,000 gold

Summoning Circles: 6000 to 12,000 gold

Power Circles (only taught to Summoners): 70,000 to 150,000 gold per circle. Only dimensional Rift, teleport, power, death, power matrix and wonder cost 200,000-250,000+ gold each.

Selling Spell Magic

Many, but not all, alchemists will agree to teach a wizard a new magic spell. The invocation is taught only to a proven wizard (requires a display of magic and answers to questions only a wizard would know) and takes two days per level of the spell being taught. Consequently, a first level spell can be learned in two days, a 2nd level spell in four, 3rd level in six and so on.

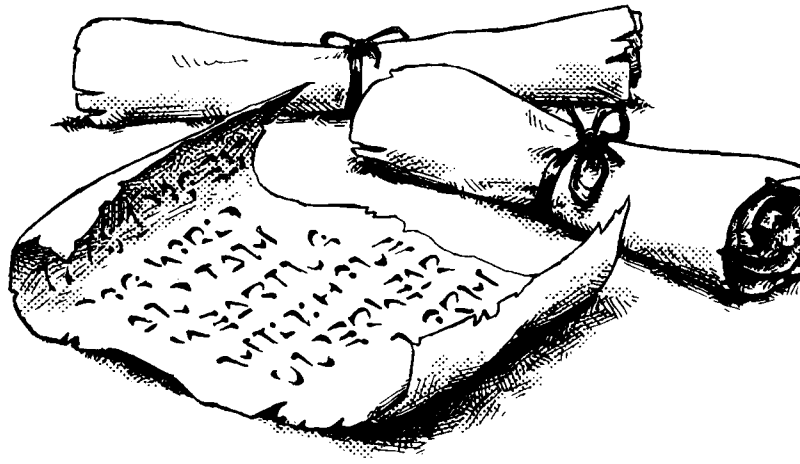
Limitations and Conditions: The incantation will either be taught by the alchemist or a wizard assistant at a time and place of his choosing, alone (no friends or spectators), in absolute seclusion (the wizard being taught stays with his teacher the entire time; food is brought to them). Only one spell is taught at a time and full payment is made in advance. Any violation of these conditions will see the purchaser forfeit payment and the teaching is canceled. Insults or innuendos will also see the teaching session cancelled without refund. All wizards understand and accept this unwritten code. The teacher must know the spell to teach it, so all spells, even those of low level, *may* not be available from the alchemist.

Guarantee: The spell is guaranteed to be authentic and to work perfectly.

Cost by Spell Levels: Any level *spell* (no rituals) can be taught, but most alchemists refuse to teach magic above 7th or 8th level. The prices may sound steep, but remember, once learned, the wizard can use the spell for the rest of his life.

Level One: 5000 gold per spell.
Level Two: 10,000 gold per spell.
Levels 3-4: 20,000 gold per spell; sometimes 10% more.
Levels 5-6: 35,000 gold per spell; sometimes 20-50% more.
Levels 7-8: 50,000 gold each; sometimes 20-50% more.
Levels 9-15 and Spells of Legend are almost never available from an alchemist. If such a rare opportunity occurs, the price will be 100,000-500,000 gold or higher.

Cost Notes: Offensive spells like wisps of confusion, fire ball, call lightning, dispel magic barrier, etc., frequently cost 10-30% more. Dimensional spells and powerful transformation magic, including teleport (all), time slip, shadow meld, invisibility (all) and metamorphosis (all), may cost 30-50% more.



Selling Magic Scrolls

The alchemist is one of the few people in the world who can turn a spell invocation (not a ritual) into a magic scroll. A "spell scroll," commonly referred to simply as a "magic scroll," is a sheet of rolled (never folded) parchment with 1-3 different spells converted for use as a magic scroll. Anybody who can read the language in which it is written (can be any but usually Elf) can read and activate the spell(s) contained on the scroll. The moment the scroll is read, the magic is activated and the spell cast. The P.P.E. necessary to cast the spell scroll is magically implanted and stored in the written words. Thus, as the scroll is read, the words vanish and the spell is cast. If the reader stops at any point for more than three seconds, the spell is ruined and writing on the scroll vanishes without casting its magic.

Only the name of the spell will remain after a reading, so it is safe to only read the heading on a scroll; not unravelling it beyond that point to avoid accidentally glancing at the magic words and reading them (it's human nature to take a peek). If two or more spells are placed on the same parchment, the creator of the scroll will list them at the very top. one under the other, as well as providing a space and an individual heading between each.

Note: Placing a silver rune on a magic scroll will *not* preserve the spell, writing or parchment (the two different magicks simply can't work on the same magic parchment; it's one or the other. See the *Diabolist O.C.C.* about silver runes).

Limitations: Can be used only once, and written in only one language. Once activated/read, the spell vanishes from the scroll. If a person cannot read or cannot read the language the scroll is written in, he cannot use it (unrolling it and pretending or trying to read it may cause the magic to fade without the spell being cast).

Guarantee: Whatever the alchemist claims the magic scroll is (6th level, saving throw 14, specific spell, etc.) will be absolutely true and is guaranteed to work or money back.

Save vs **Scroll Magic:** Typically a 13 or 14 is needed to save.

Power of the Spell Scroll: The potency, duration, range and damage can be as high as the alchemist's own personal level of experience

as a spell caster (typically 6th-12th level). However, most spells placed on scrolls are cast at the equivalent of being performed by a 4th, 5th or 6th level wizard; the alchemist can indicate exactly what equivalent experience level the magic should be (roll 1D4+3 for random determination). A scroll spell that is the equivalent experience level of an 8-10th level wizards is a rarity and typically costs lD6x1000 more gold regardless of the *spell level;* i.e. a second level scroll spell that is the equivalent of being cast by a 10th level wizard will cost the normal 800-1200 gold plus another 1000-6000 gold because of its high power (10th level)

Cost by Spell Levels: Any level *spell* (not rituals) can be turned into a magic scroll spell. However, spells under Eighth level are the most common, spells that are higher tend to be prohibitively expensive..

Levels 1-2: 800-1200 gold each

Levels 3-5: 2000-2500 gold each; note that armor of Ithan, shadow meld, escape, and eyes of Thoth will always sell for top dollar (3000 gold) and by as much as 10-50% more.

Levels 6-7: 3000-4000 gold each; sometimes 10-50% more.

Levels 8-9: 5000-7000 gold each; sometimes 20-50% more.

Levels 10-12: 10,000-15,000 gold each; sometimes 20-50% more.

Levels 13-15: 20,000-30,000 gold each; sometimes 30-100% more.

Spells of Legend: 50,000-100,000 gold each. Rarely available and can cost two or three times the list price depending on the situation, the buyer and the seller.

Cost Note: The cost of a scroll can vary by as much as 20% less and 100% more than the average prices listed above. Much will depend on the availability of scrolls in the region, the desperateness of the purchaser and the generosity of the seller. Unfortunately, most alchemists are of selfish and evil alignments and notorious for taking advantage of a situation to their benefit.

Alchemists are often temperamental, judgmental, and quirky. Get on his or her good-side and you are likely to be treated fairly (most of the time), but get on the character's bad-side and expect to pay through the nose, or to be treated rudely. Furthermore, racial, class and occupational prejudices may also see prices raised or lowered, or the range of available scrolls and magic items increased or decreased. That is to say that an alchemist who hates dwarves (wolfen, humans, nobility, etc.) may tell a dwarven customer that he has only a small handful of scrolls available (when in reality he has 10 times as many) and the prices are likely to be at least 20-50% higher than normal. By contrast, when a fellow elf or practitioner of magic inquires, the elven alchemist has a vast range of available items at average, or below, prices. This is true of anything sold at any magic shop.

Availability: The prices listed previously are for scrolls that are already made and ready for resale. This limits the availability to the most popular for that area and the occasional odd ball or rare spell scroll. Most alchemists will usually have 1D4 each of the following commonly requested scrolls: healing, negate poison, tongues, see the invisible, invisibility (lesser), sense magic, and fire ball.

The odds that the alchemist will have exactly what the character(s) needs is a total crap shoot. An easy rule of thumb is roll percentile dice for every request, with the possible exception of the items listed above (but even they can be sold out). **For scroll spells levels from** 1-7, there is a 01-40% chance that one or two scrolls are available with that spell. **For scroll spells from levels 8-12** there is only a 01-25% chance, and **levels 13 and higher,** only a 01-12% chance of being available. Remember, ultimately the Game Master controls availability, so if he or she doesn't want it available, it's not.

Custom-Made Scrolls: If an alchemist has the time and inclination, he can create just about any scroll the character(s) might desire. To custom make a scroll with 1-3 spells of the purchaser's choosing, the mage needs a minimum of 24 hours (most request 48 hours to a week) and will charge the character(s) 50-100% above the normal top price for *each* spell placed on the scroll. Spells above 10th level are not available. The custom-made scroll can be written in any language requested by the purchaser.

Other means of acquiring spell scrolls: Some high priests can also create scrolls which may be sold to help support the church, or given to church defenders or Champions of Light as a reward or means of defense. Scrolls can also be awarded by royalty, priests or gods, as well as captured, stolen or found in dungeons, ancient ruins, temples, and the lairs of evil practitioners of magic, dragons and evildoers.

Magic Items

Price Notes

The prices listed for all categories of magic items are the average or typical price. However, prices will vary from place to place, typically 10-20% less in places where magic is relatively common and 20-50% more where magic is scarce; sometimes 100-200% or more. Remember too, only a handful of items from each category are likely to be available at an alchemist or magic shop. Pawnshops and the occasional armory may also have a few items, but typically at 20-100% higher than the list price.

Selling Booty: An alchemist shop is a likely place to try to sell magic items, books, scrolls, paper products, herbs, poisons, and components used in magic. Some may even be interested in gems, precious metals and other odds and ends.

When player characters or any adventurer tries to sell or pawn his treasure, the purchase price will *always* be in the buyer's favor and based on the *average/typical* market price as listed in the book(s). The seller is not a professional merchant nor does he have a shop to hawk his wares (it often takes months, even years to sell an item — just one reason for the tremendous markup). Thus, the average adventurer takes what he can get and hopes that it is a fair price. Getting quoted from two or more prospective buyers is both wise and dangerous. Dangerous because it is always ill advised to flash valuables around in public, and many a thief and brigand "hangs out" around magic and pawn shops, some even work at or run the place.

10-30% of the market price on a cash sale is typical.

40-50% for truly rare and valuable items.

55-80% if the shop owner is fairly certain he has a buyer right away (and can charge a substantial markup); a rarity.

25-50% if willing to accept *trade or credit in product;* no cash. 75% to even up *trade or credit in product* for extremely rare and valuable items.

Merchant player characters can usually haggle an extra 5%.

Note: Be warned, if an item, be it magic or gold, is common-place in a particular town or area, the purchase price is likely to be on the lowest end of the spectrum. Of course, the local market price is likely to be 20-30% less than list price too. Sometimes there may not even be a buyer at any price, leaving the adventurer group with booty worth hundreds or thousands of gold, but no money to buy food.

Optional Availability Guidelines

For scroll spells from levels 8-12, there is only a 01-25% chance.

For most weapons, armor, fabrics, and magic rings/medallions, there is only a 01-30% chance that a particular item is available.

For magic potions, there's a 01-55% likelihood of availability.

For magic fumes, powders and common components, there's a 01-75% likelihood of availability. Goblin dust is always available.

For common poisons, and herbs, there's a 01-85% likelihood of availability.

For truly rare items like rune weapons, holy weapons, crystal balls, dragon bones and similar, there's only a 01-06% chance.

Remember, ultimately the Game Master controls availability, so if he or she doesn't want it available, it's not! And if he/she does, it is!!

Magic Armor

Note: The first three listings are a few comparatively common (for alchemist shops anyway) types of magic armor. They are followed by special magic features that can be put into enchanted armor.

Cloak of Armor: A.R. 14, S.D.C. 50. The garment appears to be an ordinary cloth cloak with a hood. Base Cost: 20,000 gold, plus additional S.D.C. may be added at a cost of 10,000 gold per 50 points, up to a maximum of 250 points!

Cloak of Protection: A.R. 12, S.D.C. 50 and impervious to fire, although the person wearing it will still suffer from heat and smoke, and his shoes and other clothes may catch fire. Additional S.D.C. cannot be added. Cost: 15,000 gold.

Leather of Iron: The armor can be soft, hard, or studded leather. From all outward appearances, it is a normal suit of leather armor, but it is really enchanted with an A.R. 15 and S.D.C. 60. Base Cost: 30,000 gold, plus additional S.D.C. may be added at a cost of 10,000 gold per 50 points, up to a maximum of 300 points!

Magic Armor Features:

As many as four magic features can be put in any one suit of magic armor. All features, effects, and bonuses are cumulative, as is the cost. It typically takes 5-10 days to get magic features put into armor (or weapons). A rush job, 48 hours, will cost 50% more.

Armor Rating Enhancement: Can magically increase the armor's natural A.R. by one point (maximum). Cost: 4000 gold. .

Buoyancy: The armor is magically made to float in water even if full plate! The wearer can swim on the surface of the water, but cannot dive and swim underwater because the armor holds him afloat on the surface. Cost: 5000 gold.

Color: Vibrant colors that never fade and which are otherwise difficult or impossible to make out of metal: bright white, pitch black, vibrant greens, blues, reds, oranges, yellows, violets, or pure silver and gold (the last two are colors, not the real metal, although it may fool many). Cost: 600 gold for a single color.

Continual Glow: The armor radiates a magical glow, usually purchased to impress or intimidate those who see the armor (and who may assume the armor is more than it seems). Cost: 1,200 gold for a soft glow or 2,000 for a strong, bright glow (not recommended). Colors of the glow can be amber, white, light blue or light red.

Fire resistant: Normal fire does half damage (magic fire full damage). Cost: 1,500 gold.

Impervious to fire: Normal fire does no damage, while magic fires inflict half damage. Cost: 12,000 gold.

Invisibility on armor: Only the wearer or those who can see the invisible can see the armor. Can be placed on any type of armor other than padded. Cost: 12,000 gold.

Lightweight: Half normal weight. Reduce all penalties because of armor encumbrance by half. Cost: 6,000 gold.

Magic S.D.C.: Additional S.D.C. can be magically added to *ordinary* armor in increments of 20 points. Cost & limitations: 2,000 gold per 20 S.D.C., up to a 200 S.D.C. maximum for heavy types of armor and 100 maximum for leather and chain mail armors. Magic S.D.C. cannot be repaired except by magic and cannot be used on cloth fabrics.

Noiseless: Armor makes no sound; wearer suffers no penalty to prowl. Cost: 12,000 gold.

Weightless: The armor weighs no more than one ounce, wearer suffers no movement or encumbrance penalties and prowl penalty is half (unless noiseless), even if wearing full plate armor! Costs: 15,000 gold.

Magic Weapons

Although the days of the super powerful rune weapons are long gone, select special, magic properties can be instilled in magic weapons. Such weapons are usually created by powerful alchemists (10th level or higher), the occasional high priest through divine intervention, and the occasional demon lord and gods. Unfortunately, these magic weapons are extremely expensive and often rare.

The most common magic weapons have only one magic property/ability. Those with two are considerably uncommon and those with three, rare.

Three is the maximum number of magic powers that can be placed in any one weapon.

Especially powerful and rare weapons may cost 100-500% more than the original cumulative cost to make it and some are legendary.

Commissioned magic weapons: It is cheapest to buy a ready-made weapon offered for sale rather than commission one (cheaper yet to find, steal or acquire one through gambling or other means). Only about half the alchemists in the world can make magic weapons themselves and the process takes 2D4 months per *each* magic property/power. The cost is typically 20-40% higher for custom built magic weapons, sometimes higher; rarely lower. Half payment is required at the time the commission is placed and the balance paid upon completion.

Magic Weapon Properties

Additional Damage: One die of damage (1D6) is added to the weapon's normal damage. Cost: 8,000 gold.

Blinding flash: Three times daily, same as a 4th level spell. Cost: 4,000 gold.

Color: Any color can be selected, usually for dramatic effect: blood red, crimson, light blue, dark blue, solid black, gold, silver, etc. Cost: 500 gold.

Continual Glow: The weapon radiates a soft, magical glow, usually purchased to impress or intimidate an opponent. Colors can be amber, white, light blue or light red. Cost: 1,200 gold.

Impervious to Fire: The weapon cannot be melted, even by magic. Cost: 8,000 gold.

Indestructible: Cannot be destroyed by any means, except by an alchemist (takes 12 hours). Cost: 30,000 gold.

Invisible Weapon: Only the wielder can see the weapon, making it easy to conceal. When fighting an opponent who cannot see the invisible, it provides a bonus of +3 on initiative and +2 to strike and parry. However, the bonuses do not apply when facing those who *can* see the invisible. Cost: 25,000 gold.

Demon Slayer: Does normal damage to all creatures except demons, to which it inflicts double damage. Cost: 20,000 gold.

Deevil Slayer: Does normal damage to all creatures except deevils, to which it inflicts double damage. Cost: 18,000 gold.

Dragon Slayer: Does normal damage to all creatures except dragons and sea serpents, to which it inflicts double damage. Cost: 25,000 gold.

Eternally sharp blade: A blade weapon (sword, spear, etc.) that never dulls and is +3 to damage. Cost: 25,000 gold.

Flaming Ball & Chain: A chain weapon with a ball of flame! Damage: 4D6 damage (maximum) and comes with a special covering/case that is impervious to fire. The set costs 35,000 gold.

Flaming Knife: A knife made of magic flame that extends from a handle that is impervious to fire. Damage: 2D6 damage (maximum) and comes with a special scabbard that is impervious to fire. The set costs 25,000 gold.

Flaming Sword: A sword of magic flame that extends from a handle that is impervious to fire. Standard Damage: 4D6 damage and comes with a special scabbard that is impervious to fire. The set costs

40,000 gold. A sword that does 5D6 damage costs 50,000 gold and one that does 6D6 damage costs 60,000 gold — maximum damage is 6D6.

Returns to Wielder When Thrown: Applicable only to weapons suitable for throwing, including most knives, small axes, hammers, and javelins. The enchanted weapon returns to the thrower immediately after striking the target (mentally commanded); counts as one melee attack! Maximum range: 120 feet (36.5 m). Cost: 50,000 gold.

Spits Fire Balls: A weapon that can shoot out fire balls three times per day. Range: 60 feet (18.3 m), damage: 3D6+2. Cost: 35,000 gold.

Spits Lightning: A weapon that can shoot out a lightning bolt three times a day. Range: 40 feet (12.2 m), damage: 3D6+6. Cost: 45,000 gold.

Teleports Wielder: Owner/wielder of the weapon can teleport three times daily, up to five miles (8 km); same limitations as the teleport magic spell; very rare. Cost: 200,000 gold.

Thunder Hammer: Applicable only to blunt weapons, excluding ball & chain types. The weapon inflicts an extra 2D6 damage and lets out a booming thunderclap each time it strikes or is struck. Cost: 30,000 gold.

Turns Holder Invisible: Upon a mental command, the magic weapon can turn whoever is holding its handle invisible. Either the wielder of the weapon is turned invisible, or others if he allows them to grasp the weapon. As many as two people if a sword, hammer or chain weapon, or four if a staff, spear or polearm. Can turn people invisible three times per day (24 hour period). Duration of invisibility is 10 minutes. Cost: 50,000 gold.

Turns Holder Fire Resistant: Normal fire does half damage (magic fire does full damage), four times daily. Duration: 20 minutes. Cost: 12,000 gold.

Transformable Weapons

These are similar to the magic marbles of transformation except that instead of a marble, the item can be just about any type of "passive" object, such as a belt, cape, cloak, walking stick/cane, staff, and so on. Also, unlike the marbles, these items can be changed back and forth from one shape into the other endlessly. The same *limitations* apply as found under the marbles of transformation. Common transforming combinations are cape into sword or axe or net; belt into dagger or throwing axe or whip; staff into large sword or spear or pole arm; cane into short sword or mace or knife. The transformation is limited to one specific weapon which can change into one specific common item. For example, an adventurer whips off his cloak, mutters a few words, and the cloak suddenly turns into a long sword, in hand and ready for combat. In this particular case, the transforming objects are a long sword and cloak. One can change into the other an unlimited number of times, but is limited to ONLY these specific items. In either form, the object will register as magic. It's important to note that, as a cloak, the item/sword is as vulnerable to damage as a normal cloak.

Cost: For a smallish weapon, the cost is 8,000 gold, while a large weapon will cost 15-20,000 gold. Because of its mystic transforming ability, the weapon is considered to be a magic weapon; however, it cannot have any other magic properties!

Rune Weapons

The greatest weapons ever made of metal and magic are the rune swords — the product of the forgotten mystic art of bio-wizardry. It is believed that less than a thousand exist throughout the entire world and even that may be an exaggeration. Thus, they are the most powerful and coveted of all magic weapons. Kings have forsaken entire kingdoms to possess one.

Most people imagine the famous *rune sword* when rune weapons are discussed. This is because 70% of the surviving rune weapons are swords and knives, but virtually any type of weapon could be transformed by runes. Battle axes, war hammers, pole arms, staves and even arrows were once included among the rune weapon arsenal, but thousands of these weapons were destroyed or hidden after the Elf-Dwarf War. According to some legends, there once existed stone rune weapons used by a minion race of the Old Ones, but none have ever been uncovered, at least over the last 30,000 years! Most scholars believe stone rune weapons are a myth.

The average rune weapon has the following powers and features. More details about *Lesser, Greater* and *Greatest* rune weapons will appear in **The Second Edition, Adventures on the High Seas** (available summer 1996).

ALL rune weapons have the following:

1. Independent personality with an average to high I.Q.
2. Communicate through limited telepathy.
3. Are totally indestructible, the blades never dull.
4. Made of black, dark grey, blue grey, or dark red metal and lined from tip to handle with runes.
5. Do no less than 4D6 damage (in *Rifts* they do 4D6 M.D.). Most known weapons do not exceed 6D6 points of damage, although a few are known to do 1D4x10 and 1D6x10 damage. On mega-damage worlds that damage is mega-damage.
6. Link themselves to their wielder/owner within six months of constant contact. Thus, both man and weapon can sense each other's presence within a four mile (5.4 km) radius if separated.
7. Adds +1 to *all* saving throws.
8. Can be used only by a person of a particular alignment (good, evil, or selfish). Characters not of a compatible alignment take 2D4 points of damage each time they touch the weapon or 3D6 damage if a creature of magic.

Lesser & Greater Rune Weapons

So called **"Lesser" rune weapons** have all the above abilities, inflict 4D6 to 5D6 damage (occasionally 6D6), but possess no other magic abilities. They are considered priceless rarities and typically sell for 1-10 million in gold; 6% are cursed.

Greater rune weapons have all the above abilities, inflict 4D6 to 6D6 damage (occasionally 1D4x10 or 1D6x10), and possess other magic abilities. They are extremely rare, considered priceless and typically sell for 20-80 million in gold; 20% are cursed.

The typical greater rune weapon will have all eight abilities and one greater ability. The most powerful and rarest will have two.

Greater Abilities of Greater Rune Weapons (select one or two):

- **Cast wizard magic:** These rune weapons know six wizard spells. The weapon knows only the six spells but can cast them in any combination. The number of spells it can cast per 24 hours is limited by its 1D6x10+30 P.P.E. points. P.P.E. recovers at a rate of 10 every three hours. Spell selection is limited to levels 1-3 and are equal in power to a sixth level wizard. The P.P.E. of the weapon cannot be drawn upon by the user or practitioners of magic.
- **Cast elemental magic.** These rune weapons know six elemental spells. All spells must be of the same one elemental force (water, earth, air, or fire). The weapon knows only the six spells but can cast them in any combination. The number of spells it can cast per 24 hours is limited by its 1D6x10+40 P.P.E. points. P.P.E. recovers at a rate of 10 every three hours. Spell selection is limited to *offensive* spells from levels 1-6, cannot include the summoning of lesser elementals, and are equal in power to a sixth level warlock. The P.P.E. of the weapon cannot be drawn upon by the user or practitioners of magic.
- **Healing/Cleric abilities.** Possesses all of the following: Heal wounds, 2D6 hit points *and* 2D6 S.D.C. (or 2D6 M.D.C. in *Rifts RPG).* Healing can be performed six times per 24 hour period. Plus remove curse: 1-56% chance of success, once daily. Turn 4D6 dead (duration: four hours): 1-55% chance of success, four times daily. Animate & command 2D6 dead (duration: four hours): 1-54% chance of success, two times daily.

- **Psionic abilities.** Possesses all sensitive or physical powers and two super psi-powers. I.S.P. 3D4x10+30 at sixth level proficiency. I.S.P. recovers at a rate of 10 every three hours.

Note: Among the most powerful are weapons that possess all eight abilities and have two greater power categories. Also see the Soul Drinker.

The Soul Drinker

The most powerful of the greater weapons possesses all eight abilities, has two greater power categories, plus the ability to drink souls/absorb life essences! Soul Drinkers are always a blade weapon; 70% swords, 15% knives, 15% other.

The drinking of souls is the actual absorption and imprisonment of one's life essence. The victim's blood must be drawn by the weapon (cut, stabbed or impaled) before the rune weapon can devour the life essence. This may be done slowly or in a spectacular flash. A victim devoured by a rune weapon is forever lost. Most soul drinkers are limited to a maximum of 1D6 souls per day. Victims of a soul drinking attack get to save vs magic, but must roll a 14 or higher. A successful save means the victim's essence is saved but suffers double damage; triple damage if a creature of magic or a supernatural being (or in *Rifts, a* mega-damage creature). **Cost:** 40 to 120 million credits, sometimes more.

Lightbringer Weapons — Rune Weapons of Light

The Lightbringers are sometimes considered to be "holy" rune weapons, however, many priests and champions who are opposed to rune magic in all its forms will not use the weapons. This unique greater rune weapon is specifically designed for the forces of light, typically created by, or for, the forces of good to combat supernatural evil! Most of these weapons were created by magic arts lost eons ago, but new ones are occasionally provided by gods. Thousands of years ago, *Thoth* is believed to have gone through a period when he created and distributed hundreds (perhaps thousands) of holy weapons throughout the Megaverse®.

Basic powers: All glow a faint white, yellow, red, or blue, register as magic, are indestructible, inflict no less than 2D6+6 damage (no more than 5D6), and possess the lesser rune weapon abilities. Unlike the typical lesser rune weapon, most Lightbringers do not possess a strong intelligence or personality, and most do not actively communicate telepathically with its owner. A Lightbringer can be any type of weapon but 65% are swords, 10% daggers, 15% staves and 10% others.

Greater abilities: The greater abilities are available only to greater Lightbringers: select one greater category of powers, except soul drinking; typically healing, wizard or psionic.

Cost: These weapons are not generally available on the open market and those that are have been stolen, pawned, or found. Originally given to warrior priests, the leader of a church, knights, palladins, or other champions of good, the Lightbringer is a treasured heirloom that is frequently passed on from generation to generation within a family or to defenders of the church or realm. They are only slightly more common than other rune weapons, and are considered a rarity and a blessing.

A lesser Lightbringer (the most common) rune weapon will have only the basic powers and will cost 1-10 million gold.

A greater Lightbringer rune weapon will have the basic abilities and one set of greater powers. Cost (rare): 20-70 million gold or more.

Holy Weapons

The typical holy weapon is created by a High Priest through the intervention of a powerful god. It is the deity (or several deities in a pantheon) who gives the weapon its special, magical powers. These are not rune weapons and should *not* be confused with the Lightbringer weapons which are often regarded as holy weapons.

ALL Holy weapons have the following powers:

1. Unusually tough; seldom break — it takes a lot to destroy one of these weapons and the blades rarely dull.

2. Made of ordinary metal but glow with a halo of energy that is white, yellow, red, or light blue; register as magic.

3. Adds +5% to *all* prayers to one's deity.

4. Its bonuses, doubled damage capacity and special powers will *not* work when used by creatures of magic, supernatural beings, undead or animated dead!

Note: Simple weapons have one or two special powers in addition to those above. Greater holy weapons will have four special powers.

Special Abilities of Holy Weapons:

- Healing touch: Restores 2D6 S.D.C and hit points (2D6 M.D.C. in *Rifts®).* Can be performed six times per 24 hours.
- Negate poison: Instantly destroys/negates poisons in the system as well as restores 1D6 hit points. Can be performed six times per 24 hour period.
- Remove curse: 1-50% chance; can only be done once per person, it cannot be tried repeatedly on the same person at different times even years apart.
- Create Bread & Milk: Same as the 6th level wizard spell at the equivalent of being cast by a 4th level wizard. Can be performed six times per 24 hour period.
- Purification: Same as the 7th level wizard spell at the equivalent of being cast by a 4th level wizard. Can be performed six times per 24 hour period.
- Sense evil: The presence of evil is indicated by the weapon changing color, 20 foot (6 m) radius. Usually turns red or black.
- Magic bonus: +1 one to save vs magic (all types), +2 to save vs horror factor, and +2 to save vs poison and disease.
- Damage bonus: The weapon inflicts 2D6 additional damage (S.D.C. in S.D.C. worlds, changes to M.D.C. on mega-damage planes of existence).
- Monster Slayer: Inflicts normal S.D.C. damage +6 points to human or mortal foes, but does double damage to supernatural beings and creatures of magic (including dragons). On mega-damage worlds, that damage is mega-damage.
- Turn 6D6 dead: By raising the weapon above one's head for all to see, there is a 1-80% chance that all animated dead within line of sight of the weapon will turn and leave the area for at least 2D4 hours.
- Expel deevils, demons and entities: Ratio for success is 1-89% against lesser foes and 1-44% against greater demons/deevils. The expulsion is accomplished by raising the weapon over one's head for all to see. Many weapons can be thrown into the air, where it hangs suspended until the demons or deevils are expelled and then slowly drops back to earth. The power is basically the same as the banishment and exorcism spells combined.
- Radius of protection: Basically the same as the protection circle: simple, wizard spell. The weapon must be raised above one's head and then struck to the ground. Duration: Five minutes per level of the weapon user. A circular area covering a six foot (1.8 m) radius around the sword (it's in the center) glows with magic energy and protection.

Cost: Holy weapons are not generally available on the open market and those that are have been stolen, pawned, or found. Most are originally presented to warrior priests, the leader of a church, knights, palladins, or other champions of good as a reward for fighting evil and/or defending a church or god. Holy weapons are often a treasured heirloom that is passed from generation to generation within a family or to defenders of the church or realm. Holy weapons are not as rare as rune weapons or Lightbringers, but are fairly rare and often signify one's (high) position in a church, kingdom or as a hero. Most champions of light consider it a blessing to have earned or been bequeathed such a noble weapon.

A simple holy weapon will have two abilities from those listed and costs 100,000-800,000 gold.

A greater holy weapon will have four abilities from those listed and costs 1-5 million gold.

Magic Rings, Bracelets, Charms, & Medallions

Special items or objects that possess magic powers exist, but tend to be expensive and uncommon (some downright rare when it comes to such powers as metamorphosis and teleport). All such items affect only the person wearing or using the item. All have limits as to how frequently the item can be used, the duration of the magic, and powers provided. All these items incorporate spell magic-type powers and function exactly as described in the spell magic section except for duration. The maximum duration time of each enchantment and the number of times it can be activated per day is noted. The cost of these magic items varies only slightly in regard to whether it is a ring or medallion, unless gems or precious metals are included or the craftsmanship is exquisite. The costs listed are the average market price in Eastern gold currency.

A maximum of three different powers can be placed in any one enchanted item, but most have only one or two. The item remains enchanted indefinitely — until an alchemist removes the powers (takes days) or the item is destroyed. Further note that the effects of one such charm is not increased when several of the *same* item are worn. For example, a character could wear 20 rings or medallions that protect vs spell magic, but is still only +1 to save, the same as wearing one such item. However, the character can wear several different enchanted items, such as a medallion of protection against spell magic, a ring with the powers of chameleon and levitation, and another ring with protection from circles (+2).

The following magic effects can be placed in rings, bracelets, charms, and medallions. They cannot be instilled in weapons. The magic effect is cast only on the person in possession of/wearing the magic item.

Chameleon: 20 melees; twice daily. Cost: 40,000 gold.
Diminish (self; six inches tall): 15 minutes; twice daily. Cost: 47,000 gold.
Fleet Feet: 10 minutes; three times daily. Cost: 30,000 gold.
Fly (as **an eagle):** 60 minutes; twice daily. Cost: 60,000 gold.
Impervious to Fire: 60 minutes; twice daily. Cost 30,000 gold.
Impervious to Cold: 60 minutes; twice daily. Cost: 28,000 gold.
Impervious to Horror Factor: 30 minutes; three times daily. Cost: 28,000 gold.
Invisibility: 10 minutes; three times daily. Cost: 46,000 gold.
Levitation: 10 minutes; four times daily. Cost: 25,000 gold.
Metamorphosis Animal (rare): 30 minutes; twice daily. Cost: 65,000 gold.
Metamorphosis Human (rare): 30 minutes; twice daily. Cost: 95,000 gold.
Multiple image: 20 minutes; twice daily. Cost: 30,000 gold.
Nightvision 60 feet (18.3 m): 60 minutes; three times daily. Cost: 15,000 gold.
Protection from Circles: Constant +1 to save costs 35,000 gold, +2 to save. Costs 70,000 gold.
Protection from Spell Magic: Constant +1 to save. Cost: 35,000 gold.
Protection from Psionics: Constant +1 to save. Cost: 35,000 gold.
Protection from Undead: Holds them at bay and costs 10,000 gold, but an item that holds them at bay and makes the wielder impervious to the vampire's hypnotic gaze/mind control costs 45,000 gold.
Protection from Wards: Constant +1 to save. Cost: 35,000 gold.
Protection from Witches: Constant +1 to save. Cost: 28,000 gold.
Resist Cold: Two hours; three times daily. Cost: 4000 gold.
Resist Fire: Two hours; three times daily. Cost: 4000 gold.
Sense Evil: 8 melee rounds; three times daily. Cost: 6000 gold.
Sense Magic: 8 melee rounds; three times daily. Cost: 8000 gold.
Sense Traps: 10 minutes; twice daily. Range: 12 foot (3.6 m) radius. Cost: 50,000 gold.
Size of the Behemoth: 10 minutes; three times daily. Cost: 35,000 gold.
Superhuman Strength: 10 minutes; three times daily. Cost: 40,000 gold.
Telepathy: 10 minutes; twice daily. Cost: 40,000 gold.
Teleport (rare): Instant; three times daily. Cost: 200,000 gold.
Tongues: Lasts 10 minutes; three times daily. Cost: 20,000 gold.
X-Ray Vision: Lasts 10 minutes; twice daily. Cost: 40,000 gold.

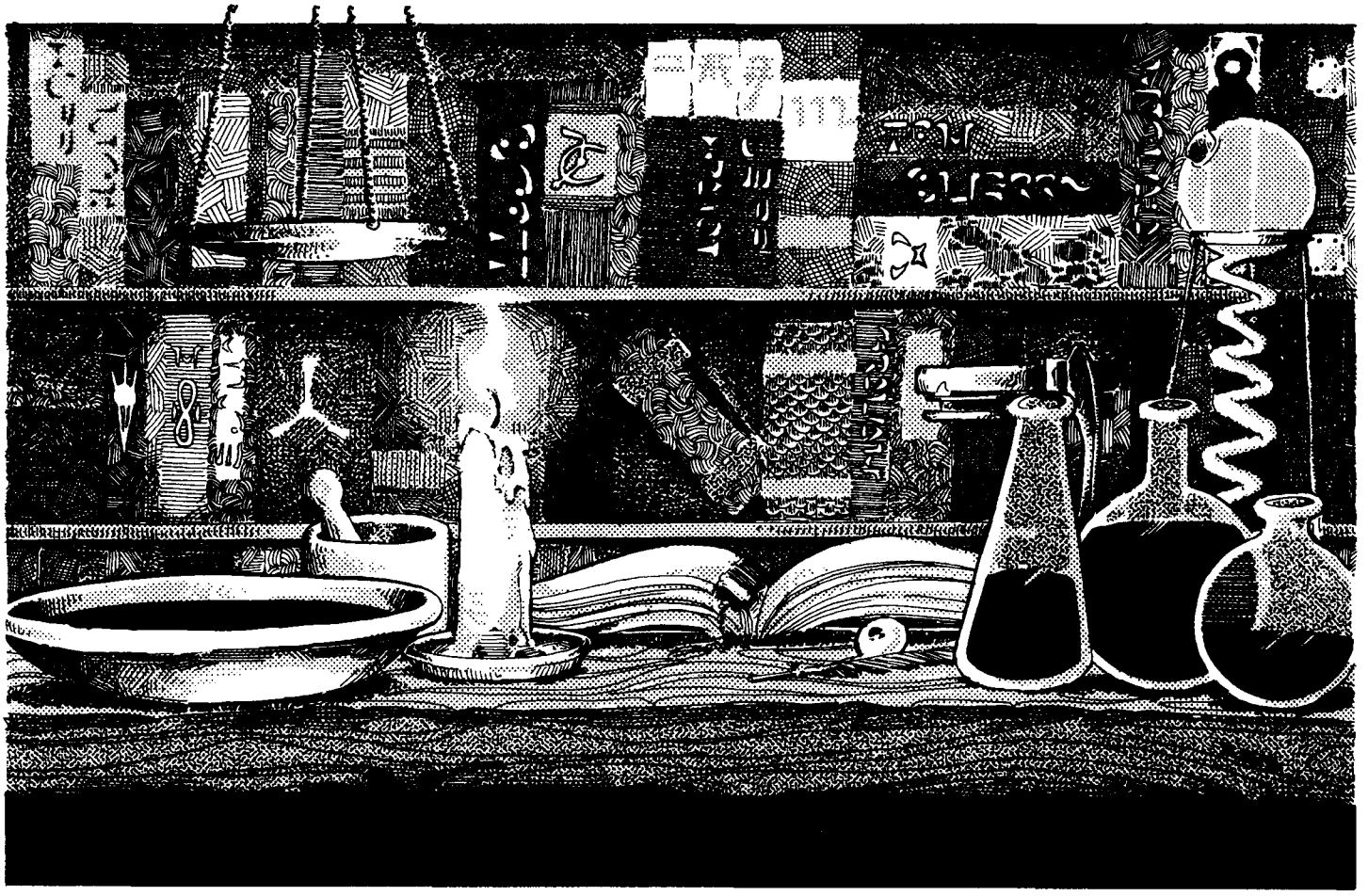
Magic Potions

All magic potions are sold in single doses and last for ten minutes unless indicated otherwise. Longer lasting potions with double the duration (20 minutes) are sometimes available but cost double the price.

All-Purpose Remedy: A tonic that *cures* a number of miscellaneous ailments within 15 seconds after drinking! Eliminates headaches (reduces migraine to half), slight fevers, stuffy head/sinus, runny nose, minor stomach ailments, incontinence, hiccups, and drunkenness (instantly sober). It tastes terrible but works great. Cost: 300 gold. Note: It does not help against magic aliments, curses or faerie food.

Charm: Same as spell magic and costs 500 gold.
Love charm: Same as spell magic and costs 600 gold.
Chameleon: Same as spell magic and costs 600 gold.
Change Appearance to Look Older: Increases the character's appearance (only) by twenty years; used for disguise. Lasts 8 hours. Cost: 600 gold.
Change Appearance to Look Youthful: Reduce the character's appearance (only) by Fifteen years. Lasts 8 hours. Cost: 600 gold.
Fleet feet: Same as spell magic and costs 800 gold.
Fly (as **the eagle):** Same as spell magic, costs 1200 gold.
Foresee the future: Divination same as clergy, costs 800 gold.
Healing: 1D6 hit points or 2D6 S.D.C. are restored. Cost: 400 gold.
Healing (superior): 2D6 hit points or 4D6 S.D.C. are restored. Cost: 800 gold.
Invisibility: Same as spell magic and costs 800 gold.
Impervious to fire: No damage and costs 600 gold.
Impervious to cold: Cold does no damage and costs 400 gold.
Negate Magic Potions: 1-65% chance of negating any magic potion but causes nausea for 1D6 hours. Cost: 1200 gold.
Negate Poison: 1-90% likelihood of negating any type of natural poison, but only 1-35% chance of negating magic poison like those from the bite or stinger of some creatures of magic. If successful the poison is instantly negated, however, damage suffered before drinking the potion remains. Cost: 500 gold.
Sleep: Same as spell and costs 600 gold.
Shrinking (reduce to six inches): Same as magic spell and costs 800 gold.
Size of the Behemoth: Same as spell magic and costs 900 gold.
Superhuman Strength: Same as spell magic and costs 1000 gold.
Speed of the snail: Same as spell magic and costs 800 gold.
Turn self into mist: Same as spell magic and costs 1500 gold.
Truth Serum: Forces victim to tell the truth. Two questions can be asked per melee round. Cost: 800 gold.
Metamorphosis (superior; any form except mist): Same as spell magic and costs 3000 gold.
Blind: Same as spell magic and costs 1000 gold.
Mute: Same as spell magic and costs 800 gold.
Tongues: Same as spell magic and costs 500 gold.
Swim as a Fish (minor): Same as spell magic and costs 600 gold.
Might of the Palladium: Adds one additional attack per melee round and a bonus of +2 to strike, parry, dodge, and damage! Cost: 1500 gold.

Note: Characters who are forced to *drink* a potion get to save vs magic and need to roll 14 or above.



Magic Powders

These are contact poisons and are sold by the ounce (2 doses).

Sneezing powder (magic): Must be blown or thrown in the victim's face. Victim will sneeze constantly and uncontrollably for 1D6 melees; -3 to initiative, strike, parry, and dodge, -40% to prowl, -40% on skill performance. Costs: 200 gold.

Itching powder (magic): Very uncomfortable, lasts for 2D4x10 minutes or until washed off. Victim is -4 on initiative, -5% on skills and is distracted. Affects bare skin only. Costs: 100 gold.

Fire dust (magic): Causes intense burning pain for 3D4 melee rounds or until washed off. Victim takes 1D4 damage from initial shock of the irritant, -6 on initiative, -4 to strike, parry, or dodge. Affects bare skin only. Costs: 1500 gold.

Heart of flame: A phosphorus, quick burning powder that makes a torch sized fire grow three times its size for 1D4 melees. Costs: 100 gold.

Goblin dust (special): Must be thrown into victim's face, 40% chance of temporarily blinding him for 1D4 melees; -9 to strike, parry and dodge. The dust is supposed to have special properties that makes it especially effective against goblins, hobgoblins, orcs, and kobolds. It will be suggested that the person should hit the goblin in the head with the bag, using all his might. The bag that contains the dust is specially designed to burst on impact (cheap, flimsy material). This is really an old alchemist con in which he sells a five pound (2.3 kg) bag of soot, ash, and dirt from his furnaces and fireplace packed in a shabby bag. Note: Ironically, the goblin dust does really work sometimes (1-40% chance). Costs: 15-30 gold per five pound (2.3 kg) sack.

Moon beams: A luminous powder sold in an 8 ounce container. Costs: 300 gold.

Pixie dust (magic): Shrinks victim to half normal size for 3D4 minutes. Costs: 600 gold.

Magic Fumes

Fumes appear as smoke or vapor which produces the following special effects. They are sold as candles or incense. Price is per each candle or incense stick. **Note:** Saving Throw: 14 or higher.

Apparitions: All types of terrible wraith-like creatures spring to life, assaulting the victims of this fume. Affects a 10 foot (3 m) radius; oppressive, heavy smell. Takes 1D6 melees to induce the hallucinations; roll to save vs insanity (14 or higher). Those who fail to save must roll on the Random Insanity Table and on the phobia table for two *temporary* insanities. The insanities last as long as exposed to the apparition fume or for 3D4 minutes after leaving the radius of influence or after the fume has been extinguished. A stick will burn for one hour. Costs 600 gold.

Daze: A light, flowery aroma that fills and affects a 12 foot (3.6 m) radius. Victims are dizzy, speed and skill performance are reduced by half, -4 on initiative, -2 to strike, parry, or dodge. Lasts as long as exposed to the fume or for 3D4 minutes after leaving the radius of influence or after the fume has been extinguished. A stick will bum for 45 minutes. Costs 300 gold.

Divination: Same as psionic clairvoyance; 1-66% chance of inducing a true vision after the entire stick has burned (20 minutes). Costs 350 gold.

Drive away evil spirits: Six foot (1.8 m) radius. Prevents ghosts, spirits, and undead from entering the magic radius unless the creature rolls an 18-20 to save vs magic. One hour duration per stick. Costs 400 gold.

Fire candles: Shoots out sparks doing 1D6 damage twice per melee round. Range: 6 feet (1.8 m). Duration: two melee rounds; cost 20 gold.

Raise strange shapes: Shadows seem to take form and begin to move. Affects a 10 foot (3 m) radius; sweet smelling, heavy odor. Takes 1D4 melee rounds to induce the hallucinations and potential victims

get to roll to save (14 or higher). Those who fail to save cringe in terror and hide, afraid to move lest the monsters responsible for the menacing shadows attack them. One hour duration per stick; the phobic terror lasts for 2D4 minutes after the fume has been extinguished. Costs 600 gold.

Roman candle: Shoots out a bolt of fiery sparks and tiny fire balls three times in a single melee round. Does 2D6 damage as a weapon. Range as a weapon: 20 feet (6 m); range as a flare: 200 feet (61 m) up. Duration one melee round. Costs 50 gold each.

Smoke bombs are six inch long (0.15 m) tubes, two inches in diameter. They are armed by lighting a quick burning wick/fuse. It ignites within eight seconds (four if the fuse is cut in half) and fills a 20 by 20 foot (6x6 m) area with billowing smoke. All smoke bombs impair the vision of anyone within their smoky confines. Victims inside the cloud cannot see beyond the cloud (or into it if outside the smoke cloud), eyes and nostrils sting, and everybody is -2 to initiative, strike, parry, or dodge while in the cloud. No saving throw.

Smoke bombs come in a variety of colors and scents: black: thick and heavy; grey: thick, charred scent; red: smells of decay; yellow: sulfur odor; purple: sickeningly sweet; and blue: cinnamon smell. All have a duration of 2D4 melee rounds and cost 40 to 75 gold each.

Stink bomb: Releases a putrid smelling, yellow vapor that fills a 12 foot (3.6 m) radius. People within the radius will gag, eyes water, and vomit unless they flee to at least 12 feet (3.6 m) away. Victims staying in the area are -2 on initiative, -1 to strike, parry, and dodge, and speed is reduced by 30%. Duration of the stench: 3D4 melee rounds per each bomb. Cost: 75 to 150 gold each.

Vapors of weakness: Affects a 12 foot (3.6 m) radius. Victims feel weak and their limbs heavy; -2 to strike, parry, and dodge, speed reduced by half, fatigue twice as quickly as normal and all saving throws are -2. Stale, oppressive odor. The weakness lasts as long as exposed to the fume or for 3D4 minutes after leaving the radius of influence or after the fume has been extinguished. A stick will burn for 45 minutes. Costs 1700 gold; rare.

Magic Snuff — Fumes

A scented magic powder that is inhaled by snorting it up the nose. Effects are immediate and last for 1D4 melee rounds per "snort." All magic snuff costs 250 gold per "snort" unless stated otherwise.

Apparitions: Same as fume.
Breathe without air: Same as spell.
Daze: Same as fume.
Fearless: +2 to save vs Horror Factor.
Vapors of weakness: Same as fume and costs 800 gold.
Invisibility (lesser): Same as spell and costs 500 gold.
Negate Poison: Same as spell.
See Aura: Same as spell.
Sense Magic: Same as spell.
Sleep: Same as spell.
Shrinking (reduce to six inches): Same as spell.
Superhuman Strength: Same as spell and costs 500 gold.
Tongues: Same as spell magic and costs 500 gold.
Truth Serum: Same as potion and costs 300 gold.

Magic Items

The following items are among the most famous and interesting of known magic items. Some can be used as weapons, but most are not. Remember, availability will vary dramatically and most of these items are uncommon to rare.

Crystals & Stones
Chasers
Crystal Ball
Crystal of Light
Divination Ball
Eye of the Cat
Eye of the Eagle
Gem of Reality
Gem of Direction
Guardian Stones
Marbles of Transformation

Fabrics
Boots of Fleetness
Boots of Mystery
Cape of Dimensions
Cherubot Rope
Cloak of Guises
Cloak of Invisibility
Cloak of Protection
Cloak of Shadows
Environmental Tent
Enchanted Bags
Flying Carpet
Gryphon Claws
Pillow of Sleep
Pit Cloak
Magic Bandages
Suit of Colors
Thread of Iron

Make-Up
Fright Wig
Magic Make-Up (disguise)
Magic Make-Up Paint
Miracle Cream
Vanishing Cream

Other Articles of Magic
Aura of Non-Scent
Book of Secrets
Container of Much Water
Fire Wick
Flying Broom
Magic Restraints
Mystic Ink
Needle of Sewing
Quill of Endless Ink
Quill of Literacy
Screech Bottles
Tome of Images

Magic Crystals & Stones

Chasers: These are foul creatures locked within what appears to be a crystal of light. When smashed, by either dashing the crystal on the ground or hitting it with something, a Chaser is released and will instantly attack anybody in front of it — a Chaser will always face the opposite direction from which it was thrown. Even the alchemists who create Chaser crystals don't know what these creatures of light are, or if they are living creatures at all or just weird animated energy. Whatever they are, they always react the same: appear as huge, brightly glowing, yellow or green skull-like energy spheres with a gaping toothless maw, a wispy tail like a comet, and emits a low, howling cry. Without hesitation the Chaser(s) will zoom forth with startling speed (about 30 mph/48 km), zipping down corridors, moaning its terrible groan. Spotting a victim (the first person it sees), it will race towards him, giving chase, slipping under doors and through cracks if it must, to fling itself Kamikaze-style, headlong into its terrified victim and ending in a blaze of light and bone chilling cold. If by some miracle the intended victim should escape, it will look for a new target.

Effects of the Chaser:

1. There is a chance that everybody seeing the Chaser will be momentarily frozen with terror (H.F. 15) or flee wildly to escape it. Most people will flee even if not affected by its fearful aura in case "they" are its intended target. Roll to save vs horror factor.

2. When the Chaser strikes, momentarily engulfing the person in a blaze of sparks and light, it seems to the victim that he is being swallowed whole. However, damage is only 2D6 points of numbing cold. Vampires and other undead take 4D6 damage but the following effects don't work on them.

3. The character's mental endurance is sorely tested as he is mentally/empathically bombarded. This psionic attack will leave the character in a temporary state of emotional shock for *1D4+1 minutes* unless he or she saves vs psionic attack. In this emotionally lobotomized condition, the character will simply lay or sit, staring blankly into space or wander aimlessly, oblivious to everything around him. The person cannot defend himself, hide, help a friend or worry about his possessions.

4. Worse yet, the emotionally lobotomized individual can be manipulated like a remote controlled robot by a Mind Mage or major psionic with the powers of telepathy or possession (automatic). The control is complete, lasting until the person regains his mental faculties or the controlling psionic is rendered unconscious. Used like a puppet, the controlled character is not his normal self, thus he or she does *not* strike, parry, or dodge with any bonuses, cannot perform skills, and has only two attacks/actions per melee round. Struggle for Control by two or more psionic characters will have the following results; roll percentile dice for each attempt to seize control.

1-30 Control switches in rotation (to the next person in the sequence in which mental control is attempted).

31-60 Puppet attacks his current controller (automatically senses who that is).

61-87 Puppet goes berserk, attacking friend and foe alike in an uncontrollable frenzy until he/she is slain or incapacitated.

88-00 Emotional puppet collapses; remains unconscious until the magic effects of the Chaser wears off (1D4+1 minutes).

When the person regains his self control, he will remember only small fragments of the experience as if it were a dream accompanied by a terrific headache. He will not remember who his controllers were or specific individuals who may have plundered or abused him.

Note: The Chasers cannot communicate in any way or display any sentience. They simply attack and disappear. If a victim cannot be located within 10 minutes it will fade away. The Chaser's head is huge, typically about the size of a human being from head to toe. Cost: 2000-3000 gold per each Chaser crystal. Small, about the size of a robin's egg.

Crystal Ball: These legendary items are extremely rare, highly coveted and quite expensive; less than 2000 are believed to exist in the entire world! A crystal ball enables the user to gaze into it to locate any person, creature, or place within a 1000 mile (1600 km) radius. The only limitation is that the user must be familiar with the person, creature, or location (there is no P.P.E. cost to activate, only a need to see whomever). After 2D4 melee rounds of concentration and staring into the crystal ball, the target subject will appear. When located, the crystal will enable the viewer to see and hear all within his viewing area as if a magical video camera was pointed at the person or area and its sound and image were transmitted to a TV monitor. The angle of the image is a straight on shot, pointed at the subject. Approximately a ten foot (3 m) diameter around the subject can be seen and voices off camera (outside the image) can be heard, provided the subject of observation can hear them. Duration: Indefinite. As long as the viewer is interested, the crystal will observe the subject of observation wherever he goes. If the watcher becomes bored, distracted, falls asleep or leaves or covers the crystal, the image fades within one melee (15 seconds) and is effectively "turned off."

Note: Practitioners of magic above third level experience, dragons, most creatures of magic and greater supernatural beings *may* sense the presence of enchantment and realize that they are being observed by a crystal ball (38% +2% per level of experience; roll once for every five minutes of observation). When this happens, the character will turn, as if looking directly into the camera and through concentration and the expenditure of 15 P.P.E., cancel the signal; the crystal goes cloudy. That particular character (or location) cannot be observed again for 4D4 hours. Fortunately for the user of a crystal ball, it is *impossible* for the subject being observed to sense or see who is watching him, or to sense where his spy is located. A crystal ball cannot see into other dimensions or see those protected by a sanctum, sanctuary, or anti-magic cloud spell, or those in a superior circle of protection, superior protection from magic circle or circles of all seeing, knowledge, power, power matrix, and wonder. Cost: Considered priceless and sells for millions.

Crystal of Light: This is a handsome, many faceted, glass crystal which magically captures and holds light. The golf ball sized crystal perpetually emits a soft light equal to about one or two candles. Cost: 1500-3000 gold; burns out within 20 years. Fair availability.

Divination Ball: A crystal ball that can tell the future is another extremely rare and desirable enchanted object. Its power is basically the same as the psionic power of *clairvoyance.* The observer stares into the crystal while concentrating on one person whose future he'd like to glimpse. Chance of success is 52%. Divination can be attempted only once per every 12 hours. It cannot be used on oneself. Cost: 1-6 million in gold; rare.

Eye of the Cat: A crystalline monocle that enables its wearer to see clearly in the dark; equal to 40 feet (12.2 m) nightvision. **Note:** All crystals, non-gems, are fragile glass items, easily broken if careless; 2D4 S.D.C. Cost: 6000-8000 gold.

Eye of the Eagle: A crystalline monocle that enables its wearer to see great distances; up to 2000 feet (609.6 m) or approximately a third of a mile. The image will appear sharp and clear as one might expect from a hand-held telescope or modern binoculars. Cost: 10,000+ gold. Uncommon.

Gem of Direction: This is a unique item often used by navigators and merchant caravans. Within a faceted gem, about the diameter of a quarter, is a clearly visible sliver of light that always points north. Cost: 8000 gold. This item is comparatively common.

Gem of Reality: This is a crystal that enables anybody looking through it to see through all illusions and magic disguises! It cannot detect or reveal Changelings or metamorphosis altered creatures because these are real physical changes. No saves against the crystal are possible, all illusions will be revealed. Cost: 50,000+ gold, often 50-100% more. This item is fairly rare.

Marbles of Transformation: These small glass or marble balls appear to be ordinary marbles, but are actually a bizarre mystical transmutation of a common object such as a length of rope, weapon, clothes, gem, tool, ladder, etc. The marble will transform into the original object, in perfect condition, when the character mentally wills it to do so and says the magic word "Acba" three times. Although anybody can activate these marbles, the person must focus his mental energies/concentration to do so for at least one full melee round and say the magic words. Smugglers, thieves, assassins and spies have found the marbles to be an excellent means to conceal weapons and valuables.

Limitations: Only *one* item can be transformed per each marble and it must weigh *less* than 10 pounds (4.5 kg). Furthermore, it *cannot* be magic, alive, organic (like food or plants), or a perishable item. To transform the marble, the person desiring to do so must be able to see it or have physical contact (touching) with it. Once transformed, the object will retain its normal shape and *cannot* turn back into a marble again. Cost: Base price is usually about 800 to 1200 gold plus the cost of the item being transformed. Most alchemists sell such items or are willing to transform items for a 25% service fee (takes 48 hours).

Guardian Stones

Guardian Stones are small mystic statues of demons, creatures of magic and ferocious or deadly animals carved from jade or marble. They are frequently used by royalty, clergy, wealthy merchants and men of magic to protect their possessions or dwellings. Attuned to a particular owner by carving his or her true name into the statue's base or placing a drop of his blood on it, will make that person, and that person alone, immune to attack. All others not in the company of its master will be attacked the moment they enter an area under the guardian's protection (sorry, changelings and metamorphs won't fool these magic stones). Once activated, the stone becomes alive and strikes with magic

powers. Fortunately, the secrets of the stones are known only to a handful of powerful alchemists in the Western Empire and in the South, severely limiting their availability. The cost is also quite prohibitive except for the wealthy.

There are three types of stones: little guardians, beastiary and demon stones. ALL are tiny, ranging from 3 inches to a maximum of 7 inches, but transform into full size warriors when activated. Note: All *Guardian Stones* will instantly return to stone when the intruder(s) has been slain or forced to retreat. All S.D.C. are restored so that they strike at full strength when reanimated.

Beastiary Guardian: These statues will grow into fearsome animals, creatures of magic or imaginary beasts of terrible visage. All have the same abilities regardless of its appearance: 80 S.D.C./hit points, speed 14, natural A.R. 14, two attacks per melee round by bite (2D6 damage) or by claws, tail or other, doing 3D6+2 damage. The creature is never larger than 5-6 feet (1.5-1.8 m) long/tall, is +1 on initiative, +2 to strike, +3 to parry and dodge, and can prowl 40%, track by smell 60%, and will fight to the death. Crumbles into stone if all its S.D.C./hit points are destroyed. Otherwise, once intruders have been slain or leave the guarded area, they turn back into statues. Cost: 100,000-300,000 gold. Add 30,000 gold if winged and can fly (spd 33).

Demon Stone Guardians: These are the largest, rarest, and most powerful of the Guardian Stones. They are always carved in jade and appear to be demons or frightful, imaginary, demon-like creatures. All have the same abilities regardless of its appearance: 140 S.D.C./hit points, speed 14, natural A.R. 14, three attacks per melee round by bite (3D6 damage) or by claws, tail or other, doing 4D6 damage. May also possess one special ability at a steep extra expense. The creature is usually 6 to 9 feet (1.8 to 2.7 m) tall, is +2 to initiative, and +3 to strike, parry and dodge. Many wield a weapon (4D6 damage), can see the invisible, nightvision 90 feet (27.4 m), climb 60/55% and will fight to the death. Crumbles into stone if all its S.D.C/hit points are destroyed. Cost: 500,000 gold. Those with one special power cost an additional 100,000 gold. Special Powers: Fire Breath (4D6 damage), Frost Breath (4D6 damage), Spit Lightning (4D6 damage), Turn Invisible (at will), or Fly. The breath and spit powers have a range of 60 feet (18.3 m), can be done once every melee and counts as an extra melee attack.

Little Guardians: These include life-size spiders, scorpions, snakes, beetles and similar creatures. All have the same abilities: 40 S.D.C./hit points, speed 12, natural A.R. 12, one attack per melee round. Poisonous bite does 1D4 damage plus 4D6 from the poison unless a successful save is made (14 or higher). The creature is rarely larger than 8 inches long (0.26 m), is +1 to strike, +4 to dodge, can prowl 70%, and climb 85/80%. Will turn into crumbled stone when all S.D.C./hit points are destroyed. Fights to the death. Cost: 50,000-80,000 gold; rarish, poor availability.

Magic Fabrics

Boots of Fleetness: Doubles natural speed. Cost: 30,000+ gold; uncommon.

Boots of Mystery: These are mystic boots made of cloth or soft leather. They simply leave no tracks. Without footprints, the wearer cannot be easily followed or tracked. However, he or she can still be tracked by smell and other physical signs (remains of a campfire, broken twigs and plants, etc.), although the tracking animal or person is -20% to do so. Another bonus of the boots is their added stealth, providing +5% to prowl. Cost: 30,000+ gold; fairly rare — a favorite among rangers and prosperous thieves.

Cape of Dimensions: This is a truly rare and wondrous magic fabric that can temporarily shift into other dimensional planes (but where exactly, nobody knows). It can do the following:

1. Dimensional Shift: Momentarily transports its wearer into a dimensional void or pocket, causing him/her to seem to disappear. In effect, the person actually blinks out of existence or, more accurately, out of his normal space and time. Since the character no longer exists, he cannot be detected by psionics, magic or any other means.

Duration: A maximum of five minutes.

Limitations: While in limbo one cannot see, hear, or feel anything from his/her departed dimension, nor attack, move or perform magic or psionics, just wait.

Use Limits: Four times daily (per 24 hour period).

2. Swallow: The cape can be thrown over a person or object(s) and make him/it disappear by fundamentally engulfing the person or object(s). It actually displaces the person/object(s) into the previously mentioned dimensional limbo. However, unlike the dimensional shift, the cape does NOT disappear with the item(s)/person, but remains in this dimension. The cape's owner can keep the item or person in his cape/limbo for a short period of time, easily hiding or weightlessly transporting them in his cape!

Duration: Five minutes.

Limitations: The cape must *completely cover* the person or object(s) to be swallowed; maximum weight limit is 300 lbs (136 kg). The person or object(s) can be released upon command or automatically return at the end of five minutes. If the person or object is not completely covered, nothing happens. If the cape is torn it will become completely useless and cannot be repaired except by an alchemist, at an expense of 25,000 gold or more. Anything in the cape at the time it is torn instantly reappears. **Note:** The cape is also impervious to fire and often indestructible.

Cost: 700,000+ gold; triple the cost if indestructible. This is a very rare item. The time, expense and difficulty in creating the cape (a pitiful 12% of all attempts are successful) makes it a high risk item to attempt even for the best alchemist.

Cherubot Rope: This rope bears the mystic name for air elementals because the rope can actually fly through the air and suspend itself as if anchored in mid-air. The Cherubot Rope is limited in that: 1. *It must always* have one end touching the ground. 2. It *cannot* be manipulated to entangle, tie-up or knot. 3. It will *always* move in a straight line whether it be straight up or straight down or in any straight angle. 4. It has all the strengths and WEAKNESSES of normal rope (i.e. can be cut, burnt, unraveled, etc.). **Note:** The rope can support up to 800 pounds (362 kg), but it *cannot* be used like an elevator by grabbing it at the top and allowing it to carry you up into the air with it. Instead the rope must be thrown into the air at the intended angle or area where it will continue to travel (fly) until its holder stops it by tugging on it or its maximum length is reached. The Cherubot Rope will return when the person using it commands it to do so and gives it four quick tugs. Cost: 80 gold per foot (0.3 m). Special Additional Magic Increases Its Expense: Impervious to fire is an extra 100 gold per foot (0.3 m); impervious to normal weapons (magic and magic weapons will do full damage) is an extra 100 gold per foot (.3 m); both impervious to fire and normal weapons costs 200 gold extra per foot.

Cloak of Guises: This amazing full-length cloak can magically turn into several complete sets of clothing at will! This includes a shirt, pants, socks and vest, or coat, or a full-length dress. The clothing is limited to various shades of the cloak's original color; i.e. red can change into deep crimson, light red, pink and shades in-between. The pieces of the mystic clothing cannot be separated and must be worn as one complete set. If a piece is removed the whole costume will revert into its cloak form. Another limitation is that the clothes cannot appear to be any fabric other than what the cloak itself is made of. The Cloak of Guises is often used by spies, thieves, assassins and others in need of instant disguise.

Duration: Until taken off.

A.R.: 10, very tough; S.D.C.: 40. However, this S.D.C. and A.R. does not afford its wearer any protection, because it is NOT armor; the wearer takes full damage. The S.D.C. applies mainly when an enemy is deliberately trying to destroy it. The Cloak of Guises, in its many forms,

can take damage, but it will show no signs of cuts or tears until all of its S.D.C. is destroyed and then it suddenly appears as a useless, battered rag. Fair availability.

Cost: 20,000-40,000 gold. Silk fabric and/or fancy design, add 20%.

Cloak of Invisibility: This magic fabric comes as a long, full length cloak or cape that brushes the ground and comes with a hood. The wearer and everything beneath the cloak becomes invisible. The wearer can turn invisible (same as the lesser spell) and visible at will.

Duration: 60 minute total per 24 hours.

A.R.: 8, S.D.C.: 30. This is the S.D.C. and A.R. of the material that is applicable only if somebody tries to destroy it. The cloak does not afford its wearer any protection; it is NOT armor, consequently, the wearer takes full damage.

Cost: 50,000+ gold

Cloak of Shadows: The wearer is difficult to see in shadows, but even in lighted areas the character moves silently and unobtrusively like a shadow; +20% to prowl. Cost: 12,000+ gold; uncommon.

Environmental Tent:This looks like any other tent except that it has a circle of protection from elemental forces and various other mystic symbols and enchantment built into the fabric. Magically endowed, the inside of the tent will be a constant pleasant environment; always dry and warm (70 degrees Fahrenheit) regardless of the conditions outside. **Note:** The tent *cannot* protect against major acts of nature, such as lightning, floods, mud slides, earthquakes and so on. Nor can it protect against similar, magically induced elemental forces above 4th level strength. Cost: About 2,000 gold for a two-man tent, 3,500 gold for a four-man tent and 8,000 gold for a tent that can house up to eight people comfortably.

Enchanted Bags: These are magic bags that will always appear to be empty, noiseless and lightweight, even upon close scrutiny. Any person who looks into an Enchanted Bag must roll to save vs magic. Only a roll of 18, 19 or 20 saves against the enchantment (only bonuses vs illusion are applicable). A successful save allows one to see the true contents of the bag. If that person fails his roll he will perceive the bag to be empty, hear nothing even if the bag is violently shaken, and detect no additional weight from its contents. However, if tipped upside-down, all the concealed articles will come visibly tumbling out. Note: The owner/carrier of the bag feels its full weight at all times. The purchaser/owner of the bag *must* have the alchemist, or he himself, inscribe his "true" name or place a drop of his blood somewhere on the bag to be free of its enchantment (for that particular bag). Otherwise, the character must also roll to save vs the illusionary enchantment each time he/she looks into the bag too. Of course, the owner of the bag will know what's in it and knowing that, he can either feel for the object or dump everything out.

Cost: This varies, depending on the size of bag and its maximum weight allowance. Small pouch, purse or bag: 5 Ib (2.3 kg) maximum weight, costs 2000 gold; medium-sized handbag, purse, or sack with a 15 Ib (6.8 kg) weight limit costs 6000 gold; while a large sack, backpack or saddlebags with a 30 Ib maximum weight limit costs 15,000 gold.

Flying Carpet: An enchanted, colorful carpet that can fly at a speed of 30 mph (48 km). All flying carpets have an A.R. 6 and 50 S.D.C. points. The nature of the carpet is such that it gets no bonuses to dodge and passengers may fall off when sharp maneuvers and dives are performed — the carpet should be kept level at all times! Cost: A small carpet holds two human-sized people and costs 100,000+ gold. A large carpet holds five human-sized passengers and costs 225,000+ gold. Flying carpets are rare. Only in the Western Empire, where they originate, are they comparatively common (one in ten magic shops will have one or two for sale).

Gryphon Claws: These appear to be an ordinary pair of gloves, but upon command, terrible magic claws extend from the fingertips. Only a few alchemists know the secrets of its creation so the Gryphon Claw gloves are quite rare. It is generally believed that the gloves were originally developed by the same ancient dwarven wizards who designed rune weapons.

Abilities: Indestructible, claws extend and retract at the wearer's will; adds +10% to scale walls and can be used to parry; +1 on initiative and to parry.

Damage: 2D6 per each swipe of a claw.

Cost: 45,000-90,000 gold; rare.

Magic Bandages: These are an excellent life saving device especially for adventurers and men of arms. The magic strip of cloth looks like any ordinary roll of bandages, but once unrolled and placed near a wound, it will magically wrap and bind it, preventing blood loss. Large patch types are also available. **Note:** Magic bandages do *not* add bonuses against physical injury, coma, etc.; they simply and quickly bind a wound, preventing blood loss and the additional damage from blood loss (one hit point per melee round). Cost: 30 gold per foot (0.3 m) fora four inch wide strip or a 6 inch (0.25 m) diameter patch. Only one use per bandage, then throw away. Quite common.

Pillow of Sleep: This is yet another type of magic which places anyone who lays his head on the pillow into an enchanted slumber. The person will remain asleep as long as his head is on the pillow, awakening only when the pillow is removed. Unlike most magic sleeps, the duration is unusually long and could even make its enchanted victim sleep so long that he could die from hunger.

Saving Throw: A 13 or higher; roll to save the very instant the character's head touches the pillow. If he saves, the pillow has no effect for the moment; roll to save again, and again for every 20 minutes the pillow is used. If the character fails his roll, he is lost to an enchanted slumber, however, he gets to roll an additional save every 12 hours to regain consciousness. **Note:** This appears to be a completely normal pillow. Cost: 10,000 gold; uncommon.

Pit Cloak (or blanket): This cloak or blanket is an unusual magic fabric that transforms into a pit that's 20 feet (6 m) deep and covers a 6 foot (1.8 m) diameter. The cloak or blanket instantly transforms when it is thrown across the ground, and the magic power word "Acba" is spoken. The magic fabric must be thrown horizontally on the ground, meaning earth, dirt, sand, clay, rock, etc. It will not open a hole or pit in mid-air, wood or any living thing, nor if placed vertically on a wall. Anybody or anything which has fallen into the pit must be removed before it can resume its cloak or blanket form. It cannot be turned back into a cloak and picked up as long as something is inside it. Damage: From falling into the pit is 2D4. It typically takes one full melee round to climb out (longer if the victim doesn't have the climb skill or friends to lend a hand). Cost: 16,000 gold.

Suit of Colors: This is similar to the Cloak of Guises except that rather than changing its shape, it can instantly change into ANY color, at will. The mystic garment can be a cloak, full-length coat, dress or a full suit of clothing.

Duration: Indefinitely, until color change is requested or the clothes are destroyed.

A.R.: 8; S.D.C.: 30 (same conditions apply as noted under Cloak of Guises).

Cost: Usually about 8,000 gold while fancy garments may cost as much as 50% more. Uncommon.

Thread of Iron: This is a super strong, magical twine about as thick as a piece of string, but stronger than the best rope! Test strength is approximately 1500 pounds (675 kg), however, the thread cuts and burns as easily as normal string. Cost: 50 gold per foot.

Magic Make-Up

Fright Wig: This is a wild, sometimes bizarre mantle of hair or hair-like tendrils/dreadlocks (some have been known to resemble the head of a Medusa). The wig makes the wearer extremely intimidating. The wearer of the fright wig will also appear to be more physically imposing

to the point that he will seem bigger, more powerful and at least one O.C.C. level higher than he really is. Special Bonuses: 1-80% likelihood to intimidate all who behold the wearer or horror factor 15 when angry or trying to deliberately frighten someone. Always has the initiative in combat/first attack and people will usually back down from a challenge (80% to intimidate). **Note:** Conversely, opponents are likely to view this character as the most dangerous and therefore, the most likely to be attacked first or by greater numbers. A psionic see aura will not note any significant impression. Cost: Usually around 20,000-30,000 gold; fairly uncommon.

Magic Make-Up:The typical magic make-up kit includes a small sampling of special putty, paints, wax, etc., and can be combined with conventional make-up. The magic make-up looks much more realistic and life-like even when used in conjunction with conventional tools of the trade. Special Bonuses: +30% to disguise skill ability and half as likely to be recognized as being fake. Cost: A package of magic make-up, usually good for two complete make-up sessions, is about 1200 gold. Good availability.

Magic Make-Up Paint: This is a basic magic ingredient that can be mixed with conventional make-up paint/color. Bonus: Adds +10% to disguise skill. Cost: About 600 gold for three make-up doses. Good availability.

Miracle Cream:This is an impressive magic fluid which enables the person to physically mold and reshape his facial features. The fluid must be completely massaged into the face. Within moments, the skin will take on a flexible consistency much like the very finest make-up pastes, putty and modeling clay. The facial features can be completely altered beyond recognition and while hair cannot be added, the hairline can be pushed back or pulled forward and similarly manipulated.

Duration: Unless washed off within five hours, the disguise becomes permanent! If this happens, the only way to restore one's original features is to resculpt them with another dose of miracle cream.

Special Bonuses: +40% to disguise skill ability and there's only a 10% chance of being recognized. The physical beauty (P.B.) of the character can be increased up to eight points and reduced as low as a P.B of two (hideous; H.F. 10). A failed roll on the disguise skill while sculpting the face means that it is imperfect; reduce P.B. by 2 points. If trying to copy another person's features, the attempt is a failure, meaning the character will resemble the person, but is clearly not that person. Cost: 40,000-100,000 gold per dose. Poor to rare availability.

Vanishing Cream: This is a unique variation on invisibility. The cream will turn any living, organic material (skin, hair, etc.) invisible, but can be applied so that it covers only a specific part(s) of the body. This means it could be used to make only a person's hand, arm, leg, or head, etc., appear to be missing (invisible). Duration: A maximum of one hour per application. It does *not* affect cloth, weapons, paper, etc. Cost: 400-800 gold per ounce. **Note:** One ounce can easily cover both arms, or head and hands with some left over. Four ounces should cover an average human under six feet (1.8 m) tall. Five ounces for a person over six feet or who is overweight, while eight or ten more ounces will be needed to completely cover an ogre or wolfen-size being.

Other Articles of Magic

Aura of Non-Scent: This is a fluid applied as a spray, much like perfume. It completely masks one's scent, which can be particularly handy in the wilderness or when infiltrating Wolfen territory.

Duration: Approximately 20 minutes.

Cost: 300 gold per ounce (one ounce is good for five doses).

Book of Secrets or Serpent Book: An item popular among wealthy merchants, scholars and men of magic to guard their secret writings is the Book of Secrets. This mystic book is easily recognized by the winged serpent embossed in silver on the leather cover and binding. The paper is of the finest quality, numbers 150 to 300 pages and is impervious to fire. The best and most deadly of such books are those with two or three identical winged serpents.

The book is attuned to its owner by smearing a drop of his/her blood into its leather spine. From that point forward, it can be read or used only by its owner. Anybody else will suddenly find the silver serpent(s) come to life as an eerie, ethereal manifestation of magic. The winged serpent(s) will instantly grow to about 3 feet long and weave around the book, hissing and snapping in warning for one melee round. The next melee, or if attacked, it will strike out by bite or wrapping around the defiler of the book with its tail/body.

The Magic Silver Serpent

Hit Points: 30 each; S.D.C.: 15 each. If all S.D.C. and hit points are destroyed, the serpent(s) is temporarily dispelled for 3D6 minutes, but will then rematerialize with full hit points, S.D.C. and murderous revenge burning in its eyes.

Natural A.R.: 12

Special Abilities: +2 to strike, parry and dodge, see the invisible, impervious to poison, normal fire and cold; affected only by magic and silver — normal weapons pass right through them like air. No more than three magic serpents can be unleashed by these magic books.

Attacks Per Melee: Two

Bite: Does 2D6 points of damage.

Encircling with Tail: This causes an icy cold to wash over its victim, draining him of 2D4 hit points (not S.D.C.) and causes the person to pass out for 3D4 melee rounds unless a successful save vs magic is made (14 or higher).

Fortunately, the serpent's goal is to protect the book and it will be satisfied in chasing intruders away or rendering them unconscious. Cost: 50,000-80,000 gold per silver serpent, sometimes more.

Container of Much Water (a.k.a. Magic water skin): Typically an ordinary looking water skin, but it can also be a bottle or jug, that is enchanted to provide up to six gallons (22.7 liters) of clean, fresh, drinkable water every 24 hours.

Cost: 20,000+ gold; uncommon and valuable.

Firewick: This appears to be a small candle melted down into a tiny lump with a wick sticking out of it. The magic power word, "Acba," will cause the wick to instantly ignite and stay lit for one minute. The firewick is commonly used as a quick light for campfires, torches and so on. Limited to 20 lights. Cost: 150 gold.

Flying Broom: An enchanted broom that can fly. Accommodates two human-sized passengers. Speed: 35 mph (56 km), +2 to dodge while flying, A.R.: 8, S.D.C.: 60. Cost: 80,000+ gold.

Magic Restraints: These are typically magic chains and a lock, handcuffs, manacles and similar bonds used to restrain, hold and imprison people. Magic restraints prevent those bound by them from using the wizard *escape* spell or any form of *magical transformation* (reduce size, metamorphosis, etc.) in order to slip one's bonds! The locking mechanism is usually comparatively complex and difficult to open, but can be unlocked without magical means (thieves are -20% to pick

locks). The bonds, whether chain or enchanted leather, typically have 200 S.D.C., as does the lock.

Cost: 40,000+ gold per each shackle/manacle and lock; fairly rare. Giant-sized restraints cost 50% more.

Mystic Ink: This is an invisible ink often used by practitioners of magic in their notebooks, diaries, scrolls and spell books. Initially, the ink is visible as a light sepia color, but turns invisible within a few minutes. The ink can only be seen by the casting of a decipher magic spell or see the invisible (spell or psionics). Cost: 150-300 gold per ounce; fair availability.

Needle of Sewing: An ordinary looking needle that, when threaded and used to sew, will guide the hand of the user to make competent repairs, patches and the most basic articles of clothing at 60% skill proficiency. It's not professional tailoring quality, but good, sturdy work that doesn't look half bad. Cost: 1200 gold per enchanted needle; fair availability.

Quill of Endless Ink: An ordinary looking crow quill pen that never runs dry of ink! Ideal for practitioners of magic, scholars and noblemen. Cost: 900-1,500 gold per pen; common.

Quill of Literacy: This unique magic item enables an illiterate character to write up to 25 words of his choice simply by speaking the message aloud. The language in which the message is written varies with each individual quill. Since Elven is generally considered to be the universal written language, the most common quills write in Elven. However, any other non-magical (wards, runes, mystic symbols are not possible) language can be instilled in a quill of literacy. The human languages, especially Western and Eastern, as well as Dwarven, are the next most common.

The quill is limited to 25 words every eight hours. Its expense arises, in part, in that only the feathers of a cockatrice can be embodied with the necessary magic. Cost: 10,000+ gold; poor availability/uncommon.

Screech Bottles: These are ordinary looking corked bottles that release a hideous shriek or roar that lasts 1D4 melee rounds when smashed or uncorked. The screech is extremely startling and realistic, causing people to become nervous and jumpy. Cost: 125 gold.

Tome of Images: This is a rare and amazing book which can translate its owner's thoughts into two dimensional images within its pages — words or pictures. How the book can do this is a mystery even to the world's greatest men of magic, for its secrets have been lost even by alchemists for centuries. At a quick glance, the tome appears to be an ordinary leather-bound book commonly used by men of magic and scholars for their many notes and studies. Closer inspection will reveal that the black or grey leather cover is embossed with the runic symbol of magic/forces. On the upper right hand corner of each parchment page are the runic symbols of magic/forces, light and eternity, written in silver making its pages (and in this case, the entire book) indestructible. For this reason, the books are also known as "Rune Books."

To create an image on the page, the book's owner must be a user of magic, whether it be wizard, warlock, witch, Diabolist, Summoner or spell wielding clergy (Mind Mages do *not* utilize magic energy, consequently, they cannot use the Rune Books). The mage must concentrate on exactly what he (or she) wants depicted, prick his finger and place a blood smudged fingerprint on top of the silver rune symbols. Instantly an image will appear on the page; in full color if so desired. The image can be changed or erased by repeating the process. To make the image permanent, the mage must draw a mystic seal symbol around the silver runes on that particular page (also in silver). If the seal is not added, any mystic using the book can erase or alter the image.

The imprinted image can appear as a line drawing or graphic design (perhaps of a circle or symbols) or an almost photographic picture complete with vivid color. It is rumored that some particularly ancient rune books are alive, possessing the same powers as the famous Rune Weapons. **(G.M. Note:** These ancient books of arcane magic do exist, but are even rarer than their less powerful counterparts just described. These "True" Rune Books have the following powers common to rune weapons: Numbers 1,2,6,7, and will possess either the clerical or psionic abilities common to greater rune weapons! Because of these powers, True Rune Books are often believed to be holy books and fanatically guarded. Less than a dozen are *known* to exist).

Cost: 1-10 million gold for a conventional, rare. Tome of Images.

A "True" Rune Book is even rarer, commanding unbelievable prices that can range from as little as a million gold to hundreds of millions, especially if a holy relic or ancient tome with valuable (magic?) information preserved on its pages.

Faerie Foods

Faerie foods are sometimes available for purchase at some of the most ancient, expensive or decadent alchemist shops and drug dens around the world. Their availability is usually subject to special, rare arrangements with faerie folk, or raids on faerie mounds.

The most sought after for recreational purposes by decadent aristocrats and mages, include cinnamon sticks, bubbly wine, burgundy wine, cordials, flounder, tarts, peanuts and beetle nuts. The cost of these rare magic foods vary greatly; from as little as 500 to as much as 1,500 gold.

The more debilitating faerie foods such as squash, beets, pears, sloe wine, mixed nuts, roast pigeon, frog legs, mussels and so on, are usually rarer and cost 2,000 to 10,000 gold depending on the item and particular seller.

Saving Throws are the same as for all faerie magic: 16 or higher. Magical effects that last for days can be negated/cut short with a successful remove curse spell.

Known Types of Faerie Food

Beets: The victim becomes extremely violent and will attack the closest *non-Faerie* immediately. This rage will last 3D4 minutes, unless restrained.

Squash: This reduces the victim to half his normal size for 1D6 weeks! Only the victim's body shrinks, not his clothes or weapons.

Sloe Wine: This faerie drink reduces speed and the number of attacks per melee by half for 1D6 days. It is also a wine, so it also has the normal effects of alcohol.

Cinnamon Sticks: These tasty treats give the victim the urge to commit acts of sinful evil at irregular periods for 1D6 months unless a remove curse is used. However, the person will be very pleased and self-satisfied during the entire time he or she is enchanted. Note: Always costs 5,000-8,000 gold.

Tomatoes: Eating these delicious fruits causes the victim to temporarily grow 1D6 extra toes on each foot, making it impossible for them to wear normal shoes/boots. Effects last 1D6 months; -10% to prowl, but +5% to scale walls.

Pears: This creates a temporary double of the victim (a la the Doppleganger spell), but of the opposite alignment. The double will exist for only 2D4 days. The double will automatically dislike it's opposite and flee from it. **Note:** Always costs 8,000-10,000 gold; rare.

Goose: The victim will feel like he/she is being pinched at random times (usually when sleeping or when silence is required; stings but does no damage). The magic effects are permanent until a remove curse is successfully performed.

Roast Pigeon: After eating even a single mouthful of this succulent bird, the victim will believe anything he/she is told and respond accordingly. Effects last 24 hours.

Turkey: This causes the victim to become obnoxious and irritating for 1D4 days.

Mixed Nuts: The victim picks up 1D4 random phobias which last 1D6 weeks.

Frog's Legs: The victim's legs assume the shape and function of a frog's! The character can leap a number of feet straight up equal to his P.S., and twice his P.S. if jumping forward, doubling the person's normal speed. The character is also +15% on his swimming skill, but is -10% to climb and his P.B. is reduced by 50%. The frog legs are permanent until a remove curse is used! **Note:** Always costs 3,000-8,000 but is usually available.

Mussels: This increases a person's P.S. by 10 points, but the character is so muscle-bound that his P.P. and Spd attributes, as well as attacks per melee round are reduced by half. Lasts 1D6 hours.

Bubbly Wine: This causes the victim to float in the air like a balloon without control, with little bubbles escaping from his nose and mouth. The victim feels very light-headed and happy, is -8 on initiative, -1 on all combat bonuses, and -10% on all skills (the victim just wants to float, giggle and enjoy himself). The effects last 1D4 hours.

Burgundy Wine: The victim feels very happy and turns a vivid burgundy (purple) color. The purple color is permanent until a remove curse is used.

Beetle Nuts: A drug-filled nut that tastes delicious and causes mild hallucinations in which the victim will see everybody as giant, friendly beetles (not to mention beetles/people who aren't there). Lasts 2D4 hours.

Tarts: A yummy pastry that causes the victim to become extremely amorous and giddy, almost as if he/she were drunk and made to flirt with and desire every person of the opposite sex they encounter. The effects last for 1D4 days.

Peanuts: This harmless looking snack makes the victim suffer the "call of nature" every hour and uncontrollably when under stress. The effects last 1D4 days.

Cordial: This is a light wine which makes the victim feel very relaxed and in a good mood, but also causes the character to behave extremely politely to everyone and *everything* they meet, including monsters and old enemies. The victim also completely loses initiative (the last to take action) and will only enter a fight if attacked first. The effects last 1D4 days.

Flounder: A single mouthful of this fish will make the victim confused and unable to make up his mind. The character loses initiative, is -3 to strike, parry and dodge, and -20% on all skill performance. Furthermore, he or she can't make a decision and will beg others to tell him what to do. The effects last 2D6 hours.

Coffee: Even a sip of this delicious tasting beverage makes the victim cough continuously, ruining his sleep, interfering with his concentration and making it impossible to prowl/be quiet. The effects last 2D6 hours.

Wine: A wonderful tasting wine that causes extreme drunkenness. A half glass is the equivalent of three shots of hard liquor. Remains drunk for 2D6 hours. While drunk, the character's speech is slurred, he staggers, and reaction time is off; -5 to initiative, strike, parry and dodge, -1 attack per melee, -50% on skill performance and -30% on speed. Despite the penalties, drunks love this stuff.

Walnut Candy: A honey-dipped candy that induces a random phobia that lasts for 1D6 days.

Almond Candy: A tasty treat that causes the player's skin to take on the look and texture of tree bark, temporarily reducing the player's physical beauty by half. The effects last 1D4 days. No player can have a beauty less than one.

Beef Cake: Males who eat this will immediately consider themselves to be incredibly handsome, studly and debonair, enticing them to flirt, show-off and make absolute fools of themselves. Females who eat this will fall in love with the first male they see, regardless of the character's looks and disposition. Effects last 1D4 hours.

Duck: Whether the character who eats this is lucky or not is a matter for consideration. A single mouthful provides the character with +3 to dodge/duck out of harm's way. In fact, he can dodge automatically, like a parry, without using up a melee action. However, he becomes very timid, will never lead a charge and would much rather run than fight. The magic effects last 2D6 hours.

Skunk Cabbage: This food causes the player to have a rather offensive body odor which can be smelled up to 8 feet (2.4 m) away. This smell will last only 1D6 hours, but each player who smells this odor must roll under his/her mental endurance to avoid vomiting.

Green Beans: This vegetable simply causes the player to turn green. Unless a successful remove curse is cast on him, the effects are permanent.

Cauliflower: This amusing vegetable causes the eater's ears to grow four times larger than normal and into a cauliflower shape (reduce P.B. by 20%). This will last 1D4 weeks unless a remove curse is used.

Miscellaneous Magic Components

Alchemists also stock magic components, herbs, incense, candles, roots, bones, solutions, salves, and even livestock. Use your discretion on costs. The following are typical costs for some basic and exotic items.

Angel feather: 20,000+ gold.
Animal's blood (common): 10 gold per gallon (37.9 liters)
Bees wax: One gold per pound (0.45 kg).
Butterfly Wings: One gold per dozen (triple when out of season)
Demon (or deevil) blood: 6000 gold per ounce.
Demon (or deevil) bones: 7000 gold per ounce.
Elf bones: 60 gold per pound (0.45 kg).
Dragon dust: 20,000 gold per ounce (ground dragon bones)
Dragon blood: 8000 gold per ounce.
Dragon bones: 10,000 gold per pound (0.45 kg)
Dragon claws: 10,000 gold per pound (0.45 kg)
Dragon eye: 20,000+ gold each
Dragon heart: 50,000 gold
Dragon helm: 200,000 gold
Dragon teeth: 5,000 gold per ounce
Dragon tongue: 50,000+ gold
Faerie wings: 20,000 gold each (35,000 per pair)
God or Codling bone: 40,000 gold per ounce.
Goblin tongue: 500 gold.
Ground crystal/glass: one gold per pound (0.45 kg)
Ground quartz crystal: one gold per pound (0.45 kg)
Hydra's tooth, powdered: 8,000 gold per ounce.
Hydra's tooth, whole: 40,000 gold each or 8,000 per ounce.
Lotus petals: 100 gold per dozen
Quicksilver (mercury): Two gold per ounce.
Snake venom (for circle making): 10 gold per six ounces (0.25 kg)
Unicorn horn, powdered: 32,000+ gold per ounce.
Unicom horn, whole: 100,000+ gold
*Wolfen tongue: 400 gold.
*Wizard tongue (low or unknown level): 15,000 gold.
*Wizard tongue (mid or high level): 45,000+ gold.

NOTE: Wizard and dragon tongues may cost as much as 200% more, while a known wizard's tongue can cost as much as 1000% times more. The selling of tongues is outlawed in most civilized regions and may be available only on the black market, if at all.

Curses (optional)

Game Masters may want to add spice or mischief to a campaign by making a particular magic item cursed. A curse can make for some nasty additions to ancient relics, rune weapons, objects of magic, religious artifacts and other odds and ends.

Thanks to the twisted imagination of *Randy McCall*, Palladium Books presents a number of delightful little curses to spice-up one's game and keep players on their toes. Of course the inclusion of these foul enchantments is entirely up to each individual Game Master and is *not* a requirement for the game. The use of the curse is entirely *optional.*

An item which carries a curse can be a magical or non-magical item which has been damned by a god, deevil or demon lord, an ancient dragon, Lizard Mage (see **Monsters & Animals, "Second" Edition),** alchemist or extremely high level (13+) Priest, Summoner, or Necromancer (see **Adventures on the High Seas "Second" Edition** for data about these lords of the dead). The cursed object will inflict its evil upon the person who owns it, or attempts to own it, manifesting its foul nature within 24 hours. The duration of a curse is usually limited to the period in which it is owned, although a handful have lasting effects which must be removed by sorcerers, clergy or the gods themselves. Any attempt to "remove curse" from an individual who possesses a cursed object will fail. Only after the object in question has been permanently disposed of can any lingering enchantment be expelled. For this reason the term "ownership" must be clearly defined.

Ownership means that the character not only possesses the item, but has a claim to it as his. This means that even if the cursed item is not actually on the person, or is placed in a container or hidden a thousand miles away, it still belongs to that person, thus the curse remains *in full* effect.

To break the curse, the "owner" must intentionally throw the item away, sell it, give it away, or otherwise dispose of it. That having been done, the curse is broken. The curse will also be broken if the enchanted object is lost or stolen. However, getting rid of the item only works half of the time. Many curses have lasting effects which will continue to plague the character until he disposes of the cursed item and a successful remove curse is performed. Likewise, any insanities that may result from a cursed item will remain until cured by a Mind Mage or other means. The cursed item will, of course, continue to inflict its enchantment on every "new" owner who claims it. Note: Putting the cursed object in storage is *not* disposing of it. Throwing it in a river is. Furthermore, in many cases, cursed religious articles must be returned to the rightful church or temple to get the curse removed —just getting rid of it isn't good enough.

Removing the curse from an enchanted object is infinitely more difficult than removing its effects from an afflicted person. Clergy above 5th level have a meager one percent (1%) chance per level of experience to successfully and permanently remove a curse. If the object has more than one curse, the process must be repeated for each. As usual, a priest or priestess can attempt to remove the curse only *once,* either the one try works or it doesn't. However, other priests may try their hand on the same item (once each). Note that the remove curse magic *spell* or *scroll* is completely ineffective in removing a curse from an enchanted item.

Who is affected by a curse: Most cursed objects (65%) will affect anyone who owns it regardless of that character's alignment, race or allegiance. However, about 30% are specifically designed to affect only those of a particular *alignment* (good or evil), *race* (for example: affects any race other than elves, or affects only elves, and so on), or *allegiance/affiliation* (will afflict only those loyal to a particular cause, god, king, nation, religion, organization, O.C.C., etc.). Rune weapons, holy weapons and religious artifacts are the types of items most commonly found to have curses designed/directed to include or exclude people of a specific alignment, race or affiliation.

The warning: It is unfair to give a character a cursed item without his knowing it. Ninety percent of the time, the player characters (potential owners) should know in advance via legends, myths, ancient writings, rumor or pure fact that an item is said to be cursed.

Removing the curse of the Gods

Curses created by gods, lords of evil and rune magic are almost impossible to negate. A priest or alchemist must be 10th level or higher to even attempt such a daunting task and has a pitiful half percent (1/2%) per level of experience chance to *temporarily* negate a curse created by supernatural beings of god-like powers. Rune magic curses are included in this elite category because runes are the magic of the dread Old Ones and draws on the life essence of a living creature trapped within the weapon. If by some miracle a 10th+ level mage or priest manages to make a successful remove curse (has a 5% chance), roll percentile dice on the following table:

01-30 Curse is removed from the object for 1D4 weeks.
31-55 Curse is removed from the object for 1D4 months.
56-70 Curse is removed from the object for 2D6 months.
71-85 Curse is removed from the object for 2D6 years.
86-98 Curse is removed from the object for 2D6 decades.
99-00 Curse is permanently removed!

Commonness of Cursed Items

Ultimately, whether an item is cursed an which cursed that may be, is left in the hands of the G.M. However, the following is a basic guideline that may be useful.

- Modem religious artifacts and relics: 10% are cursed.
- Ancient religious artifacts and relics: 25% are cursed.
- Royal artifacts or heirlooms: 3% cursed.
- Royal artifacts or heirlooms from a despot, evil or hated king or royal family: 7% cursed.
- Ancient Elven weapons and artifacts: 8%
- Ancient Dwarven weapons and artifacts: 12%
- Holy weapons: 10%
- Lesser rune weapons: 15% (one curse)
- Greater rune weapons: 22% have one curse, 9% have two curses, and 2% have three curses!
- Greatest rune weapons (super rare): 14% have one curse, 4% have two curses, and 1% have three curses!
- Powerful magic weapons and sacred artifacts of demon or deevil lords, elite minions and officers: 22% are cursed.

Random Curse Determination Table (optional)

01-5 Misunderstanding	51-55 Rags
06-10 Reduced Healing	56-60 Vulnerability
11-15 Cold	61-65 Insect Attraction
16-20 Dislike	66-70 Phantom Odors
21-25 Cravings	71-75 Breaking
26-30 Heat	76-80 Glow
31-35 Stink	81-85 Confusion
36-40 Reduced Vision	86-90 Glowing Eyes
41-45 Hallucinatory Noises	91-95 Mumble
46-50 Spoilage	96-00 Headaches

Curse Descriptions

Breaking: The victim of this curse seems to be extremely unlucky or clumsy; any breakable object in his possession will somehow become broken within 24 hours of acquiring it, no matter how well wrapped or protected it is. For example, a potion in a bottle placed in the character's backpack may be broken when he is knocked backwards, an arrow miraculously strikes only the bottle, a runaway horse bangs into the character or trample, the pack, or the item breaks when he takes off the pack and sets it down (regardless of how gently). This curse is extremely subtle, but very effective. A *remove curse* is required

to negate the lasting effects of this curse even after the cursed item has been relinquished.

Cravings: The unfortunate victim of this curse will suffer cravings for the particular kind of food or drink the curse describes (at the G.M.'s discretion), whether it be the most expensive food in existence or camel dung. The craving will come 1D4 times per day. To resist it, the victim must make a successful save vs magic of 15 or better. A failed roll means he will do *anything* to satisfy his craving. If they are unable to sate it, the character is distracted (keeps thinking about it and how he might get some) and is -4 on initiative, -2 to strike, parry and dodge and -10% on all skills. G.M.s should not make the desired food or drink too rare or obscure. This curse is removed when the victim disposes of the cursed object.

Cold: The victim of this curse is always cold, no matter how many clothes he is wearing or how hot it may be. If the combined temperature around the character (blankets, fireplace, furnace, etc.) exceeds 100 degrees Fahrenheit, there is a chance the character may fall unconscious from heat prostration (must roll above 16 on a 1D20, P.E. bonuses can be added to this saving throw). If this happens and there is no one to aid the person, he will continue to lose one S.D.C./hit point every 1D4 hours from dehydration and heat exhaustion. The character will recover in a few hours if given water and the temperature lowered, but he is again cold and uncomfortable. Penalties: -1 on initiative and the character tends to be irritable. A *remove curse* is required to negate the lasting effects of this enchantment even after the cursed item has been relinquished.

Confusion: This curse reduces the victim's I.Q. by two points. If this reduces the I.Q. below the minimum needed to perform the functions of the character's O.C.C., he will be unable to use any of his O.C.C.'s special abilities and all skills are performed at -10%. The curse usually ends after the character has disposed of the cursed item.

Dislike: The victim of this curse effectively becomes an irritant to all people around him and who he meets, causing strangers to take an immediate dislike to them. Fights will break out, seemingly over nothing, merchants will not want to deal with him, service at shops will be terrible, etc. The M.A. attribute is reduced to 4. After 6 months, there is a 1-44% chance of the character becoming paranoid (to some degree; probably not extreme at first — see insanity tables for some possibilities). This curse and the accompanying paranoia is usually removed after getting rid of the cursed item. However, if the character has the cursed item for four years or more, the insanity will remain.

Glow: The flesh of the curse victim glows softly with a whitish light. This light is not enough to illuminate an area to read a book in darkness, but is more than enough to attract attention. The light can be concealed only under heavy cloth or wrappings, which tend to make the victim look menacing, and in the latter case, rather like a mummy. The odd effect reduces the physical beauty by 2 points, instills a horror factor of 9, and the unusual glow attracts both night insects and first attacks in combat (suspicion and fear is created). These distractions make the character -2 on initiative and constantly concerned about how people will react to him. Furthermore, prowling at night without a heavy covering is impossible, and with one, -5%. The victim must have the curse removed or suffer its effect even after the item is discarded.

Glowing Eyes: The eyes of the curse victim will glow white, yellow or red. Most people who see such a person will assume he is evil, a demon, or possessed by a demon, and will attempt to kill or drive him out of town, or exorcise him (Note: While clerics and wizards know the proper methods of exorcism, there are a lot of people who think that physical pain can drive a demon out of a person through beatings, whippings, burning, etc.). Although this curse raises a character's M.A. to 22, it only serves to *intimidate* rather than cause trust. Furthermore, those who can magically or psionically see aura will see a strange one emanating around the cursed individual, making friend and foe alike to view this person with suspicion, fear and distrust; people will generally regard his/her words as lies. This curse usually disappears when the cursed character disposes of the object.

Headaches: The curse victim is constantly afflicted by painful headaches causing the penalties of -1 to strike, parry and dodge, and a -5% on all skills. Under crisis situations, the headache gets worse, making concentration and spell casting difficult; always the last to strike or take action and can only cast one spell per melee round, plus the penalties above and -20% penalty on all skills. This curse can be alleviated by discarding the cursed item.

Heat: The victim of this curse is uncomfortably warm all the time, even when sitting in a cold bath. While uncomfortable, this curse has no other side-effects, except the person may catch a cold from wearing too few clothes. A *remove curse* is required to negate its lasting effects even after disposal of the cursed item.

Hallucinatory Noises: The victim of this curse will hear suspicious noises throughout the day. The noises are always suggestive that they come from one or more intelligent living creatures, such as whispering voices with words that can't quite be heard, the scratching of clawed feet on stone, the tread of footsteps, the clank of armor, the rustle of a cloak, a cough, a groan, laughter, etc. The cursed person will never be sure whether the noise is real or just a hallucination, so he is always on edge and often suffers from anxieties, paranoia and exhaustion.

The noises occur most often during quiet times when the character is about to relax, rest or sleep. They also occur when in darkness (especially when alone), during guard duty, when listening at a door, while waiting in ambush, hiding, etc.

Months or years of this constant stress will lead to insanity.

After the owner of this cursed item has experienced the noises for 60 days, the person will acquire a mild *phobia* (fear and apprehension). Note that in this case the initial phobia is more like paranoia and extreme jitters rather than outright terror. However, after another two months it becomes a full blown phobia. Add one of the following phobias for every four months the cursed item is used beyond 60 days: 1) darkness, 2) closed doors, 3) graveyards, 4) undead, 5) shadow beasts, 6) the invisible, 7) sleep and 8) elementals.

After three years there is a 1-60% chance of acquiring one of the paranoid or schizophrenic insanities (see neurosis). Roll for each year after three years of ownership of the cursed item. Stop once the illness appears. **Note:** The insanities will remain even after the curse is lifted.

Insect Attraction: This curse attracts annoying insects. Flies, bees, wasps, and gnats circle around the head and body. Mosquitoes, lice and ticks will love to infest his clothes and armor and live on the body. Any insects in the area will be drawn towards the character before anyone else. The omnipresent and repulsive insects reduce the person's P.B. and M.A. attributes by half, and cause a horror factor (revulsion) of 12. After all, it's not pleasant to sit near somebody crawling with bugs and with another couple dozen winged insects buzzing his head. Note: While an alchemist may be able to create some type of insect repellent, it will not repulse insects attracted by the curse. They remain no matter what is done. This does *not* apply to such monstrous insects as grunnors, rock crawlers and giant insects. A remove curse is needed to negate the magic even after disposal of the cursed item.

Misunderstanding: In dealing with people of other races and customs, the victim of this curse will *always,* even upon making a successful speak or read/write roll, misunderstand what others have said to him, just as he will misspeak or others will misunderstand him. Accidental insults, paying to, little money, etc., are constantly getting the character in trouble. If a mage, scrolls cannot be properly read and will not work and mystic symbols, wards, runes and circles will also be misinterpreted, also with negative effect. This curse is not usually permanent and is eliminated along with the cursed object.

Mumble: No matter what the victim of this curse tries to say, no one will be able to understand him because he "mumbles." Even if the victim tries to shout it will come out as nothing more than a "Look mhhhuhhhhyaauhhh nayyyy!" All who hear him speak only have a 1-50% chance of completely understanding what is said. Characters listening must roll for every two sentences spoken. Disposal of the cursed object will usually eliminate the curse.

Phantom Odors: The victim of this curse will suddenly smell at odd or badly odd times for no apparent reason. No amount of bathing or perfume can conceal these odd and often foul odors. The smells come and go 3D4 times a day. After awhile, the victim of such a curse will be unable to tell whether the odors he smells are from something in the area or a manifestation of the curse. Depending on when the odor appears, it can ruin a successful prowl, reveal where the character is hiding or located when invisible, and enable others to track him as well as annoy and disturb other people. This curse can be played for laughs and drama. Once the cursed item is gotten rid of, the curse usually goes with it.

Rags: The curse of rags causes any clothing and *armor* worn/carried by the cursed victim to tear and break easily, rapidly becoming nothing more than rags within a one week period after being acquired. Normal armor will lose 10 S.D.C. per day, while magical armor will lose one S.D.C. per week. When the S.D.C. of the armor or clothes is exhausted it is totally useless. Once the cursed item is gotten rid of, the curse usually goes with it.

Reduced Healing: A person afflicted with this curse will only heal *one point per day* by natural means and by half as usual by magical healing; i.e. a healing touch that would have restored 9 points of damage only restores four (round down). Spells of restoration will automatically *fail* to restore lost limbs and even a resurrection has only a 1-25% chance of working successfully! When attempting to recover from a coma, the victim of the curse gets no bonuses to save, base recovery only. Once the cursed item is gotten rid of, the curse usually goes with it.

Reduced Vision: The victim's day and night vision is reduced to a maximum of 30 feet (9 m)! Past that point the vision is blurred, and faces, features and signs are impossible to distinguish. Attempting to fire ranged weapons at targets past this limit will have a penalty of -7 to strike. The curse can be removed by getting rid of the cursed item.

Spoilage: This interesting curse causes all food, wine and water carried by the cursed individual to spoil within 24 hours. Even food preserved in containers, dried or smoked will become a rotten mess. Wine and beer becomes sour and undrinkable, and water bitter and tainted. This curse is also applied to food and drink carried by a porter hired by the character and supplies carried on a horse or other creature owned by him. The curse will remain even after the damned item is discarded. A remove curse must be successfully applied to return to normal.

Stink: The victim gains such a foul body odor that it is enough to make others within five feet (1.5 m) gag and choke. No amount of baths or perfumes will disguise this stench. Prowl, invisibility and hiding are impossible and creatures who can track by scent are +20% to follow this character. *Remove curse* is required even after the cursed item discarded in order to negate these lasting effects.

Vulnerability: This curse applies a penalty of -2 to *all* the victim's saving throws! In addition, the character loses the ability to roll with impact/fall/punch (takes full damage). The curse can be removed by getting rid of the cursed item.

Poisons

Ingestive Poison

All are sold in single doses, and generally require 2-8 melees to take effect. Most are colorless or nearly colorless, all must be ingested, all are quite deadly. **Saving throw:** 14 or higher.

Hemlock: Heavy, sweet odor and taste, does 4D6+1O damage per dose. Costs: 100 gold.

Nightshade: Slight taste, virtually no odor, does 5D6+10 per dose. Costs: 120 gold.

Mandrake: Bitter taste, virtually no odor, does 4D6 damage per dose. Costs: 100 gold.

Dragon's venom: Slight after taste, but no odor; does 1D6x10+6 damage per dose. Costs: 300 gold.

Viper: Slight tart taste, slight odor, does 6D6 damage per dose. Costs: 80 gold.

Other Poisons & Toxins

Note: Injected poisons are sometimes called "blood" poisons because they must enter the bloodstream via a cut, wound, or injection. Touching or tasting (a tiny smidgen of) the poison does no damage. Ingesting any contact or injected toxin will cause nausea and half damage. The victim must roll a 16 or higher to save.

Contact poisons are absorbed through the skin by touch and requires a saving throw of 14 or higher. Contact poison usually comes as a salve/paste or powder.

Ingested poisons require a save of 14 or higher.

All prices are for a single application/use which is typically about one ounce.

Acid (organic): Does 2D6 per melee round for four melees. Cost: 200 gold.

Acid (cleanser): Does 3D6 per melee round for three minutes. Cost: 300 gold.

Acid (metal dissolver): Does 3D6 per melee round for three minutes to metal. Does 2D4 damage for four melees to organic materials/leather/skin. Costs: 500 gold.

Note: There is no saving throw against acids, but they stop burning as soon as the acid is washed away with soap and water or body lotion.

Contact poison: Numbstrike: A blend of toxins that does 1D4 damage and causes the victim to temporarily lose feeling in his hands or extremities where the poison touched bare flesh. The numb fingers and/or arms have the following penalties: -20% on all skill performance and -1 to strike, parry and dodge. Numb feet and/or legs re-

duces speed by 30%. If rubbed into the eyes, the eyelids can barely remain opened as tiny slits, the eyes burn and water; penalties: -4 to initiative, strike, parry and dodge. Cost: 150 gold per single application.

Contact poison: Gutwrench: A toxin that does usually doesn't cause serious damage but causes a severe headache and nausea for 4D6 minutes. Victims are -3 on initiative, -1 to strike, parry and dodge, -20% on speed and suffers from 1D4 cramps per minute. Each cramp cause one point of damage and causes the character to lose one melee attack/action. Cost: 250 gold.

Contact poison: Wart Callo: A blend of toxins that does 1D6 damage and causes itchy brown blotches to appear on the area of body exposed to the poison (typically the hands which then transfers it to parts of the face, arms and other extremities). The blotchy rash lasts for 1D4 days and makes the victim -1 on initiative (distracted by the itching). Cost: 120 gold.

Contact poison: Witchbane: A blend of toxins. Damage: 3D6 per melee round for two melees. Cost: 200 gold.

Stalsis (Mule, Heat, Horsehead; a contact poison) — Rare: This is a powerful aphrodisiac. It is made from a tall flowering plant, resembling Tarragon, found in the Land of the South Winds and the Timiro Kingdom. Picked when flowering, the whole plant is crushed, diluted with water and distilled. This results in a thick amber liquid that is usually mixed into a body soap, oil or lotion. This ointment is applied to the skin and takes effect in 3D4 melee rounds. It causes light-headedness, lowers inhibitions and sensitivity to touch and creates a powerful attraction to the opposite sex. The effects last 1D4 hours. Cost: 800 gold per jar or 4 doses; 1000 gold for the oil. Mildly addictive.

Basilisk's Eye (blood poison): A mixture of nerve toxins. Damage: 4D6 plus paralysis. Paralysis lasts for 2D4 minutes. Cost: 200 gold.

Dragon's Breath (blood poison): A deadly blend of poisons. Damage: 6D6 every time it enters the bloodstream (each successful strike with a sword). Cost: 300 gold.

Scorpion's Blood (blood poison): Actually a mixture of scorpion, spider, and snake venom; yellow/green color. Damage: 4D6 points each time the poison is administered via cut/stab or injection. Cost: 150 gold.

Herblore of the Palladium World

By Randi Cartier

The following is a list of the best known herbs and drugs in the Palladium World. The name or term in parenthesis is the common or slang name of the drug. Many of these herbs and drugs can be periodically found at alchemist shops.

Euphoric Drugs

Oponi (Grass, Weed) — Common: This is a bushy plant whose leaves are picked and pressed into cakes or wads. The leaves are chewed, producing, in 2D4 melee rounds, a light-headed, floating feeling that also reduces inhibitions. The effects last 1D4 hours. This also makes the character -2 on initiative, -1 to parry and dodge. It is found in most forests of the world. Cost: 150 gold per ounce. There are four doses per ounce.

Veroc (Cleanser) — Uncommon: A short, squat plant whose leaves are picked and brewed in water to release the chemicals inside them. This produces light-headedness, relaxation and enhances the senses. Wolfen, Ratlings, and other intelligent animal type humanoids are especially affected. Bonuses: +2 on initiative, +10% to track by smell and recognize odors (half these bonuses for humans and most non-animal beings). Men at arms sometimes use Veroc before a battle to clear their mind and heighten their senses. The effects last 1D4 hours. It is found in needle leaf forests, especially in the Northern Wilderness and Bizantium. It is not found in the Yin-Sloth Jungles or the Land of the South Winds.

Very addictive if used regularly. Negative effects are edginess, irritability, damage to the nasal passage, and even hostile actions toward sudden loud or constant noises like dripping water or somebody tapping (1-60% chance of attacking the noise maker, regardless of the consequences). Cost: 175 gold per ounce. There are 5 doses per ounce.

Hallucinogens

Delquiff (Quiff, Happy Juice) — Uncommon: A sparse plant with a large root. The root of a mature plant is crushed and pressed to release its clear, thick juice. Half an ounce of the juice, taken orally, induces euphoria, mild illusions and sensory enhancement. It takes effect within 2D6 melee rounds and lasts 1D4 hours. It is known to be mildly addictive. Delquiff is found in low lying, marshy areas in the Eastern Territory, Timiro Kingdom and the Land of the South Winds.

Effects: +2 on initiative, but -1 to strike, parry and dodge (the senses are heightened, increasing one's initiative, but reducing coordination). Addicts suffer these penalties at all times and are very laid back and easy going. Reduces the M.E. by 2 points while addicted. Cost: 250 gold per dose.

Kargalin (Kang, Zombie, Lightning) — Rare: This plant resembles a wild potato. The root is crushed, diluted with water, strained, then boiled into a concentrate. The result is brown colored crystals or powder. It is found only in scrub areas and around low water such as Ophid's Grasslands and the Upper Western Empire. Addicts have a 1-40% chance of suffering from recurring flashbacks and withdrawal when placed under stress, with all the usual debilitating effects.

Effects: 2D4 melee rounds after drinking a fraction of an ounce, diluted in a half pint of liquid, causes vivid hallucinations, intense emotions and loss of motor control (can barely crawl). Snorting a finger pinch will have the same result, only instantly. No initiative, -6 to strike, parry, dodge, all skills are -70% and speed and attacks per melee are reduced by -80% when under its influence. The drug's effects last 1D4 hours. Highly addictive. Cost: 500 gold per half ounce. Approximately two doses per half ounce.

Medina (Nirvana, Bliss) — Very Rare: This is made from a cactus-like plant. The leaves are crushed or pressed and the sap collected. It is then diluted with water, strained, and boiled twice to concentrate it, leaving a dry, white powder. One ounce of powder is yielded from two pounds of leaves. One half ounce of powder, diluted in a half pint of liquid, can be safely drunk to induce intense hallucinations, emotions, and muscle lock.

Effects: This powerful hallucinogen makes all the person's dreams, wants and desires seem as if they are real. During this time, no communication is possible with the person. The character exists in his own little dream world, oblivious to the real world around him. No initiative, -8 to strike, parry and dodge, -30% on all skills, and speed is -30%. If a psionic attempts to contact the victim in any way, there is a 1-38% chance that he will be caught in the mind numbing effects and experience the hallucinations of the drugged person as well. The effects last 1D6 hours and it is one of the most addictive drugs known.

Mellina is so addictive that there is a 1-70% chance of addiction *EACH* time it is used. Once addicted, if the drug is not taken at least once a week, withdrawal occurs, often with fatal consequences.

Addicts will be serene, easy going, function normally for the first 24 hours after taking the drug. With each passing day, the addict becomes increasingly irritable and is -1 on initiative and -10% on all skills, cumulative per day, until the next fix. Addicts will lie, cheat, steal and even murder to get a dose of Bliss, even if of good alignment, as he is now driven by needs that supersede his moral values.

Withdrawal is painful and occurs after one week of being drug free. In addition to the cumulative penalties noted previously, the addict is racked by high fever, delirium, severe vomiting and stomach cramps for 3D4+2 days (suffering 2D6 damage per day). During this time the person is virtually helpless and easily slain by enemies or may kill himself while delirious. Mellina is found only in the Baalgor Wastelands. Cost: 1000 gold per dose.

Mind Alteration Drugs

Fansolin (Mindbender) — Rare: The flowers of this tall plant are picked, crushed, and mixed with water. The mixture ferments for two months, is strained and distilled, and yields a purple liquid. Three pounds of plant material yields one ounce of drug. One half ounce taken straight or diluted with water will instill a hypnotic state that lasts for 1D4 hours.

Effects: This mindbending state allows another person to command the victim to do *anything.* If the command is contrary to the drugged character's beliefs, alignment, etc., he is allowed to save vs poisons (a 14 or higher). If successful, the victim can refuse the order, but must roll to save against each command. The drugged individual enjoys a feeling of complete euphoria and total loss of physical sensation. When the drug wears off, the character usually has no recollection of what happened while drugged. *Addicts* suffer memory loss, skills reduced by 5%, and M.E. is reduced 20%. It is found on the uppermost slopes of the mountains or in cooler climates in the Timiro Kingdom, Eastern Empire, Old Kingdom, and high on Mt. Nimro. Cost: 1000 gold per dose.

Jenelfin (Vision): The drug is extracted from a bean on a tall, bushy plant. Picked when ripe, the beans are crushed and pressed to yield an oil. It is strained until there are no impurities in the golden transparent oil. Usually one pound (0.45 kg) of beans provides one ounce of oil. The oil extract is placed in a metal bowl and brought to a slow boil/simmer. This produces sweet smelling fumes which are inhaled. Best results are in a small enclosed room.

Effects: After 1D4 melees, those breathing the fumes fall into a deep, almost coma-like sleep and experience vivid and often frightening dreams/hallucinations. While in this altered state the character enjoys a +10% bonus to *commune* with his god and/or +10% bonus to have a religious vision/divination. Furthermore, all skills increase by 5% and the character is +1 to strike, parry and dodge for 1D6 hours after the exhilarating experience. That having been said, each time the drug is used the character suffers 3D6 points of damage direct to hit points in the form of chest pains and there is a 1-20% chance of heart failure. Addicts suffer chronic heart trouble and develop permanent mental disorders. Fanatical clerics, shamans, and other users say the pain is the price one pays to talk to their god. Some claim one goes straight into the hands of their god if they die while using the drug. Usually people of good alignment will *not* use it except in the most desperate circumstances. It is only found in the Yin-Sloth Jungle, Southern part of the Land of the South Winds, and Floenry Isles. Cost: 1500 gold per dose.

Yendari (Soulcatcher, Pawn) — Very Rare: Yendari is produced from a very rare, bushy plant that has long tap roots from 8 inches to 3 feet (0.27 m) and is found only in the deepest forests of the Yin-Sloth Jungles.

It is very dangerous to produce, requiring gloves to be worn at every stage of preparation. The purple root must be gently dugout without damaging it. Washing will reveal darker purple nodules which must be removed without rupturing them. If cracked or ruptured, a transparent purple liquid sprays out of the nodule. Any contact with unprotected skin will cause instant death due to nerve poison!

The nodules are then put in an enclosed press to safely crush the nodules and release the liquid. The resultant liquid and root pulp are placed in a sealed jar or glass and fermented for six months in a dark area — exposure to light ruins the batch at this stage. It is then carefully strained (it's still deadly) and boiled to concentrate it. This also destroys the nerve toxin in the liquid. After evaporation, a fine crystal powder is produced.

Effects: Half an ounce of yendari mixed into one cup of liquid will induce a trance-like state in the user. While in this state, the person remembers only peace and bliss, a sort of blank euphoria. However, while under the drug's influence, the person also can also become extremely emotional and hostile. In this state, he or she will react in a very primal "Mr. Hyde" like way (miscreant alignment), responding to everything on a very base emotional level. The yendari also makes its user extremely vulnerable to psionic manipulation. Hypnotic suggestion, empathy, telepathic implants/suggestions and illusions can place the drugged individual under a psionic's *complete* control. The person will obey any and all commands without compunction. Only characters with a P.E. over 16 are allowed a saving throw and then with no P.E. bonus. This includes the vilest deeds regardless of alignment and even against friends, family or party members. The state lasts 1D4 hours. The yendari user will recall absolutely nothing about what he did or experienced, remembering only total peace. Even a telepathic probe will provide no recollections other than dream-like flashes of incidents, but nothing comprehensible.

Addicts must take the drug at least twice a week or suffer nausea and terrible headaches that make it difficult to think. All skills are performed at -15% during this period. If the drug is not available, the addict will fall into withdrawal within five or six days. The headaches will be so severe that all skills are -30%, speed is reduced by 30%, and the character is -2 to strike, parry and dodge. The headaches worsen until the person is violently ill with throbbing, excruciating migraines, insomnia, fever, stomach cramps and diarrhea. At this stage, all skills are reduced *to* 10%, the character has no initiative, speed is reduced by 60% and he is -6 to strike, parry or dodge. The severe withdrawal lasts 4D4 days. **Note:** The yendari addict is -6 to save vs psionics at all times while the drug is in his/her system. Cost: 5000 gold per dose.

Other Types of Drugs

AI-Kazin — Rare: The berries and leaves of this plant are dried and crushed into a coarse powder. It is brewed in one pint of water to one ounce of powder and ingested. This triples the normal rate of healing. It is found in the Northern Old Kingdom, Phi and Lopan. Cost: 600 gold per ounce.

Rodoffrin — Uncommon: The leaves from this plant are mashed to a coarse paste which is sold in small jars. When applied to a wound it will stop further loss of blood (therefore, no further loss of hit points due to blood loss). This is handy if you are without the help of clergy, healers or magical means of healing. Rodoffrin is found in most cool forests in the east and north, but not in hot or dry areas. Cost: 375 gold per 4 ounce jar, good for approximately six applications.

Lebarisine (Jumper) — Uncommon: This is a stimulant made from a mushroom that grows in shady, decaying areas of forests. It does not grow in hot, dry or humid climates. Dried, powdered and dissolved in water (usually it is one ounce to one gallon of liquid); a single dose usually requires drinking one pint. This will keep the user awake 4D6+4 hours, without him feeling the slightest bit tired or sleepy. Users are hyperactive, and unable to keep still. Prolonged usage will result in hallucinations, fatigue and weight loss of two pounds (0.9 kg) per week. When not high, the addict is extremely fatigued and groggy, needing twice as much sleep; -5% on all skills, speed is reduced by one-third and he is -4 on initiative. "Jumper" is often used by soldiers on watch or under siege, but it is illegal in most military camps. Cost: 400 gold per ounce.

Wharifin (Downer, Dreamice) — Rare: This is a brown-green powder derived from a type of seaweed. It is collected, dried and powdered. Four pounds (1.8 kg) of plant yields 8 ounces of powder.

It is not detectable when sprinkled on food, except for a slight, sweetish taste. In liquids, it dissolves clear with no taste. After 1D4 melee rounds, the victim falls into a deep slumber lasting 6D6 minutes. A double dose will induce a coma lasting 3D6 hours and has a possibility of killing the victim (roll to save vs coma/death to survive).

This plant is found only in scattered shallow seabeds off the coast of the Timiro Kingdom, Floenry Isles and parts of the coast of the Land of the South Winds, Cost: 650 gold per half ounce or one dose. Non-addictive.

Gorvon (Bear, Lion's Paw) — Uncommon: This drug is made from the massive seed pods of the gorvon plant. When ripe, the seeds are picked, dried and powdered. The powder is added to water, brewed, and ingested; typically one ounce per pint. The drink gives the user extra strength and endurance for approximately one hour. During that time, five points of strength is added to the character's P.S. attribute. After the effects have worn off, the user is physically exhausted; P.S. attribute returns to normal and then temporarily drops -5 points, P.P. and speed are also reduced by -5; these penalties last until the character rests for 24 hours. If the user doesn't rest within the next two hours for one full day (24 hours), he/she may collapse (85%) into a coma-like state (roll to save vs coma). Addicts suffer the penalties regardless of the amount of rest they may get. It is rumored that Wolfen take "Bear" before entering important battles (in reality, most Wolfen never touch the stuff, but Coyles often partake in it). The plant is found in the forests of the Northern Wilderness, Timiro Kingdom and the Eastern Territories. Cost: 850 gold per dose.

Tershalin (Epim's Tears) — Very Rare: This mixture is only made by a healing monastery on the Isle of Zy. It is made from a bushy plant whose flowers are white and teardrop shaped. The whole plant is picked, along with the flowers, dried and crushed. It is then diluted with distilled water, strained over very fine cheesecloth and boiled to concentrate it. This results in a white, crystalline powder; 4 pounds of plant results in one ounce of powder. This is truly a gift from Epim herself as Tershalin is a universal antidote to poisons. A dose of one half ounce to 4 ounces of liquid, taken orally, will negate poison if taken in time. It can also be mixed into Rodoffrin and sold as an ointment. Applying it to poisoned wounds will stop the poison and any bleeding. It is found growing in the rocky cliffs and stony areas along the shore of Zy. All money taken from the sale of Epim's Tears goes to the upkeep of the abbey. Cost: 600 gold for a one ounce packet; 1200 gold for ointment (a one ounce jar is equal to two applications).

Lavaryta (Psi-strength) — Super Rare: The plant, its location, and preparation of the drug is a secret held by one man and a few trusted associates. He is said to be named Darbor Shirak, a renowned Mind Mage. It is also said that he discovered the plant and, after years of research, perfected the production of the drug.

Knowledgeable alchemists believe that it is the root of the plant that is picked, crushed and fermented in an unknown blend of liquids for three months. It is then distilled and dried into coarse, bluish crystals. This is all conjecture as only Darbor Shirak holds its secrets.

One pinch, placed under the tongue or inhaled through the nose, will result in a slight dizziness. 1D4 melee rounds later, all senses are enhanced and the drug's main effect takes place. This is the only drug found in the Palladium World that enhances the power of a *psionic mind*. It raises the I.S.P. of the person 1D4x10 points and increases the level of psionic powers by one level! The drug's effects last for 1D4 hours. After it has worn off, the user is subject to severe headaches, nausea and fatigue. Worse, he cannot use his natural psionic powers for 24 hours unless he takes the drug again. There is also a 1-5% chance that an addict will permanently lose all psionic abilities after each use of the drug! Prolonged usage is also rumored to cause insanities. If a non-psionic takes this drug, he falls into a catatonic state for 2D6 hours, but most recover without permanent damage.

It is rumored that the only location of the plant is the Forest of Enchantment in the Old Kingdom. The only place to purchase the drug is through the most select alchemists in the City of Credia (Timiro Kingdom). Cost: 9500 gold per one quarter ounce (4 doses).

Addiction is quick and terrible, occurring if the drug is used more than twice a month. Addicts must take the substance at least once a week. **Negative Side Effects Include:** Gains one phobia (roll on the phobia table), plus varying personality changes; roll on the following table once each day.

01-25 Extremely paranoid, trusts no one, including friends. Becomes secretive, sneaky and treacherous.

26-50 Befuddled, absent-minded, disoriented, difficulty in concentrating; -10% on all skills, -2 on initiative.

51-75 Megalomania: Exaggerated sense of self importance and power; -5% on all skills, +1 on initiative, +1 on all saving throws, and +1 to strike, parry, dodge, roll with impact and horror factor. Will believe himself to be invincible, jumping into the worst situations without fear.

76-00 Hallucinations: Usually about the object of his/her phobia or current danger. Will become uncontrollable; using psionic abilities to hide from, flee or combat the nonexistent danger. This is basically a self induced psionic illusion that appears terrifyingly real. Any telepathic communication/probe with the victim of a Lavaryta hallucination will subject that person to the addict's mental illusions too. Hallucinations occur during periods of stress (1-35%) or when asleep (nightmares 1-50%).

Natural Herbal Potions, Powders & Drugs

All potions and powders are sold in a single dose, generally require 2-8 melee rounds to take effect, and their duration varies widely from person to person. Cost is in Eastern gold pieces.

The following herbal items are made from natural substances and come in the form of powder, paste and/or potion/liquid. All must be *ingested* or *injected* and require a saving throw of 14 or higher. A successful save means no damage or effects. For easy use, they are listed by symptom followed by effect/penalties, duration and cost.

Blurred vision: 3D6 minutes, -3 to initiative, strike, parry, or dodge, also reduce speed by 10%. Cost: 150 gold.

Convulsions: 2D4 melee rounds in which the victim is struck by uncontrollable seizures; reduce speed by 80%, reduce attacks per melee to one, no combat bonuses or skill performance. 1-40% chance of suffering 2D6 damage from injury during a seizure. Costs 300 gold.

Coughing: 5D6 minutes, irritates throat and sinuses; -1 to initiative and parry, -30 to prowl. Cost: 120 gold.

Sneezing: 4D6 minutes, -1 to initiative, parry and dodge, -20 to prowl; costs 120 gold.

Dizziness: 6D6 minutes, speed reduced by 50%, -3 on initiative, -2 to strike, parry, and dodge. Cost: 500 gold.

Fever: 1D4 hours, -2 on initiative, -1 to strike, parry, or dodge. Cost: 250 gold.

Itching (mild): 4D6 minutes of discomfort; -1 to initiative. Cost: 60 gold.

Mental confusion: 3D4 minutes in which the victim has no sense of direction, is easily startled, -6 on initiative, 1-60% chance of memory loss (temporary), roll for each subject. Cost: 800 gold.

Nausea: 6D6 minutes; reduce speed by half, -5% on skill performance and -2 on initiative. Cost: 100 gold.

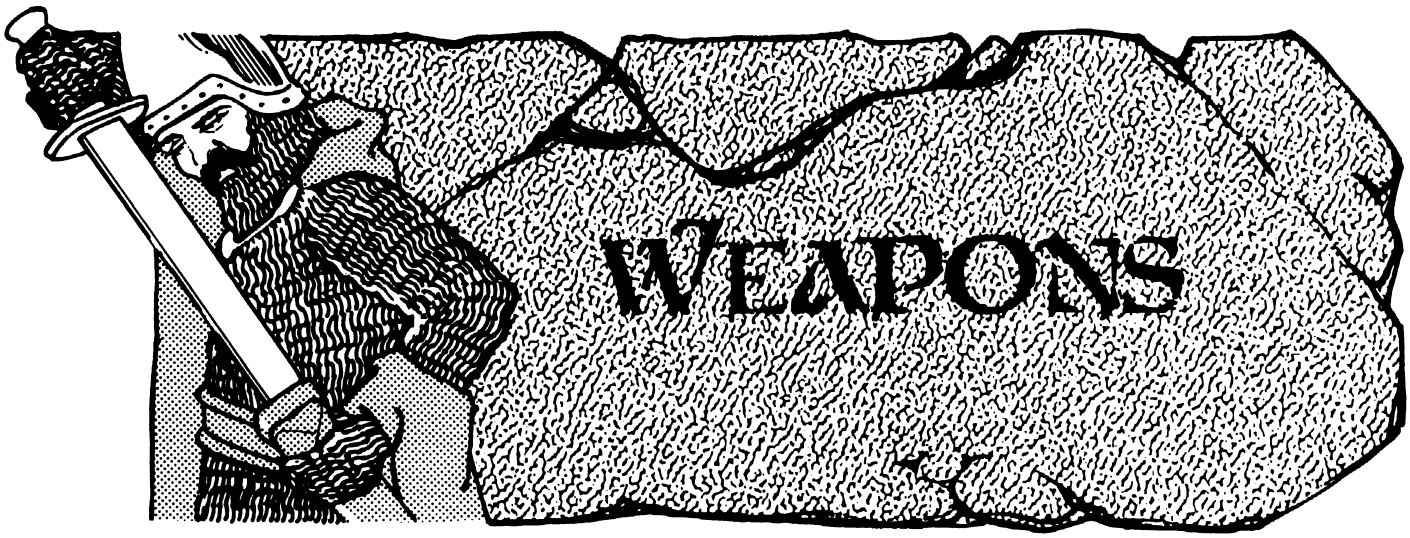
Paralysis: 2D4 minutes; total incapacitation. Costs: 800 gold.

Sleep: Renders victim unconscious for 2D4 minutes. Cost: 500 gold.

Stomach cramps: 2D4 minutes, reduce speed by half, reduce attacks per melee by half, -2 on initiative, -1 to strike, parry, or dodge. Cost: 400 gold.

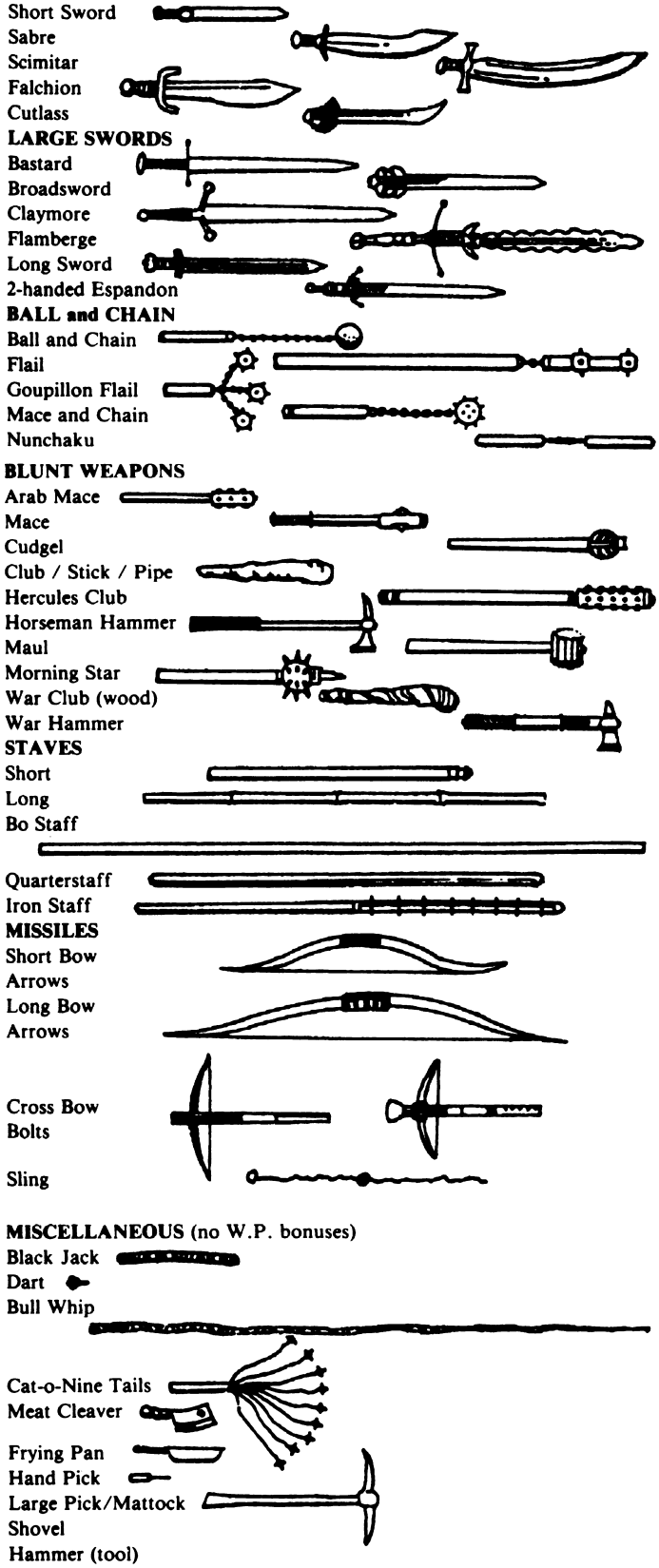
Weakness: 3D4 minutes, feels week and nauseous; reduce speed by half, reduce P.E. duration (vs fatigue) by half, -4 to damage, -1 to strike and parry. Costs: 200 gold.

Hallucinations: 10-60 melees, reduce speed by one-third, -10 on initiative, disoriented, no sense of direction, 1-50% chance to attack nearest person, 56-75% chance to moan and scream in fear or laugh and shout gleefully, 76%-00 chance of not recognizing enemy or danger. (Roll for each once every four melees and enemy recognition as applicable.) Costs: 800 gold.



TYPE	2-HANDED	AV. LENGTH	AV. WEIGHT	DAMAGE	AV. COST IN GOLD
AXES					
Axe, battle	no	.8m/2.75ft	2 kg/4.6lb	3D6	40 gp
Axe, throwing	no	.4m/1.25ft	1.4kg/3 lb	2D4	8 gp
Axe, stone	no	.6m/2 ft	1.8kg/4 lb	2D6	18 gp
Axe, bipennis (2-head)	no	.8/2.75ft	2.8kg/6 lb	2D6	45 gp
Oncin Pick	yes	1.0m/3.75ft	1.8kg/4 lb	2D4	20 gp
POLE ARMS					
Awl Pike	yes	3.2m/10 ft	2.7kg/6 lb	2D6	45 gp
Beaked Axe	yes	2.3m/7.5 ft	2.3kg/5 lb	2D6	40 gp
Berdiche	yes	2.1m/7 ft	3.2kg/7 lb	3D6	50 gp
Glaive	yes	2.3m/7.5 ft	2.7kg/6 lb	2D6	40 gp
Guisarme	yes	2.5m/7.25ft	2.7kg/6 lb	2D6	50 gp
Halberd	yes	2.2m/7.25ft	2.3kg/5 lb	3D6	60 gp
Sabre Halberd	yes	2.4m/8 ft	3.2kg/7 lb	3D6	60 gp
Hippe	yes	2.3m/7.5 ft	2.7kg/6 lb	3D6	55 gp
Lucerne Hammer	yes	2.9m/9.75ft	2.9kg/6.5lb	3D6	40gp
Military Fork	yes	2.1m/7 ft	2.3kg/5 lb	2D4+2	30 gp
Pike	yes	5.0m/16 ft	3.6kg/8 lb	2D6	45 gp
Runka	yes	2.3m/7.5 ft	2.7kg/6 lb	2D6	45 gp
Scythe	yes	2.4m/8 ft	2.3kg/5 lb	3D6	45 gp
Voulge	yes	2.1m/7 ft	2.3kg/5 lb	4D6	60 gp
SPEARS					
Short Spear	no	1.2-1.8m/4-6 ft	1.8kg/4 lb	1D6	30 gp
Long Spear	yes	2.1-3.0m/7-10ft	2.9kg/6.5lb	2D6	40 gp
Javelin	no	2.1m/7 ft	1.8kg/4 lb	2D4	30 gp
Beaked Axe	no	1.4m/4.5 ft	2.3kg/5 lb	2D6	30 gp
Trident	yes	1.5/5 ft	1.8kg/4 lb	2D6+2	40 gp
Lance (Palladin & Knights ONLY)	no	4.0m/13 ft	3.6kg/8 lb	2D6+2	60 gp
KNIVES					
Daggers and Knives	no	.2-.5m/10-20in	.5kg/1 lb	1D6	10 gp

TYPE	2-HANDED	AV. LENGTH	AV. WEIGHT	DAMAGE	AV. COST IN GOLD
SHORT SWORDS					
Short Sword	no	.7m/2.5 ft	1.4kg/3 lb	2D4	40 gp
Sabre	no	.6m/2 ft	1.4kg/3 lb	2D4	30 gp
Scimitar	no	.7m/2.5 ft	1.5kg/3.5lb	2D6	35 gp
Falchion	no	.8m/2.75ft	1.8kg/4 lb	2D6	50 gp
Cutlass	no	.6m/2 ft	1.4kg/3 lb	2D4	35 gp
LARGE SWORDS					
Bastard	yes	1.0m/3.75ft	2.1kg/4.5lb	2D6+2	50 gp
Broadsword	no	.9m/3 ft	1.6kg/3.5lb	2D4+1	40 gp
Claymore	yes	1.2m/4 ft	2.9kg/6.5lb	3D6	60 gp
Flamberge	yes	1.3m/4.25ft	3.4kg/7.5lb	3D6	70 gp
Long Sword	no	.9m/3 ft	1.6kg/3.5lb	2D6	55 gp
2-handed Espandon	yes	.9m/3 ft	2.1kg/4.5lb	2D6+2	60 gp
BALL and CHAIN					
Ball and Chain	no	.9m/3 ft	2.1kg/4.5lb	2D4	50 gp
Flail	yes	1.6m/5.25ft	2.5kg/5.5lb	2D6	55 gp
Goupillon Flail	yes	.5m/2 ft	2.1kg/4.5lb	3D6	60 gp
Mace and Chain	no	.9m/3 ft	2.1kg/4.5lb	3D6	50 gp
Nunchaku	yes	.8m/2.75ft	1.1kg/2.5lb	2D4	30 gp
BLUNT WEAPONS					
Arab Mace	no	.6m/2 ft	1.4kg/3 lb	2D6	40 gp
Mace	no	.7m/2.5 ft	2.0kg/4.5lb	2D6	40 gp
Cudgel	no	.8m/2.75ft	1.0kg/2.5lb	2D4	40 gp
Club / Stick / Pipe	no	.8m/2.75ft	1.4kg/3 lb	2D4	10 gp
Hercules Club	yes	1.2m/4 ft	2.5kg/5.5lb	3D6	60 gp
Horseman Hammer	no	.8m/2.75ft	1.6kg/3.5lb	2D6	45 gp
Maul	no	1.2m/4 ft	2.0kg/4 lb	2D4	12 gp
Morning Star	no	.8m/2.75ft	1.0kg/2.5lb	2D6	40 gp
War Club (wood)	no	.9m/3 ft	1.4kg/3 lb	2D4	25 gp
War Hammer	no	.7m/2.5 ft	2.1kg/4.5lb	3D4	40 gp
STAVES					
Short	no	1.2-1.8m/4-6 ft	1.4kg/3 lb	1D6	20 gp
Long	yes	1.9-2.7m/7-9 ft	2.3kg/5 lb	2D4	25 gp
Bo Staff	yes	2.8m/9.5 ft	1.4kg/3 lb	2D6	40 gp
Quarterstaff	yes	1.8m/6 ft	1.5kg/3.5lb	2D6	30 gp
Iron Staff	yes	1.8-2.1m/6-7 ft	3.2kg/7 lb	2D6+2	45 gp
MISSILES					
Short Bow	yes		1 lb	1D6	30 gp
Arrows	no				10 gp per dozen
Long Bow	yes		2 lb	2D6	70 gp
Arrows	no				20 gp per dozen
Cross Bow	yes		7 lb	Small — 1D6 Large — 2D6	60 gp
Bolts	no				15 gp per dozen
Sling	no		2 oz	1D6	10 gp
MISCELLANEOUS (no W.P. bonuses)					
Black Jack	no	10 in	1.4kg/3 lb	1D6	8 gp
Dart	no	6 in	6 oz	1D4	1 gp
Bull Whip	no	2.4m/8 ft	1.4kg/3 lb	2D6	20 gp
Cat-o-Nine Tails	no	.8m/3 ft	.5kg/1 lb	2D6	15 gp
Meat Cleaver	no	.3m/1 ft	.5kg/1 lb	1D6	2 gp
Frying Pan	no	.3m/1 ft	.5kg/1 lb	1D6	2 gp
Hand Pick	no	7 in	8 oz	1D4	1 gp
Large Pick/Mattock	yes	1.2m/4 ft	2.3kg/5 lb	3D4	25 gp
Shovel	yes	1.2m/4 ft	2.0kg/5 lb	1D6	10 gp
Hammer (tool)	no	10 in	1/4kg/3 lb	1D4	7 gp



Giant Weapons do *one additional die of damage* because of size and weight. This includes Troll, Ogre and Wolfen weapons.

Gnome size weapons are all very small; knives, short swords, blunt, staves axes, sling and spears do 1-4 damage. Large swords, ball and chain and pole arms do 1-6 damage. Short bow does 1-4 and Cross bow does 1-6.

Equipment

Body Armor

Armor is any protective body covering used in a combat situation. The armors S.D.C. takes into consideration how much of the body is covered and the strength of the protective material. **A full suit** covers as much of the entire body as possible and can be stuffy, heavy, and restrict movement. A half suit protects only key body areas such as head, chest, and joints.

Armor and Combat

All armor serves to protect the body from being damaged in combat. The two attributes of armor are the Armor Rating (A.R.) and the Structural Damage Capacity (S.D.C.).

Armor Rating

The armor rating indicates exactly how much protection is afforded by the armor and how easily it is penetrated. The higher the A.R. the better the protection.

As you recall, any attack roll to strike above a four (5-20) hits, doing damage unless parried or dodged. Armor provides additional protection in case of an unsuccessful parry or a sneak attack.

The attacker must roll higher than the defender's armor rating to penetrate the armor and inflict physical damage (hit points) to the defender. Die rolls under the A.R. strike the protective armor, damaging ONLY the armor (not the character). A.R. always wins ties.

Structural Damage Capacity (S.D.C.)

Each type of armor has a specific Structural Damage Capacity (S.D.C.) which indicates how much damage the armor can withstand. S.D.C. points are identical to hit points except they refer to inanimate objects, not living creatures.

When armor is struck, the damage is subtracted from its S.D.C. When the armor's S.D.C. is reduced to zero it no longer provides protection and is beyond repair. The person's physical body is then open to attack. **Example:** If a warrior is wearing chain mail (A.R. 14, S.D.C. 44) and is struck by a weapon on a roll of 12, the armor is not penetrated and the character takes no damage. His armor, however, would be damaged because the roll was above four. If the roll was over fourteen, the character would take damage because the armor was penetrated.

Armor Restrictions

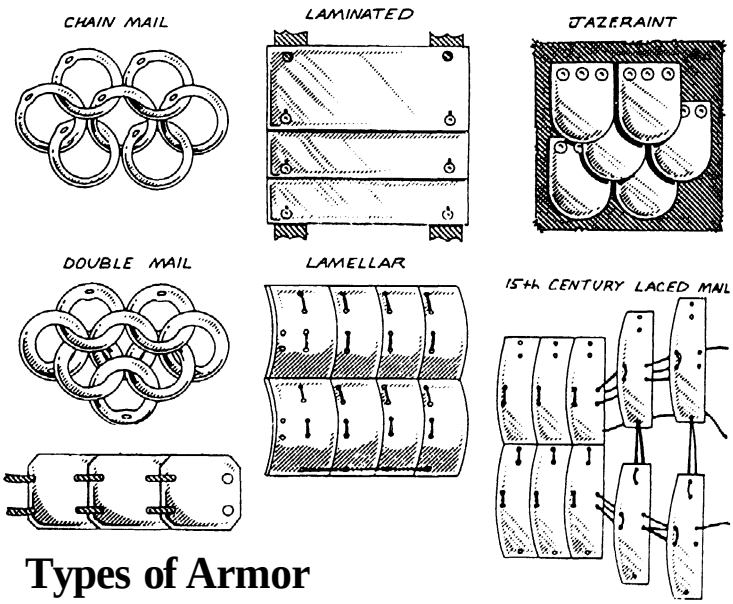
Anyone can wear armor, but only the men of arms O.C.C.'s are specifically trained in the use of ALL armor, light and heavy. Consequently, they suffer few restrictions in movement or speed except when using heavy chain or metal type armor.

Men of Arms Restrictions: Warriors are not plagued by any restrictions when using light armor, but even those trained in the use of heavy armor find some insurmountable limitations. **Weight:** reduces the character's natural speed by two points.

Noise/prowl minus: No matter how stealthily one tries to move, chain and metal armors clank, squeak, and jingleing making prowling virtually impossible. Reduce prowl by 40 points. **Encumberance Penalties:** -15% to prowl and -20% to climb/scale walls or swim in full splint or plate armor. -10% to prowl, swim or climb in chain or scale mail, and -5% in studded leather.

Non-Men of Arms Restrictions: Those characters not trained in the use of armor will find the light armor types (cloth, padded, quilt, or leathers) fairly comfortable and unrestrictive, providing maximum mobility with minimal protection. There are no restrictions in the use of light armor.

Heavy armor, including half suits, is another story. Individuals not trained and practiced in the use of heavy armor will find it to be very heavy, awkward, hot, and restrictive to movement. If these characters should wear heavy armor they suffer the following **restrictions** (this includes all men of magic, clergy, nobility, scholars, merchants, and peasants). **Weight:** reduces the character's speed by half. Encumberance Penalties: Standard.



Types of Armor

Armor Type	Cost (*in* gold)	Armor Rating (A.R.)	S.D.C	Weight
LightArmor				
Cloth (full)	**20**	5	6	21lbs
Padded or Quilt (full)	**50**	8	15	5 lbs
Soft Leather (full)	**75**	10	20	8 lbs
Hard Leather (full)	**150**	11	30	1 1 lbs
Studded Leather (full)	**200**	13	38	20 lbs
Heavy Armor				
Chain Mail (full)	**280**	14	44	40 lbs
Chain Mail (half)	**170**	9	20	18 lbs
Double mail (full)	**340**	15	55	50 lbs
Double mail (half)	**200**	10	28	20 lbs
Scale (full)	**650**	15	75	45 lbs
Scale (half)	**300**	11	35	20 lbs
Splint (full)	**700**	16	82	50 lbs
Splint (half)	**400**	12	40	22 lbs
Plate and Chain (full only)	**800**	15	100	52 lbs
Plate (full)	**1000**	17	160	58 lbs
Plate (half)	**450**	14	60	20 lbs

Full Suit (full): Leggings (chausses) or leg plating; knee, shoulder, and elbow guards; helmet; coif (protects neck), hauberk (protects chest/thigh) or plating; arm bands or plating; gloves or gauntlets; surcoat.

Half Suit (half): Protects chest, neck, joints (kneees, elbows, and wrists), and head (helmet).

Half suit of Soft Leather has 10 S.D.C. & A.R. 6; *half suit* of Hard Leather has 12 S.D.C. & A.R. 8; *half suit* of Studded Leather has 20 S.D.C. & A.R. 9. A half suit of padded, quilt or cloth isn't worthwhile.

Natural Armor Rating

Characters will often encounter supernatural or magic creatures that have a natural armor rating (A.R.) This includes demons, deevils, demigods, godlings, gods, elementals, and creatures of magic.

Any blows struck below a natural A. R. do no damage, having failed to penetrate their natural defenses. Of course rolling above the A.R. penetrates and does full damage.

Barding (Armor for Horses)

Armor Type	Cost (in gold)	Armor Rating (A.R.)	S.D.C.	Weight
Leather (full)	400	10	40	44 lbs
Leather (war horse)	500	10	40	56 lbs
Studded Leather and Chain (full)	750	14	60	55 lbs
Studded Leather and Chain (war horse)	900	14	70	70 lbs
Plate (full)	1700	17	125	70 lbs
Plate (war horse)	2400	17	160	100 lbs
Plate (half)	1200	13	70	50 lbs
Plate (half war horse)	1600	13	80	60 lbs

Damaged Armor

As a suit of armor is damaged, the degree of protection it provides is lessened. The most obvious result of damage is the reduction of S.D.C., but the armor's A.R. is also affected. When armor is reduced to half its original S.D.C. the A.R. is reduced by two points. When the armor is reduced to one third its original S.D.C. the A.R. is reduced by two more points.

Repairing Armor

Damaged armor can be repaired and S.D.C. restored. Patching armor is an expensive and time consuming process. The following tables indicate the cost and time involved.

Self Repair

Armor Type	S.D.C. Restored	Cost in Gold	Time
Cloth or quilt	5	10	4 hours
Soft leather	4	20	6 hours
Hard/studded leather	4	26	12 hours
Chain mail	8	30	12 hours
Double mail	8	35	16 hours
Scale	7	60	18 hours
Splint	7	70	18 hours
Plate	7	80	19 hours

Restores 1 A.R. if brought back to half S.D.C.
Restores 2 A.R. if brought back to full S.D.C.

Professional Repairs

Armor Type	S.D.C. Restored	Cost in Gold	Time
Cloth or quilt	5	20	1 day
Soft leather	5	35	1 day
Hard/Studded Leather	5	45	1 to 2 days
Chain mail	10	50	2 to 3 days
Double mail	10	60	3 to 4 days
Scale	10	70	5 days
Splint	10	80	5 to 6 days
Plate	10	100	6 to 7 days

Restores 2 A.R. if brought back to half S.D.C.
Restores full A.R. if brought back to full S.D.C.
Rush jobs cost 200% to 600% more.

Superior Weapons

The following is a list of superiorly crafted weapons, the bonuses resulting from the quality, and the price.

The price increase of superior weapons is indicated as a percentile increase/addition to a standard weapon of that type. Example: a normal, good broad sword costs 40 gold pieces; a +1 to damage costs 150% more or 100 gold total; a +2 to damage costs 200% more or 120 gold; +3 to damage costs 400% more or 200 gold, and so on.

Kobold Manufactured Items (Non-magical)

Blade weapons

(short sword, large sword, axes, knives, spears and forks)

+1 to damage add 150%
+2 to damage add 200%
+3 to damage add 400%
These weapons have a superior blade edge (sharp/strong)

+1 to parry add 200%
+1 to parry and strike add 800%
These weapons have a superior balance (weight/construction/design).

Pole arms

+1 to damage add 300%
+2 to damage add 400%
+3 to damage add 700%
+4 to damage add 800%
Superior blade edge

+2 to parry add 300%
+3 to parry add 500%
+4 to parry add 800%
Superior balance

Blunt weapons (staves, maces, hammers, etc.)

+1 to damage add 200%
+2 to damage add 400%
+3 to damage add 500%
Superior weighting/stud work

+2 to parry add 400%
+3 to parry add 800%
+1 to parry and strike add 900%
Superior balance, weight, stud work

Ball and chain

+1 to damage add 400%
+2 to damage add 500%
+3 to damage add 700%
Superior balance/weight

Dwarven Manufactured Weapons

These are the very best weapons on the market.

Blade weapons

+1 to damage add 200% to price of the standard weapoi
+2 to damage add 300%
+3 to damage add 400%
+4 to damage add 500%
Superior blade edge

+2 to parry add 400%
+3 to parry add 800%
+1 to parry and strike add 1000%
+2 to parry and strike add 2000% Superior balance

Pole arms

+2 to damage	add 400%
+3 to damage	add 500%
44 to damage	add 800%
+5 to damage	add 900%
+6 to damage	add 1000%

Superior blade edge, strength, and construction (reinforced)

+2 to parry	add 300%
+3 to parry	add 600%
44 to parry	add 900%
+2 to parry and strike	add 2000%

Superior balance; reinforced

Blunt weapons

4-1 to damage	add 200%
4-2 to damage	add 400%
+3 to damage	add 600%
44 to damage	add 800%
4-2 to parry	add 400%
4-3 to parry	add 800%
4-1 to parry and strike	add 1000%

Ball and chain

4-1 to damage	add 500%
+2 to damage	add 500%
4-3 to damage	add 700%
44 to damage	add 900%
4-5 to damage	add 1200%

Note: *Dwarven* weapons are the very best in the world. Even standard (non-bonus) weapons cost 30% more if they are of Dwarven construction.

Kobolds and Jotans are also excellent weapon smiths, second only to dwarves, and even standard weapons cost 20% more than standard weapons. The same rates also apply to dwarven and kobold armor.

Also, a weapon can have both a damage and parry bonus, but the cost for each is listed even when combined (so a dwarven mace that's 4-2 to strike and 4-2 to parry will cost 200% for the damage in addition to 300% for the parry bonus).

Superior Armor

The listed armor ratings (A.R.) *cannot* really be increased, except magically, simply because of the nature of the armor, what body areas it covers, and the material it is constructed of. However, the structural damage capacity (S.D.C.) can be supplemented/increased to a limited degree.

Light Armor (cloth through studded leather) can have the S.D.C. increased up to a maximum of 20 S.D.C. points at a cost of 90 gold and weighs an additional 8 lbs.

Heavy Armor (chain mail through plate) can have the S.D.C. increased up to a maximum of 50 S.D.C. points. Cost is 100 gold per each 10 S.D.C. added (weight increase is 8 lbs. per each 10 S.D.C. extra).

Magic armor

See Alchemist

Magic Weapons

See Alchemist

Additional Equipment

The following is a basic list of equipment and items at their average cost in gold. Prices may vary from town to town, game to game, G.M. to G. M.

Clothing	Cost in Gold
Socks	1/2 gold
Shirt (wool)	6 gold
Shin (silk)	15 gold
Vest	15 gold
Jacket (light)	20 gold
Jacket(heavy)	40 gold
Jacket (Short, down filled)	55 gold
Jacket (Long, down filled)	75 gold
Jacket (Leather)	40 gold
Jacket, Fur (Common, heavy)	70 gold
Pants	10 gold
Work pants	12 gold
Skirt	10 gold
Dress (Common)	30 gold
Dress (Fancy)	60 gold
Surcoat	40 gold
Boots (Cloth)	8 gold
Boots (Soft leather)	15 gold
Boots (Leather)	20 gold
Boots (Work/reinforced)	30 gold
Boots, Knee high	50 gold
Boots, Hip high	70 gold
Shoes	20 gold
Sandals	10 gold
Scarf	2 gold
Cap (Pull over)	2 gold
Hat (Short brim)	15 gold
Hat (Large brim)	20 gold
Hat (Large brim, leather)	30 gold
Belt	2 gold
Sword belt	6 gold
Sword sheath	12 gold
Knife sheath	6 gold
Cape (Short)	15 gold
Cape (Long)	25 gold
Cape (Long, hooded)	35 gold
Robe (Light)	20 gold
Robe (Heavy)	30 gold
Robe (Hooded)	35 gold
Night gown	5 gold
Night robe	6 gold

Add 50% to 100% to the cost of fancy or special clothing. 200% to the cost of specially tailored clothing.

Containers	Cost of Gold
Saddle bag	10 gold
Small pocket purse	1 gold
Belt purse (Attaches to belt)	2 gold
Shoulder purse, small	5 gold
Shoulder purse, large	10 gold
Small sack	1 gold
Large sack	3 gold
Knap sack	10 gold
Back pack	12 gold
Cloth handle bag	6 gold
Leather handle bag	12 gold

Containers	Cost of Gold
Tobacco pouch	1 gold
Water skin, 2 pints	2 gold
Water skin, 1/2 gallon	5 gold
Water skin, 1 gallon	8 gold
Cask (Wood, 4 gallons)	10 gold
Cask (Wood, 10 gallons)	15 gold
Cask (Wood, 25 gallons)	20 gold
Vial (Glass, 2 ounce)	1 gold
Jar (Glass) 1 pint	1 gold
Jar, 2 pints	4 gold
Jar, 4 pints	8 gold
Jar, gallon	10 gold
Jug 1/2 gallon	10 gold
Jug, 1 gallon	15 gold
Jug, 5 gallons	25 gold
Bucket (Wood) 5 gal.	2 gold
Bucket (Metal) 5 gal.	5 gold
Snuff box	5 gold
Small wood box (1 lb)	5 gold
Medium wood box (5 lbs)	10 gold
Large wood box (15 lbs)	15 gold
Trunk (Small, wood, 25 lbs)	25 gold
Trunk (Large, wood, 50 lbs)	40 gold
Small metal box (5 lbs)	15 gold
Large metal box (15 lbs)	30 gold
Metal trunk (Small, 25 lbs)	50 gold
Metal trunk (Large, 50 lbs)	80 gold
Cup/mug (Earthenware)	1 gold
Glass	3 gold
Goblet	5 gold
Bowl (Earthenware)	3 gold
Pot (Earthenware)	5 gold
Pot (Metal)	8 gold
Kettle	5 gold
Bottle (Pint)	5 gold

Field Equipment

(Hunting, trapping, camping)	Cost in Gold
Snare cord (per 4 ft.)	2 gold
Rope (per 40 ft./12m)	10 gold
Rope ladder (per 20 ft./6m)	25 gold
Light chain (per 10 ft./3m)	10 gold
Heavy chain (per 10 ft./3m)	25 gold
Hand manacles	15 gold
Leg manacles	25 gold
Lock (Key type)	5 gold
Lock (Tumbler type)	10 gold
Beaver trap (Metal teeth) does 1D6 damage	10 gold
Wolf trap (Metal teeth) does 1D8 damage	20 gold
Bear trap (Metal teeth) does 2D6 damage	50 gold
Animal trap (No teeth/small) does 1D4 damage	10 gold
Animal trap (No teeth/large) does 1D6 damage	20 gold
Net, fishing	8 gold
Net, animal (thrown)	15 gold
Net, man-size	30 gold
Fishing hook	2 gold
Fishing line (per 20 ft)	3 gold

Camping

Sleeping bag	30 gold
Blanket (Light)	4 gold
Blanket (Heavy)	6 gold
Tent (One man)	50 gold
Tent (Two man)	75 gold
Tent (4 man)	100 gold
Tent canvas (per 4 sq. ft.)	15 gold
Hammock (Cloth, man size)	20 gold
Mosquito netting (per 4 sq. ft.)	10 gold

Lighting

	Cost in Gold
Flint/steel	2 gold
Tinder box	4 gold
Treated torch (Quick light, lasts 3 hours)	3 gold
Untreated torch	1 gold
Candle (Fast burning, 45 minutes)	1 gold per dz.
Candle (Long burning, 3 hours)	5 gold per dz.
Glass candle lantern	6 gold
Candle holder (Earthenware, uncovered)	2 gold
Oil lantern (6 hours/1 pint)	10 gold
Oil lantern (12 hours/2 pint)	20 gold
Oil lantern (6 hours, metal case)	30 gold
Oil (per pint)	1 gold
Oil lamp (6 hour/ 1 pint)	6 gold
Oil lamp (12 hours/2 pint)	10 gold
Charcoal (per pound)	2 gold

Writing Equipment

	Cost in Gold
Paper (Dz 9x12 inch sheets)	8 gold
Parchment (Dz 9x12 inch sheets)	15 gold
Book (Paper, glued, 100 sheets)	50 gold
Book (Parchment, glued, 100 sheets)	100 gold
Book (Parchment, stitched, 100 sheets)	150 gold
Slate board (18x24 inch)	10 gold
Chalk (Dozen sticks)	1 gold
Charcoal (Dozen sticks)	1 gold
Silver point (One 2 inch needle)	2 gold
Ink black (6 ounces)	3 gold
Ink color (6 ounces)	6 gold
Powder pigments (Earth colors/2 ounces)	4 gold
Powder pigments (Colors/ 1 ounce)	8 gold
Gold leaf (1 ounce)	100 gold
Silver leaf (2 ounces)	40 gold
Bronze leaf (2 ounces)	30 gold
Crow quill pen	1 gold
Brushes (Low quality)	2 gold each
Brushes (Sable hair)	4 gold each
Etching needle	1 gold
Etching plate	15 gold each
Wood cutting tools (Fine)	3 gold each
Print ink (Heavy, 6 ounces)	8 gold

Edibles — Cost in Gold

Fowl (per whole bird)	
Pigeon	2 gold
Chicken	5 gold
Duck	8 gold
Goose	12 gold
Quail	6 gold
Pheasant	10 gold
Turkey	12 gold
Fish (per whole fish)	
Common	1-2 gold
Game fish	2-4 gold
Shell fish (Clams, oysters, shrimp, lobster) per dozen	5 gold
Fresh meat	
Rabbit/Squirrel, whole	2 gold
Venison, leg or roast	10 gold
Beef steak	4 gold
Beef leg or roast	10 gold
Beefside	50 gold
Beef, whole cow	120 gold
Pork steak	3 gold
Pork leg or roast	8 gold
Pork side	30 gold
Pork, whole pig	70 gold
Lamp leg or roast	12 gold
Lamb side	35 gold
Lamb, whole	50 gold

Prepared and preserved foods (per each 2 lbs)

Smoked sausage (pork or beef)	4 gold
Spiced sausage (pork or beef)	4 gold
Smoked beef	8 gold
Salted beef	8 gold
Jerked beef (lasts months)	10 gold
Smoked pork	6 gold
Salted pork	6 gold
Smoked fish	6 gold
Salted fish	6 gold
Canned vegetables	3 gold
Canned fruit	4 gold
Dried fruit	2 gold
Dried vegetables	2 gold

Note: Most fresh vegetables last fairly long before spoiling; particularly potatoes, carrots, onions, garlic, radishes, turnips (last 2 to 8 weeks depending on conditions).

Others

Bread, 4 loaves	1 gold
Buns/rolls 2 dozen	1 gold
Pastries/donuts 1 dozen	1 gold
Cheese (various types cost more) 2 lbs.	2 gold
Curds and Whey 1 lb.	2 gold
Butter, salted 1 lb.	3 gold
Butter, unsalted 1 lb.	2 gold
Lard (per lb.)	1 gold
Cream (pint)	2 gold
Honey (per pint)	2 gold
Jam (per pint)	3 gold
Syrup (per pint)	1 gold
Maple syrup candy (per lb.)	2 gold
Sugar (per lb.)	4 gold
Salt (fine) per lb.	5 gold
Salt (rock) per lb	3 gold
Pepper (per 2 ounces)	2 gold
Spices (per 2 ounces)	2D4 gold
Flour (per 20 lbs.)	1 gold
Oat meal (per 10 lbs.)	1 gold
Cooking oil (per pint)	1/2 gold
Eggs per dozen (chicken or duck)	1 gold

Feed Grain (for livestock, per 50 lbs./22.6 kg)

	Cost in gold
Wheat	12 gold
Oats	10 gold
Hay	8 gold
Straw	6 gold

NOTE: Add 25% to 100% for high quality foods, and special preparations and spices.

Beverages

Cow or goat milk (per gallon)	1 gold
Fruit juices (per gallon)	2 gold
Tea (per lb.)	4 gold
Coffee (per lb.)	6 gold
Alcohol (per pint)	
Tonics (foul tasting)	2D4 gold
Mead (Sweet)	3 gold
Ale (Light)	4 gold
Beer (Heavy)	4 gold
Wine (poor)	2-6 gold
Wine (good)	10-20 gold
Champagne	12-120 gold
Brandy	20 gold
Rum	15 gold
Moonshine	8-16 gold

NOTE: Add 50% to 100% for excellent quality. Add 100% to 200% for special or outstanding quality.

Miscellaneous

Tobacco (Dried for smoking, per ounce)	1-8 gold
Tobacco (Chewing, per ounce)	2D6 gold
Snuff (per ounce)	2D6 gold
Perfume (per ounce)	2D6 gold
Soap (per ounce)	1-2 gold
Wax (Clear, per lb.)	1-2 gold
Wax (Bees, per lb.)	5 gold
Rabbit skin glue (per lb.)	6 gold
Quick silver (Mercury) per oz	20 gold

Gems of the Palladium World

Assisted by Randi Carrier & Randy McCall

As a result of numerous requests from Palladium RPG players, we present the following list and rules regarding gems and precious stones. We have compiled a generous variety of precious stones, but by no means claim to have compiled a comprehensive list. It would be pointless to describe the multitude of *real*, precious and semi-precious stones and metals. Such a list would tend to be lengthy, boring and generally of no real use to most fantasy campaigns. Instead we've compiled a modest set of rules and list of precious stones and metals as they specifically apply to the Palladium World. Ambitious game masters may want to do their own research and add to our list of valuables. However, one can more easily presume that the gem stones excluded from the proceeding either do not exist in the Palladium World or are so common that they have little or no value.

Metals, Gems and Semi-precious Stones

Metals

There are two precious metals in the Palladium World; silver and gold. The world's currencies operate on a gold standard, with all other coins being given values in gold pieces (such as a five-gold-piece silver coin). Note that the values which follow apply not to coinage but the raw metal, and does not include any artistic value inherent in sculpted metals. For example, a few ounces of silver, if worked or sculpted with sufficient artistry, could be worth several thousand gold. Likewise, additional work in producing a particular product may raise the cost. For example, it is extremely difficult to produce gold and silver foil, hence the high cost per ounce/sheet.

Silver: Common silver is found throughout the Palladium World, though the purest veins of this metal can be found in the mountains of the Old Kingdom (these are said to be almost mined out) and in the rocky hills of the Great Northern Wilderness.

Use in Coin: Used in minting coins normally valued in gold, thus a silver coin may be worth one, two, five or ten gold. Because of the difference in values between gold and silver, silver coins are *always* much larger than gold coins of equal value.

One pound of silver is worth 500 gold pieces.

Gold: Gold, the basis of commerce throughout the Palladium World, can be found in almost every mountain range in the world and is also common in the Great Northern Wilderness and the Eastern Territories. It is also rumored that great mother lodes of gold have been found in the Yin-Sloth Jungles, but these reports are generally unproven. The gold mines of the Old Kingdom and the Western Empire have been almost entirely mined out, with most of this metal now being imported from other areas.

One pound of gold is worth 2500 gold pieces.

Bronze and Brass: These are not natural metals, but metal alloys often used by jewelers and artisans as inexpensive substitutes for gold. Both are commonly used to produce jewelry, statuary metal-works and ornamentation for armor, shields and weapons. **Bronze** is an alloy of copper and tin; brass is an alloy of copper and zinc. These metals are most commonly found in the Old Kingdom, Timiro Kingdom, Eastern Territory and Northern Wilderness.

One pound of bronze or brass is worth 250 gold.

Precious Gems

The many precious gems which are available on the Palladium World are much smaller than most people seem to think. Most gems are sized by carat; a unit of measurement so small that there are approximately 140 carats to the ounce. A one carat stone is approximately 1/16th of an inch in diameter; so small as to be almost unnoticeable. If a stone is of more than one carat in size, use the following system to determine how large it is; divide the total number of carats in a stone by 5 (round fractions to the nearest whole number), then add one to the result to determine the diameter of the stone in sixteenths of an inch. Thus a stone of 23 carats would be (23/5 = 4.6, rounded up equals 5 sixteenths of an inch, +1 would make a total of 6 sixteenths of an inch, or little less than a half an inch in diameter).

Valuing Stones: Each kind of precious stone has it's own value per carat; this value can be modified by the cutting or "faceting" of the gem. It is this faceting of the gemstone which gives it it's brilliant, reflective quality and makes it a thing of beauty. An *uncut stone looks* like nothing more than a piece of colored quartz or glass, often cloudy and with flaws within it. Only characters with a recognize precious stones skill have any chance of recognizing rough, uncut stones or gems. By the art of the gem-cutter, the flaws are removed, the stone is polished and facets cut to bring out each gem's individual brilliance. Each stone is different and requires much artistry to create a beautiful jewel.

Semi-Precious Stones

Semi-precious stones are rare enough to be valuable, but are still common enough to be relatively inexpensive. Unlike gem-stones, they are normally bought and sold by the ounce and sometimes, even by the pound.

The following is a brief description, including locations of *some of* the more desired precious and semi-precious stones.

Diamonds: The most valuable of the precious gems, diamonds are the rarest of all. Extremely difficult to cut and polish, a cut diamond is truly the greatest testimony to the art of the gem cutter. Even the tiniest diamond can be extremely valuable; because of this and the ease with which they can be hidden, diamonds are favored by travelers who seek to transport large sums of money over a distance.

Locations: Scattered worldwide, but large diamond fields have been discovered in the remote interior of the *Great Northern Wilderness*, on the *Isle of Lopan and Phi*, and in the area of the border between the Western Empire and the Old Kingdom. Reports of diamonds of great value found in the Yin-Sloth Jungle flourish, but, as usual, these are unsubstantiated rumors.

Rubies: The second most valuable stone on the Palladium World, it is almost as rare as diamonds. Usually found with a pale-to-blood-red color, rubies can be cut into gems of exceptional beauty and brilliance.

Locations: Most rubies have been found in the southern section of Ophid's Grasslands, throughout the Western Empire and in the northern section of the Yin-Sloth Jungles.

Emeralds: The emerald is next in value only to the ruby and diamond. Though the raw stones can be found almost anywhere, so few of these are of a quality which can be cut and polished to create a gem that any such stone is extremely valuable. All emeralds, whether raw stones or cut gems, are of a light-to-dark-greenish color.

Locations: Worldwide, but most valuable stones have been found in the Eastern Territories and on the isles of Y-oda and Zy.

Sapphires: Usually a rich shade of medium to deep blue and popular among the wealthy. The rare star sapphire is particularly striking, thus coveted above all other sapphires.

Location: Ophid's Grasslands, Western Empire, Land of the South Winds, and some say, the Yin-Sloth Jungles.

Topaz: This gemstone exhibits such colors as pale yellow, pale brown and blue. Fairly common in the area of the Eastern Territories, it is in great demand in the Western Empire.

Location: Great Northern Wilderness and Eastern Territories.

Black Garnet: A rare form of garnet stone, the "black garnet" is a dark colored stone with flakes of gold or red embedded within it.

Location: Most often found in the Baalgor Wastelands, The Old Kingdom, Land of the South Winds and the Floenry Isles. Special Value: 50 gold per carat.

Chrysophase: A form of quartz crystal, the chrysophase is *much* rarer than ordinary quartz. The color and brilliance of this particular form of quartz is much like that of a diamond.

Location: Mountain ranges throughout the Palladium World, though the best quality and largest specimens have come from the mountain ranges separating Ophid's Grasslands from the Land of the Damned.

Fire Opal: The rarest of the opals, this mineral exhibits an actual tendency to glow in the presence of light, making it extremely valuable for jewelry, rings and the like.

Locations: Exclusively in the Land of the South Winds. Special value is 120 gold per ounce.

Lapis Lazuli: This brilliantly blue colored mineral is often used in the making of jewelry as well as with marble for the creation of *mosaics* to decorate houses or other valuables of the rich.

Location: Solely in the northern section of Ophid's Grasslands and the Island Kingdom of Bizantium.

Amber: This strange mineral is found only in the Yin-Sloth Jungles. At times, insects or other things are found imprisoned within lumps of this substance; it may be that these stones were used by ancient wizards to imprison enemies, but this is unknown. Because of its place of origin, amber is extremely rare and valuable, second only to fire opals.

Location: Yin-Sloth Jungles (exact location of mine/cache unknown).

Malachite: Though not a gemstone as such, this mineral, which exhibits green and white swirls throughout its mass, is so rare and valuable that it has become popular among the aristocracy. It is often used in decorating items made of even more expensive materials.

Location: Because this mineral is found only at great depths in the earth, it cannot really be said where it can be found. It is known, however, that most of this mineral is found and sold by those races which live and tunnel underground; the Troglodytes, Kobolds and Dwarves. Wherever such races are found one will usually find at least some malachite in the area.

Pearls: Though not gems, these "gems-of-the-sea" are rare enough to be sold by the carat.

Location: Western and southern oceans. Only the Western Empire and the Land of the South Winds have a great trade in them.

An Alphabetical List of Gems and Cost

Precious Stone	*Value Per One Carat Weight (in gold)*		
	Rough/Uncut	*Good/Cut*	*Superior*
Amethyst	15	45	75
Andnodite	15	45	75
Aquamarine	10	30	50
Citrine	25	75	125
Diamond	120	350	600
Emerald	40	120	200
Garnet	8	24	40
Ruby	40	120	200
Sapphire	30	90	150
Sapphire, Star	40	120	200
Smoky Quartz	1	3	6
Topaz	20	60	100
Tourmaline	10	30	50
Zircon	20	60	100
Zircon, Blue	30	100	175

Amethyst: Light to dark purple color.

Andnodite: Wine, red, green, yellow, brown, black.

Aquamarine: Pale blue in color.

Citrine: A light gold or yellow colored gem.

Diamond: The most common are colorless or faintly tinted colors of yellow, brown, green or blueish. Fancy or decidedly colored diamonds include violet, orange, canary yellow and yellowish green. These outstanding stones often sell for two times the normal list price. Rare diamonds are red, blue and deep pure green. These are magnificent gems and cost three times the normal list price. Black diamonds have no value.

Emerald: Light to dark green color.

Garnet (alnandine): Light to deep red. *Black Garnet* is generally worth twice as much as the red.

Ruby: Deep, rich red color.

Sapphire: Medium to dark blue.

Star Sapphire: Dark blue with white-blue star.

Smoky Quartz: Black.

Topaz: Deep gold or medium blue in color.

Tourmaline: Excellent quality multicolored stone.

Zircon: Yellow, green, red and clear (colorless) often used as a substitute for diamonds.

Blue Zircon: Pale to medium blue color.

An Alphabetical List of Semi-Precious Stones and Cost

Semi-Precious Stone	*Value* Per Ounce or by Carat Weight (in gold)*		
	Rough/Uncut	*Prepared/Cut*	*Carat*
Agate, Fire	2 per oz.		10
Amber	10 per oz.	100 per oz.	10
Chrysophase	10 per oz.	-	20
Hemitite	5 per oz.	20 per oz.	-
Ivory	2 per oz.	6 per oz.	-
Jade	2 per oz.	8 per oz.	-
Lapis Lazuli	2 per oz.	30 per oz.	10
Malacite	5 per oz.	30 per oz.	-
Moonstone	5 per oz.		20
Mother of Pearl	1 per oz.	6 per oz.	-
Opal	5 per oz.	30 per oz.	-
Opal, Black	5 per oz.	40 per oz.	-
Pearls	10 per oz.	30 per oz.	-
Tiger Eye	2 per oz.	15 per oz.	-
Turquoise	5 per oz.	30 per oz.	-

"**Value** is usually denoted by the ounce (oz.) or carat. Most semi-precious stones are not cut or crystal but polished, carved or shaped stones. Pearls are generally valued as individual units (each pearl=10 to 30 gold each). Unusually large or stunning pearls may cost as much as three or four times the usual list price. Jewelry, statuary and art works carved from semi-precious stones such as jade, ivory, amber and so on can double, triple and even quadruple the value/cost of an individual piece.

Fire Agate: Rich brown or gold with patches of blue, green, purple, or red throughout.

Amber: A translucent gold stone; the best and most expensive have fossil insects or vegetation trapped within.

Chrysophase: Translucent apple green.

Hemitite: A shiny black metallic.

Ivory: Off-white pieces of animal tusks.

Jade: Medium to dark green color stone.

Lapis Lazuli: Deep blue with swirling gold veins throughout.

Malachite: Dark and light green bandings and bull's-eyes.

Moonstone: Milky translucent stone with defined white line in the center.

Mother of Pearl: White with rainbow like color reflections.

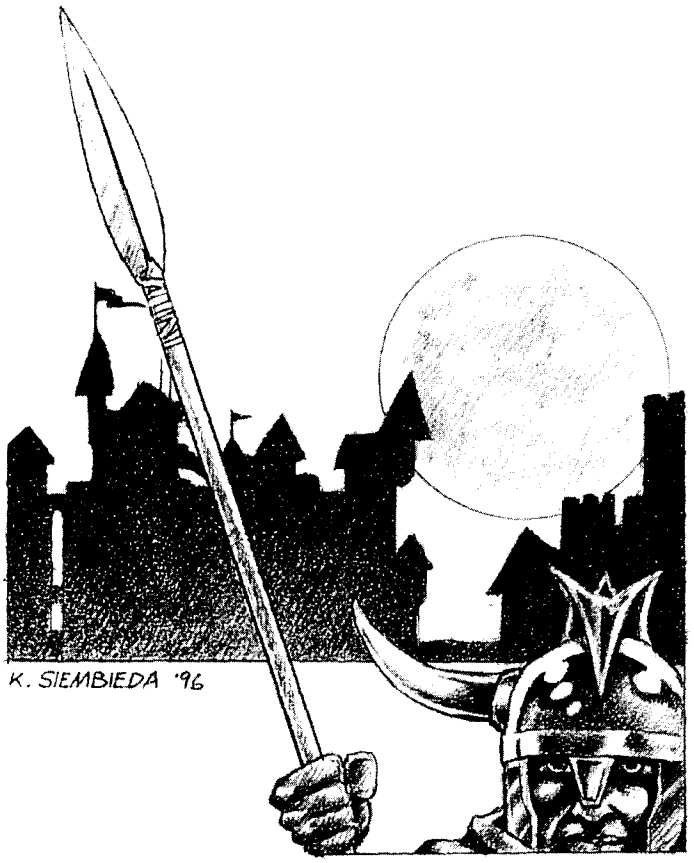
Opal: White stone with multicolor patterns.

Black Opal: Black stone with color whirls.

Pearls: Irregular oval shapes, white with rainbow luster.

Tiger Eye: Brown and gold bandings.

Turquoise: Sky blue with black veins throughout.



The Palladium World

The Palladium Timeline

The following is a chronological listing of major events and historical periods as understood by humans, elves and dwarves. The fabled **Tristine Chronicles** is the bible of historians, with historical accounts dating into the Age of Chaos. However, many of these accounts are cryptic or wrapped in theology and philosophy, while others refer to people, places and events of which no other records exist. This also leaves the Tristine Chronicles open to *interpretation* and conflicting views of history. Other chronicles and historical accounts, along with thousands of myths and legends, help to reveal the history of the Palladium World, but most scholars agree that there are probably dozens of races, practices of magic, cultures and kingdoms that remain unknown and probably are forever lost.

Some of the best historical accounts come from the Time of the Elf-Dwarf War, but even these are spotty and focus on the elven and dwarven civilizations with little more than the occasional mention of others. For example, the gnome race was once a major power in the New Kingdom and once numbered over 40 million, but their near total annihilation during the Elf-Dwarf War has left little evidence of their peaceful culture and destroyed all of their historical records (a real shame, for it would have been interesting to see their unbiased view of the Great War and the various cultures of the New Kingdom).

Records from the **Millennium of Purification** are virtually non-existent even from elves and dwarves. Furthermore, historians know that entire eras of magic and history were deliberately destroyed as part of the crusade to purge evil and dangerous ways of magic from the planet. This "purification" included historical accounts so as to not inspire others to recreate them. **The Changeling Inquisitions** and numerous other purges, crusades, military campaigns, and invasions by monstrous barbarians also saw the destruction of historical records, ruins and entire civilizations. Reliable and cohesive recorded history does not begin until the pinnacle of the Western Empire about 4000 years ago, in part due to the efforts of the humans' elven allies and the Empire's military expansion into foreign lands.

A brief account of major eras is presented, followed by a timeline summary and a world overview.

The Age of Chaos

In the beginning ... the first several million years

This time of darkness and turmoil is the period in which the Old Ones dominated the planet. Nobody knows how long the Age of Chaos may have lasted, but it is likely to have been millions of years. Magic energies and ley lines were easily ten times more powerful than Rifts Earth. Likewise, nobody knows where the Old Ones came from or exactly what happened to them. According to the Tristine Chronicles and other myths, they are said to be locked in the bowels of the planet in a dreamless sleep. Ancient works of art depict them as giant blobs with many tentacles (sometimes hundreds) and one to a hundred eyes.

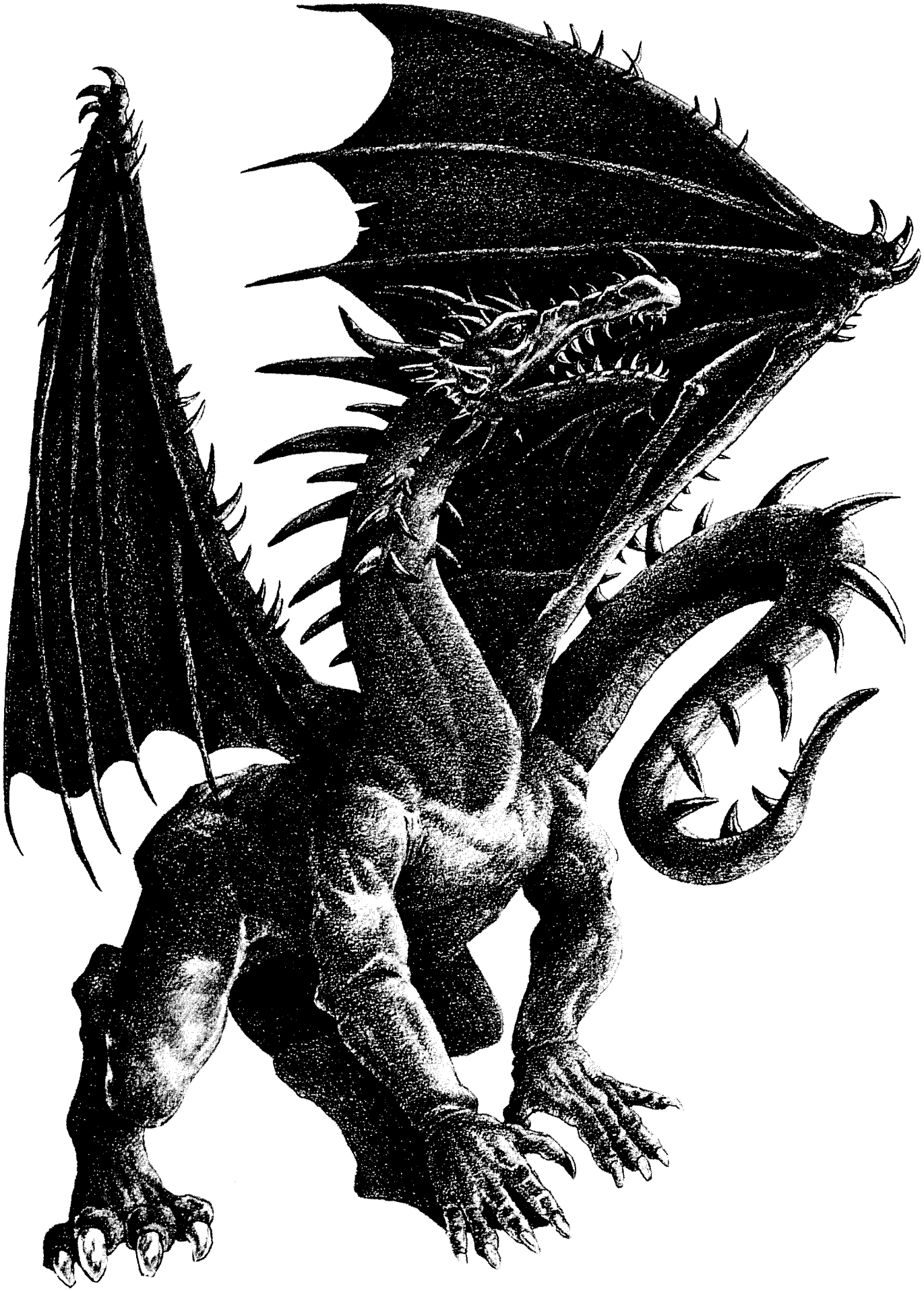
The Old Ones are credited with creating the Palladium World, and some would give them credit for the entire universe. Old Ones are also said to have invented magic and created the elf, changeling, titan, and dragon races. The latter is unlikely, since dragons are known to be an ancient race of dimensional travelers not indigenous to the Palladium World. Historians dispute whether changelings are members of the archaic races created by the Old Ones or whether they appeared during the Age of Light. There are contrary writings and myths to support both positions. Numerous other races (dozens) said to have been created by these monsters perished in the Great Battle that defeated the Old Ones and placed them in enchanted slumber.

The Age of Light

The beginning of history.

A period of undetermined time existed before the *Time of a Thousand Magicks* and the rise of the Elven Empire in the Old Kingdom (originally the New Kingdom). Most scholars believe this period lasted 30,000-60,000 years, but it may have been considerably longer or shorter, no one knows. During this period, most of the known modern races are known to have surfaced, including *humans, changelings, kobolds, dwarves, gnomes, troglodytes, goblins, hob-goblins, bug bears, trolls, minotaur,* and the *giant races,* as well as a handful of others.

Rifts and ley line activity during this period was roughly equal to the that of *Rifts® Earth;* perhaps 10-50% greater. Many of the different races, particularly creatures of magic and supernatural beings, may have discovered the Palladium World through magic and dimensional portals during this period. Some may have been refugees, while others may have been dimensional travelers or wanderers, while still others (like the *Gromek* of modern times) could have been the victims of dimensional anomalies that swept them from their homeworld in other dimensions to the Palladium world, with little hope of returning home.



Beings such as *elementals, vampires, demons* and *deevils* almost certainly existed during and perhaps before the Age of Chaos. It is likely that some of these creatures were the minions and even the creations of the Old Ones. Vampires and other alien intelligences possess considerable supernatural and magic power, yet are believed to be the puny cousins of the ancient Old Ones! It is likely that the existence of the dreaded Old Ones is what held these weaker creatures in check and obscurity.

The Battle of Gods

The mythical lost civilization (or the rise and fall of mankind)

Most scholars and historians regard the **Battle of Gods** as pure myth, largely because the Tristine Chronicles doesn't seem to mention it and because little else is known about it. A few myths taught by priests of *Dragonwright* tell of a time, shortly after the Age of Chaos, when the Yin-Sloth Jungles were beautiful to behold and not infested with monsters and danger. These myths speak of a great civilization (the race is not identified) that grew at the heart of the jungle. Its people were farmers, builders, scholars, scientists and healers who knew nothing about the Time of Chaos, magic, gods or war. Their downfall came when one of the great cities fell under the corrupting influence of *Styphon the Black* and other evil dragon-gods. Styphon turned the people into the pawns and playthings of two rival factions of gods. Through his manipulation, a great war between the gods erupted, laying waste to the jungle and annihilating the people who once worshipped them. *Kymnark-myr* and his fellow gods of light were ashamed of the destruction they had wrought and performed magic to restore the jungle. However, the people were beyond help. Furthermore, the corruption and vast mystic energy released during the Battle of Gods had forever transformed the jungle into a savage land infested with all manner of mutants and monsters. This tragedy also gave birth to **Dragonwright** and many of the gods known today. See the book, **Yin-Sloth Jungles,** for a more detailed history.

Although most historians scoff at the notion, there are two brief lines in the Tristine Chronicles that might suggest that the myth is real and that humans are the descendants of the "lost civilization."

And those forced to lay down with the animals after the fall of the jungle, would remain lost to barbarism until the passing of the Time of a Thousand Magicks. And as elf and dwarf rose to cataclysmic power, so did man begin to flourish.

— The Tristine Chronicles

Priests of Dragonwright place the Battle of Gods and the birth of Dragonwright at about 80,000 to 90,000 years ago. Humankind would begin to establish itself as an important civilization starting with the Western Empire, an estimated 70,000 years later and around the Age of the Elf. However, it would not be until after the Elven and Dwarven Empires fell and the Millennium of Purification that the humans would become a world power. Note: It is a well-known fact that the humans who founded the Western Empire came from the south, although most scholars incorrectly attribute the Land of the South Winds and or the northern jungle coast as the place of man's origin.

Unknown to historians, the Dragonwright legends are true and it was humans who flourished in the jungles, predating the Time of a Thousand Magicks by at least 20,000 years and the Age of the Elf by 50,000 years! At some point early in the Age of Light, humankind rose quickly and established a grand kingdom in the once beautiful and serene Southern Jungles. There is little doubt that if left unmolested, humans would have risen as the first great civilization, followed thousand of years later by the elves and dwarves — and perhaps dramatically changing the history of the world as it would later unfold. Unfortunately, this peaceful nation became caught up in the politics of young gods and after fifty devastating years of brutal combat equalled only by the Elf-Dwarf War, the jungles and its people were decimated — an event most modern scholars insist is pure myth.

The Age of a Thousand Magicks

Scholars are at a loss as to exactly when this one thousand year period may have actually existed. It definitely predates the Age of the Elf, as some ancient Elven texts refer to it in legendary terms. Most scholars believe it existed some 2,000 to 10,000 years before the elves became a world power. *Elves, Titans, dragons* and *Rahu Men* were probably a strong force during this period, with the latter suffering losses from which their race would never recover. According to legends, at least one dozen different races and civilizations rose and perished between the Age of Light and the end of the Age of a Thousand Magicks. Although legends insist that one thousand different forms of magic existed, most modern historians doubt that there were more than a hundred and that many were probably variations of a dozen or so major types of mystic arts. Still there are those who believe otherwise and ancient ruins, weapons and even magic secrets suggest that there were easily several dozen distinct types of magic (see **Island at the Edge of the World** for a couple of examples and more ancient history). Ley line activity and energy levels during this period was roughly equal to that *of Rifts® Earth.*

Sometime after this period, the *dwarves, kobolds,* and *gnome* civilizations and cultures also made great strides and began to become significant kingdoms and nations, though none could equal the elves and dwarves in sheer size, population, power or greatness. Meanwhile, *humans* were little more than war-like barbarians and nomadic tribesmen. In the north, the first howls of the canine races, *Wolfen, Coyle* and *Kankoran,* roared across the frozen tundra of the Great Northern Wilderness.

The Age of Elves

Elves became the dominant civilization in the area currently known as the *Old Kingdom* (but which was originally called the New Kingdom). The Age of the Elf lasted for 10,000 years. The first 8,000 years were filled primarily with advancements and triumph. The middle 4.000 are considered the golden age of both elves and dwarves, ending tragically at the end of the two thousand year long **Elf-Dwarf War.** Ley line activity and energy levels during this period was 10-20% less than that *of Rifts® Earth.*

Approximately three thousand years into this period, the Dwarven Empire grew to such size, power and greatness that it rivaled the elves. and may have threatened to surpass them. During this same period *humans* also began to rise from barbarism, with many beginning to establish settlements and villages. In the North, the *humanoid canines* were forming warrior clans and covering the snow with blood. *Ogres* also came onto the scene, but exhibited the nomadic and war-like tendencies of the humans who came before them.

Sometime in the eighth millennium, the antagonism between elf and dwarf grew to intolerable proportion, erupting into war sometime in the beginning of the ninth millennium. The loss of life and destruction during the **Elf-Dwarf War** is legendary and many people speak of it as if it were recent history, rather than being 6000 years in the past, in the end, an estimated nine million elves out of 100 million, survived their greatest cataclysm since their battle against the Old Ones.

Today the once glorious *New Kingdom* is known as the **Old Kingdom** and shunned as the domain of monsters. Without the great

Dwarven, Elven and Kobold Empires to hold them in check, the so-called monster races invaded the New Kingdom in droves. Savage barbaric races of *goblins, orcs, ogres, trolls, ratlings* and *giants* occupy the ruins and partially rebuilt Elven cities. Nomadic hordes comprised mainly of orcs, along with the occasional tribe of ogres and goblins, swarm across the plains and dusty wastelands. *Kobolds, goblins,* the occasional tribe or clan of *troglodytes,* and the greatest concentration of *hob-goblins* left in the world (an estimated one million) inhabit the foothills and precipices of the Old Kingdom mountains. Small tribes of *gnomes, changelings* and other obscure races are said to inhabit remote areas of the Old Kingdom as well. Likewise, dragons, the sphinx, Waternix, Za, Syvan, Rahu Men, giants and other beings can be found in the sheltering mountains (many of these creatures are described in the pages of the **2nd Edition Monsters & Animals** to be released in 1996).

Scattered tribes and bands of ratling refugees from the Western Empire are found with increasing frequency among the ancient tunnels and subterranean ruins, especially in the west and south. The last great tribes of giants are found in and around Mounts Nimrod and Nimro, as well as in the *Baalgor Wastelands.*

The Baalgor Wastelands were once part of the elves fabulous Empire and the location of its greatest city. A place of beauty, art and learning, the *Golden City of Baalgor* was practically a kingdom in and of itself. It was home to eight million elves with another five million elves, ten million orcs and goblins and a half million humans and other races living in the growing communities around it. The entire area (and then some) was completely obliterated by a mystic onslaught a thousand times more devastating than the atomic bomb dropped by the Americans on Hiroshima on Earth during World War II. According to the Tristine Chronicles:

Not since the carnage of the Old Ones would the world so tremble. Every living soul to every blade of grass was consumed in fire and wickedness. Naught did remain but the burnt earth. Even the stench of death was sucked from the air. And the dwarves and their minions rejoiced at what they had wrought, while the elves wept. The heart of the Empire was removed that day and with it the soul and conscience of its people. Chaos would reign as one atrocity was met with another. The madness would continue for another 400 years before both elf and dwarf would lay spent and paralyzed by the madness they had sown.

— The Tristine Chronicles

Several thousand years later, the land is still a desert wasteland with little vegetation. It is inhabited by small tribes of *Jotan, Nimro, Eandroth, Sundevils, goblins, orcs* and a handful of other creatures.

The Millennium of Purification

Many historians argue that the Millennium of Purification should be considered the 11th and last millennium in the Age of the Elves — others consider it an entirely new era, with the Age of Elves ending with the final days of the Elf-Dwarf Wars.

After the Elf-Dwarf War, the two enemies joined forces to purge the world of the most dangerous and loathsome forms of magic that had so decimated their respective kingdoms. Rune magic and rune weapons were among the most notable magicks eliminated, along with a dozen others that are long forgotten.

During this time, humans rose out of barbarism and began to form their own cultures and fledgling kingdoms. The canine races of the North are also said to have emerged during this millennium but would remain in barbarism (by human standards) for nearly another 6000 years.

The Time of Man

The Time of Man has lasted approximately 6000 years since the Western Empire took root. For the first 3000 years, the Western Empire was "the" human power and is infamous for having launched incredible military campaigns of conquest. With time, the glory days of the Western Empire have faded, forcing them to share the limelight with such smaller but powerful kingdoms as Timiro, Bizantium, Lopan and the loose confederation of independent kingdoms known as the Eastern Territory. Still the Western Empire probably remains the wealthiest and most powerful human kingdom in the known world.

Although humans have been a dominant force in the world for the last 6000 years, it has only been in the last 300 that human civilization has suddenly expanded its reach to nearly all corners of the world. The elder races have watched humankind mature, as they slowly become the masters of their destiny and their world. Only the Wolfen seem to have any chance of matching them, provided they don't destroy each other first.

Elf, dwarf, and gnome have all served as mentors and allies to the humans, helping them build their kingdoms and reach new heights — some say as penance for the sins of their forefathers during the Great War. Their efforts have earned them the eternal friendship of humans and a place among their people. Most human domains regard these three races as equals, and many elves and dwarves serve as the heads of state and commerce, religious leaders, advisors, nobility, knights and wizards supreme.

Ley line activity and energy levels are roughly 60% less than that of *Rifts® Earth,* still formidable but not overwhelming.

Timeline Summary

Until the end of the Elf-Dwarf War, all dates are estimated and may be off by 1,000 to 20,000 years.

100,000 years ago — The *Age of Chaos* ends and the *Age of Light* begins.

90,000 years ago — *The Battle of Gods.*

70,000 years ago — *The Time of a Thousand Magicks.*

50,000 years ago — The first appearance of the Tristine Chronicles.

20,000 years ago — The emergence of humankind.

18,000 years ago — *The Age of Elves* begins in the "New" Kingdom.

14,000 years ago — Humans begin to have a world presence.

12,000 years ago — The Wolfen and other canine races emerge in the Great Northern Wilderness.

10,000 years ago — *The Elf-Dwarf War* begins.

8,600 years ago — The City of Baalgor is obliterated and the Baalgor Wastelands are created.

8,000 years ago — The Elf-Dwarf War & the Age of Elves ends!

7,600 years ago — The Baalgor Wastelands becomes the home of giants and other monster races.

7,000 years ago — *The Millennium of Purification Ends.*

6,920 years ago — The first Orc & Goblin Hordes invade the elven "New Kingdom."

6,300 year ago — If some ancient and rare myths are true, the *Prestida Kings* establish a powerful and expansive human kingdom in the Old Kingdom mountains called the *Mountains of the Kings.* According to myth, the *Prestida Kings* established one of the earliest human kingdoms, although some accounts claim the kings and many members of nobility and townsfolk (30%) were actually disguised changelings. The location of the mythical Mountains of the Kings has never been found and there is no evidence that the mountains or this civilization ever really existed. The myth is believed to have arose from the *Changeling Inquisitions* two millenniums later. See **Palladium RPG Book VI: Island at the Edge of the World** for more information about Changelings and the Prestida Kings.

6,000 years ago — *The Time of Man* begins with the rise of the warlike civilization that would soon become the Western Empire. Several other human strongholds begin to develop in parts of the crumbling Elven Empire and what will later become Timiro, Lopan and the Eastern Territory.

5,800 years ago — The *Western Empire* declares its sovereignty.

4,200 years ago — The reign of the mythical *Prestida Kings* ends.

4,150 years ago — The *Changeling Inquisitions* begin. This campaign of genocide became a crusade involving virtually every other race of beings and lasted an estimated 200 years, although changelings remain feared and persecuted to this day. The Inquisitions were also responsible for the destruction of many historical records as those caught in the frenzy often tried to obliterate even the mention of the changeling race. Although there have been countless campaigns of genocide against the changeling race since the beginning of time, this was one of the bloodiest and spread throughout and beyond the Old Kingdom.

4,100 years ago — The first ogres appear in the Old Kingdom as the elite leaders and clansmen of orc tribes. Many scholars believe they are mutant humans or human cousins originating from the Yin-Sloth Jungles.

4,000 years ago — The "New Kingdom" is dubbed the *Old Kingdom: The Domain of Monsters'.* 40% of the surviving Elven population migrates to the northeastern quarter of their kingdom, 35% forsake the Old Empire to build new lives in the surrounding human kingdoms primarily in the Western Empire, the fledgling Timiro Kingdom and the Eastern Territory. Dwarves will soon do likewise, although 60% remain in the Old Kingdom mountains. Recorded history becomes much more reliable and less spotty, although many holes exist, particularly among the individual races and many kingdoms.

3,200 years ago — *The Isle of the Cyclops* declares sovereignty.

2,800 years ago — *The Timiro Kingdom* rises to power.

2,355 **years ago** — Human explorers from the Western Empire reach the northlands.

2,354 years ago — The canine races of the North are discovered. A dozen Wolfen and a pair of Bearmen are brought back as attractions for the Empire's arenas.

2,100 years ago — *The Land of the South Winds* declares its sovereignty.

1,782 years ago — The Royal Timiro Calendar is established.

1,500 years ago — The Timiro Kingdom is at its peak of power.

1,600 years ago — The Floenry Islands are discovered.

900 years ago — The settlement of the *Eastern Territory* begins in earnest.

600 years ago — *The Island Kingdom of Bizantium* declares its sovereignty.

580 years ago — The first *Wolfen/Coyle hordes* invade the Eastern Territories in a campaign of terror that lasts nearly four years and stretches as far as the northern tip of the Old Kingdom. Humankind is declared the mortal enemy of the 13 Wolfen Tribes.

340 years ago — The Eastern Territories are declared "The Dominion of Man."

200 years ago — *Lopan* becomes an independent kingdom.

100 years ago — Savage tribal wars among the 13 Wolfen tribes shatter the frozen Northlands.

72 years ago — *The Kingdom of Phi* is established.

68 years ago — The Wolfen *Algor Range Huntsmen tribe* is exterminated in a senseless tribal war.

67 years ago — The 12 Wolfen tribes stop fighting to create a truly unified Wolfen Empire. Within a single generation, the Wolfen population (and its army) triples and its cities expand.

3 years ago — The Wolfen Empire brings many of the barbarian Coyle tribes into the Empire, but discord strains the young kingdom and the Empire begins to splinter along old tribal lines.

2 years ago — Hostility reaches new heights along the disputed border of the Eastern Territory and Great Northern Wilderness.

Today — Humans dominate the known world. Elves, dwarves and gnomes remain their most trusted allies. Some clans and kingdoms of kobolds (20%) have also become tentative allies of humans, but most (50%) remain fiercely independent, while others (30%) associate with their fellow monster races.

Changelings continue to be persecuted wherever they are discovered.

Giants and trolls are races on the verge of extinction. Countless unorganized tribes, clans and bands of orcs, goblins and ogres are found throughout the world and they continue to ravage the Old Kingdom and Baalgor Wastelands, where their numbers are greatest.

The Wolfen Empire grows more agitated and a declaration of war over the disputed borderlands seems inevitable! Theologians fear a repeat of the Elf-Dwarf War may be relived by humans and Wolfen.

World Overview

The Kingdom of Bizantium

This is a new kingdom of proud seafaring people. The populace is almost exclusively human and is the farthest human kingdom in the known world. It is much stronger than any of the city-states and kingdoms in the Eastern Territories and has had much fewer bloody conflicts with the Wolfen Empire (probably because of their remote location). Bizantium is considered to be a member of the "Dominion of Man" and do much of their trade with the Eastern Territory, but is an independent kingdom. See **Palladium RPG Book III: Adventures on the High Seas** (1st or 2nd editions) for more information about Bizantium.

The Great Northern Wilderness

The Great Northern Wilderness is an immense, lightly populated region of forest and snow. The northern half is covered in a dense, seemingly endless coniferous forest (spruce, fir, and pine trees) that climbs up into the Algor Mountains in the northeast. The lower forest expanse turns into a mixed forest of hardy deciduous trees (birch, willows, etc.) and conifer trees that stretches down into the northern half of the Eastern Territory (the disputed lands).

The Wilderness has only recently become the target of human settlement, primarily along the southern coast and along Ophid's Grasslands. Most of the wilderness remains unexplored by humans as well as other races, and even the Wolfen who call this land home have not explored or mapped all of it — a good 40% remains unknown and 60% is not mapped in detail.

The Wolfen Empire claims the entire Great Northern Wilderness and part of the north Eastern Territory as their domain. However, while the Wolfen and their kin are found throughout the north, they are strongest along the Algor mountains, where the capital city is located, and along the Algerian Sea coast right into the northern section of the Eastern Territory.

Faerie folk, Wing Tips and gnomes abound in this last great refuge of towering trees, lush green flora, and blue skies. Bearmen, Kankoran, Drakan, Dragon Wolves, Feathered Death, Suckers, Tuskers and a host of other creatures (described in both editions of **Monsters & Animals)** are also found in the north.

The Northern Mountains

These great mountains cut the Land of the Damned away from the Great Northern Wilderness, running from coast to coast; over 1000 miles (1600 km). Legends say that the gods created the mountains to protect the world from the evil that abounds on the other side. The mountains are populated by a mixture of races with several large, strong communities of kobolds and some of the last troglodyte and gnome clans.

Ophids's Grasslands

This is great flat tundra, largely uninhabited. In the northeast, there exists the Devil's Mark which is believed to be a dimensional nexus to the Deevil's dimension. The Devil's Mark is shunned by all people. The plains are virtually devoid of life except for a handful of tiny nomadic tribes of orcs, goblins, and bug bear, as well as the occasional lone or small group of humans, Bearmen, Wolfen, Coyle, Kankoran or Emerin. The Western Empire has been considering expanding along the southern coast of the Grasslands.

The Land of the Damned

Little is known about this mysterious region in the North. It is protected from explorers and adventurers by massive mountain ranges along its eastern borders and the sea serpent-filled waters along its coasts. The Sea of Despair in the north is particularly dangerous, infested with all manner of dreadful beasts and given to terrible storms. No vessel, in all of the collective memory of humankind, has ever survived passage through this sea. According to some legends, the sea serpents are said to be bred by the powers that rule this mysterious land. Legends also speak of mages who practice necromancy and other forbidden magic, as well as a place called the Citadel — the center of civilization and power. The Land of the Damned is believed to be inhabited by giants, ogres, trolls, dragons, demons and all manner of evil creatures.

The Western Empire

The oldest known human kingdom is the **Western Empire.** Bolstered by a massive influx of elven and dwarven refugees (and some say, forbidden secrets of magic), this city-state quickly grew into the first of the great human kingdoms. For nearly 1500 years, the Western Empire was "the" power to be reckoned with and even today remains the largest and most feared of the human kingdoms. The Western Empire has launched many famous campaigns of conquests, crusades and expeditionary forces. Rumors over the last decade suggest Empire may be gearing up for a new era of expansion into the Old Kingdom and perhaps Ophid's Grasslands in the North — and some fear, Phi and Lopan as well.

The Western Empire rose to greatness but quickly slid into decadence. At one point, the entire Empire seemed on the verge of collapse, torn apart by despotic leadership, internal skirmishes between city-states, rampant atrocities, fanatical religious cults, thieving, murder, assassination, corruption, and general social/political decay. It was *Emperor Leopold the First* with his legions from the east, armed with weapons of lightning and counseled by the Cyclops, who conquered the crumbling cities. The following generations of emperors continued to rout evil malignancies from the land, reuniting the city-states and rebuilding the Western Empire.

Again the spires of her cities gleam in the sun, feared and respected as the world's leading power. The Western Empire has been the throne of human civilization for 6000 years and remains the most advanced in the ways of magic, but is equally renowned for its continuing decadence, corruption, slavery, bloodsports and cruelty. Its one thousand gleaming cities are still beset by corruption and dozens of terrible cults. Many cities are ruled or controlled by powerful thieves guilds, wizards, or assassin societies. Bizarre religious cults and sects also thrive among the thronging peoples of this civilization. The people to the north and of the Eastern Territory call it the "The Empire of Sin."

The Empire has also become increasingly militaristic, building upon both its fleet and army. *Young Lord Itomas* speaks boldly of global conquest and is rumored to have struck a bargain with the Cyclops just as his forefathers had done so many generations ago. It is also rumored that Itomas has convinced the ancient hermit wizard, known only as "the Slayer of Mountains," to join his cause. The Slayer of Mountains is believed to be the greatest living wizard of this age (though few have ever seen him). It is also rumored that it was he who tutored Itomas in the arts of magic. It is no secret that Lord Itomas can kill things with his eyes (major psionic with an unnatural amount of I.S.P. — a mutant).

The Isle of the Cyclops

This island is populated and ruled by these one-eyed giants. It is a haven for all giants and many of the monster races. The Western Empire is the only human kingdom known to periodically trade and make alliances with the cyclops.

The Isles of the Four Sisters are also claimed by the cyclops and are inhabited by gryphons, creatures of magic, and other giant races and their allies.

The Eastern Territory

The Eastern Territory is geographically larger than any of the other human kingdoms, but is comprised of hundreds of tiny independent city-states, towns and villages, and a handful of larger fledgling kingdoms all loosely allied to each other via trade agreements and diplomatic pacts. There is no one central government or united leadership, which may prove to be its greatest weakness when confronted by a unified enemy like the Wolfen Empire. Furthermore, the so-called territory is predominately unexplored wilderness with the oldest and most prosperous kingdoms and communities located along the great river and southern ocean coastline. By contrast, the Western Empire is one of the most densely populated regions in the world.

The civilized areas of the Eastern Territory are dominated by humans, elves, and dwarves, although gnomes, kobolds, orcs, goblins, ogres and others inhabit the region. Many of the Eastern communities are boom towns and the entire territory is one of the fastest developing areas in the world. New city-states, towns, villages and outposts seem to appear overnight, but as the humans push beyond the Great River and into the north, they begin to invade lands claimed by the Wolfen Empire. Worse, the Wolfen and humans share a bloody history of misunderstanding, hatred and war since their earliest encounters (Western Empire slavers).

The land itself is a blend of rolling hills, grasslands, and mixed forests of coniferous and deciduous trees. The northern half is predominantly dense mixed forests of coniferous and deciduous trees broken occasionally by light forest and glens. This region is mostly unexplored and uninhabited. The southern half is covered with lighter mixed forests broken by the occasional grassland, pastures, farmlands and new villages. This is the region currently being settled by humans and their allies, with the greatest numbers along the coast. The Eastern Territory is perhaps the greatest existing sea power, rivalled only by the Western Empire and Bizantium. Their sea ports dot the coastline and some of the largest and most powerful eastern cities tower above the sea.

Phi & Lopan

These are both island kingdoms and part of the collective of fledgling nations settling the Eastern Territory. Both are very developed, with dozens of large cities, seaports, and fleets, and are quite self sufficient. Rumors of the Western Empire's expansion of its fleet and army have made some inhabitants nervous. Their rich lands would make a nice addition to the Empire. Lopan is a favorite vacation spot for Western nobility and the wealthy.

Old Kingdom Mountains

These ancient mountains hold the last vestiges of the great kobold kingdoms. The kobold people suffered greatly from the Elf-Dwarf wars and are slowly losing their place in the era of man. Still, the Old Kingdom mountains remain the stronghold of koboldkind with an estimated six million nestled in the mountains and several million others scattered around the world.

These mountains were once completely dominated by dwarves, whose fabulous subterranean kingdoms honeycombed their entire length. The dwarven kingdoms were second in size, power, and glory only to the elves', and behind them were the kobold kingdoms. It was within the hollow bowels of these mountains that the dwarves forged the fabled rune swords. However, the epic battles between dwarf and elf would lay waste to the entire dwarven civilization.

Today some of the old dwarven tunnels have been reclaimed by dwarves, kobolds, troglodytes or goblins, but most (70%) are collapsed or crumbling ruins inhabited by the ghosts of the past.

The Old Kingdom

Despite the ancient ruins, drawings and countless stories about the Age of Elf and Dwarf, none of the "young races," as dwarves refer to humans, Wolfen, Coyles, and others, can truly picture what these ancient cultures were really like nearly 15,000 years ago. Today, the **Old Kingdom** is little more than a desolate wasteland populated by the so-called monster races. Only the occasional elven stronghold towers above the scrub plains and light forests. Their golden towers and great walls stand as impressive testament to a bygone era. These are among the oldest *surface* cities in the world and the few places on the continent where one will find several thousand elves at any one location. Yet as

impressive as these last walled, elven cities are, they are old, dirty and overcrowded — tottering relics of an earlier age that have not yet given up the ghost.

The scrub plains, scraggly forests and parched earth were once lush forests, grassy plains and farmlands dotted with hundreds of elven villages and towns. Caravan routes crisscrossed the land like a giant spider's web etched into the Earth, and hundreds of travelers walked the well-worn roads every day. Rising up from the hills towered the Elven cities and citadels, where the most powerful kings, wizards and warriors on the planet once dwelled. It was once said that the Elven cities, with their many towers, great stone pyramids and buildings often as high as 20 stories, looked like a giant celestial crown come to rest on the ground.

The Elven cities were famous as places of higher learning, magic and science. An estimated 100 million elves are believed to have once inhabited this rich center of the continent. The last of the famous Titans also found refuge in these gleaming cities, along with other friendly races like the fledgling humans, as well as clans of submissive Goblins, Hob-goblins and Orcs which comprised the heart of the Elven labor force.

In the mountains, hills, some lowlands and even under some of the Elven cities laid the innocuous Dwarven Empire. Except for a handful of surface cities and trading posts, the average surface dweller had no idea what wonders laid beneath their feet. Vast subterranean networks of tunnels, mines, villages and cities cut through the earth and mountains like a series of massive bee hives. A Dwarven city often seemed to appear like a glittering jewel at the end of a dark, subterranean tunnel or cave. Magnificent stadiums, cathedrals and entire cities were carved from the very bedrock. The walls of these cities were covered in carvings, artwork and gems. Dwarves have a natural affinity for working stone, thus the walls and archways were often elaborately decorated with intricate carvings, reliefs, gargoyles and statuary. Tiny toy-like statues that fit in the palm of the hand were carved with stunning detail and realism, while statues from the size of a human to a 100 foot (30.5.2 m) colossus lined their corridors or towered in the center of an underground courtyard or domed meeting hall. The dwarven statues seemed to include every conceivable subject, from aspects of their own culture and religion (gods and dwarven heroes) to surface dwellers, animals, insects, fish, birds, monsters and more! The material used could be as simple as soap stone, quartz, or bedrock to marble, alabaster, ebony, jade, crystal, silver and gold. Many used gems (diamonds, sapphires, emeralds, etc.) or precious metals for additional ornamentation, but whether a simple stone carving or an ornate work accented with gems or precious metals, the workmanship was always impeccable and the object an exquisite work of art. To this day, dwarven statues (old and new), cut gem stones, and jewelry are the most coveted in the world. Where the mighty dwarves tolerated their presence, or in regions not yet claimed by the dwarves, were kobolds, gnomes and the occasional tribe or clan of troglodytes or goblins.

The two Empires would grow and reach heights of grandeur and knowledge that have never been surpassed, but it would all come crashing down during the two thousand year long Elf-Dwarf War. When the fabled war was over, less than a dozen Elven cities remained and many of those were ravaged by the war. Once 100 million strong, less than 10 million survived. The lush forests, farmlands and plains were obliterated. In many cases, scorched earth and scrawny forests remain to this day, though nearly 6,000 years have since passed. And as terrible as all this may sound, the dwarves suffered far greater losses, with over 230 million lost.

The part of the tragedy that most seem to forget (or choose not to discuss) is the incredible losses suffered by other races. Titans, already depleted by their war with the Old Ones, lost another 20% of their kind. The mountain dwelling Rahu Men who fought on the side of the elves saw 60% of their race obliterated. Millions of orcs, goblins, hob-goblins and kobolds fighting on both sides were slaughtered; half of which were forced labor and warrior slaves who had no choice but to fight for their bloodthirsty masters. Gnomes and troglodytes were among the innocents caught in the crossfire; 90% of the gnome race was decimated along with 75% of the troglodyte race. Hob-goblins also saw their numbers reduced by 90%, although their involvement in the war was far from innocent.

Why the Old Kingdom (then a New Kingdom) was so heavily populated by subterranean people remains a mystery. Some Dwarven legends suggest that the Old Kingdom was the birthplace of many of the modern races, and the place where the few surviving archaic races (elf, titan, changeling and dragon) finally came to rest after their titanic battle with the Old Ones. The same legends suggest that the eastern mountains that separates the **Old Kingdom** from **Timiro** is the spine of *X* himself, the most powerful and evil of the legendary monsters. Many insist that **The Tristine Chronicles** seems to support this theory, because of this often quoted passage.

... and when the swirling maelstrom of magic and chaos came to an end, the dreaded Old Ones did sleep the enchanted slumber deep within the earth, and the world was reborn. The oceans receded and the waters of ancient rivers turned to dust, but the life-giving waters could not be contained and they soon found new courses to run. Mountains sunk to become valleys and where none had stood before new ones rose, as if to mark the resting place of the monsters who sleep. So it was that the Great Old One gave birth to the New Kingdom mountains whose finger does point to the south, just as the burning mountain before the Scarlet Waters and others came into being to mark the passing of the Chaos Lords.

— The Tristine Chronicles

Xy, the ruler of the Old Ones, was often referred to simply as the "Great Old One." Many scholars insist that this passage from the Tristine Chronicles proves that Xy slumbers somewhere below or in the southeastern mountain chain of the Old Kingdom Mountains. Other scholars argue that the passage speaks in generalities and that it is not meant to suggest these mountains are the resting place of Xy. In fact, it was probably this very passage that spawned the Dwarven legend that the mountain is actually the spine of Xy. There is nothing unusual about these mountains and no expeditions by man or dwarf have been able to find any evidence that "The" Great Old One lies anywhere beneath them. Of course, less than 1% of the mountain's subterranean depths have been plumbed.

Most scholars agree that the burning mountain is a reference to **Mount Nimrod** which has been an active volcano since recorded history, and which may have rested closer to the inland sea some 30,000 to 60,000 years ago. **Mount Nimro** came into existence long after.

The Old Kingdom is a warm, humid land with sprawling plains, deserts, marshlands, subtropical forests to the south, and rolling hills, lush lowlands, and scattered forests to the north and east.

Ironically, only a handful of elven cities remain in the northeast near the Eastern Territory, the rest of their once grand kingdom is the domain of monsters. Humans have established a few outposts along the northern coast and near the Eastern Territory but have found the hostile monster races too much to deal with at this time.

Mount Nimro

Mount Nimro and the roughly 150 mile (240 km) radius around it is known as the **Land of the Giants** because it has the largest collection of a variety of giants in the world. Mounts Nimro and Nimrod are active volcanic mountains and populated by six large tribes of Nimro fire giants, the dominant force in the area. Other giants in the area include Gigantes, Jotans, trolls, and several tribes of ogres, as well as the occasional Cyclops. Orcs and goblins are also common to the regions. The Western Empire fears that this growing collective of giants may be secretly forming their own kingdom and represent a danger in the future,

The terrain is harsh, hot, humid, and rocky, with thin jungles to the south, tall grasslands and scrub around the two volcanos and mountains to the west.

The Baalgor Wastelands

This is a vast terrain of rocky lowlands, parched earth, and deserts. Occasional patches of grass or scrub appear here and there, but for the most part the land is desolate — it's hard to imagine this forbidding land could have ever been a lush forest and home to the greatest of the ancient elven cities. Today the Baalgor Wastelands is populated by nomadic tribes of orcs and the occasional band of goblins, hob-goblins, kobolds, ogres, Loogaroo, Eandroth, Silonar, Sun Devils and humans. Larger numbers of goblins, ogres and kobolds as well as trolls, can be found in the lowlands and mountains that form the bowl that contains the Wastelands. According to some local myths, the gods of light and darkness were involved in the conflict that created the Wastelands.

The Timiro Kingdom

This is one of the human's oldest kingdoms, rich with merchants and paraphernalia from across the world. It remains the wealthiest and most influential of the independent human kingdoms. Its greatest woe is the numerous wandering tribes of ogres and orcs who continually lay waste to border towns and interrupt land trade between the Old Kingdom. Wester Empire and the Eastern Territory. The ogres inhabit the mountains which border the Timiro Kingdom, providing them with natural defenses. For more information about the Timiro Kingdom, see **Palladium RPG Book II: Old Ones** (2nd edition available Summer 1996).

Land of the South Winds

The Land of the South Winds is an expansive, flat land of arid, short grass plains and numerous marshes and swamps. The southern coastline is the tail of the Yin-Sloth jungles and is unexplored. This inhospitable environment is one of the reasons the territory has never been fully developed, even though it is one of the oldest human held lands.

The South Winds is largely populated by humans and kobolds. It is a fairly strong sea power, trading primarily with the Timiro Kingdom and the Western Empire, as well as suspected of piracy. Compared to the other human kingdoms, it is the poorest of the lot and geographically segregated.

The Yin-Sloth Jungles

The Yin-Sloth Jungles cover much of the southern hemisphere and remain almost entirely unexplored. It is a place of archaic religions, ancient gods, and monstrosities of all sorts. It is a primeval land steeped in mystery and superstition that is avoided by humans and most others to the north. See much more information about this region in **Palladium RPG Book VII: Yin-Sloth Jungles.**

The Floenry Isles are a chain of islands populated by barbaric human and non-human races, southeast of the jungles. An air of mystery exists concerning them and it is rumored that the last of the elven lords took refuge on them. Some believe a civilization of warrior elves still exists on one of the islands.

Map of the known world

Player Races

Design Note

The Palladium World is populated by scores of intelligent, nonhuman life forms from elves to changelings, as well as creatures of magic like dragons and supernatural monstrosities. The original **Palladium Fantasy RPG** began Palladium's tradition of allowing players to select virtually any of the nonhuman races as player characters. Playing such exotic characters can only add to the fun and dynamics of an adventure, especially if both the players and the Game Master incorporate the world's history and its peoples' social and racial prejudices.

Humans and their allies are currently the dominant force in the known world. These people tend to be comprised of the "handsome" beings (at least, handsome by human standards) such as the *elf, dwarf,* and *gnome;* all of whom are relatively human in appearance. The so-called monster races are generally inhuman looking sentient beings who are as mortal as the prettier races. These include giants, trolls, ogres, changelings, hob-goblins, goblins, kobolds, troglodytes, wolfen, coyles, bearmen, lizard men, Eandroth and numerous obscure and dying races.

Creatures of magic possess *natural* and innate magic powers and include the likes of dragons, sphinx, scarecrows, lizard mages, bug bears, faerie folk and others. These creatures are sometimes lumped into the category of "monster races" or just plain "monsters," but they really belong in their own classification as do demons, elementals and their fellow supernatural beings.

Using creatures of magic as player characters is not generally recommended, but character stats are presented in such a way that they could be included if the G.M. allows it. If nothing else, the complete stats allow the Game Master to create very complete villains with depth and color to pit against the player characters. If mystical creatures are allowed as player characters, be careful to maintain game balance (one or two powerhouse characters can ruin the adventure for everybody). Remember that many of these quirky creatures view life and react to it differently than humans, and many are considered monsters that are hated or feared (player and NPC characters should react accordingly).

Described in the following pages are the most significant of the sentient races in the Palladium World. Books like **Monsters & Animals** and **Dragons & Gods** will provide a wealth of additional data on the many strange, frightening, and wondrous inhabitants of Palladium.

Humans & Their Allies

Humans
Elves
Dwarves
Gnomes

The Monster Races

Giants
Goblins
Hob-Goblins
Kobolds
Orcs
Ogres
Troglodytes
Trolls
Wolfen & Coyles
Changelings and others

Humankind

Long before the Time of Man, and even before the Age of Elves. there was the Age of Chaos. A time of legend when the planet (and some say, entire universe) was dominated by the dread Old Ones: foul monstrosities spawned in hatred, nurtured by sorrow, and born to evil. They are the essence of pestilence, despair, envy, anguish, hate, betrayal, fear, brutality, death, decay and power incarnate. The Old Ones ruled for thousands, perhaps millions, of years until their minions, joined by the Gods of Light, engaged them in a terrible battle and placed them into a dreamless slumber. According to legend, the Old Ones created rune magic and many of the mystic arts practiced to this day. They are also said to have created the elf, titan and dragon — some say the changeling and werebeast as well. Their very appearance is said to have driven mere mortals insane. Thus it is written:

And all the lands were lost to sin and darkness; until envy and betrayal sought to usurp the Great Old One. So it was that light was born and in its radiance the archaic races and beasts were begotten. Thus the archaic beasts/men rose to smite the Old Ones down in a mystic maelstrom that reshaped the world. And though defeated, the Old Ones could not be destroyed; but a great enchantment was placed upon them, locking them within the bowels of the Earth, forever lost in dreamless slumber.

But the battle's cost was great indeed for of those who did wage war upon the Old Ones, only the elves, titans, and dragons did live. Yet with death there is always birth; so it was that a birthing of a new age did come to pass. For dwarf and gnome, troll and goblin and all manner of beastmen now walked the mother world; and though elf would rule for 10,000 years, it would be man, true men, who would inherit the world.

— The Tristine Chronicles

The origin of human life on the Palladium World is lost to inequity. According to most accepted histories, humans, one of the "beastmen" referred to in the Tristine Chronicles, may have existed soon after the Time of Chaos, but did not become civilized until the Age of Elves roughly 15,000-20,000 years ago. Even humans accept this notion. However, the universally accepted human history is wrong! Unfortunately (except for you, humble readers), the truth is forever lost.

The roots of human origin began in the rain forests of the Yin-Sloth Jungles. In days long forgotten, countless tribes of light and dark skinned humans established great cities in the heart of the jungle. These sprawling cities and advanced cultures approached the splendor and greatness of the elven civilization that would rise up several millenniums later.

Throughout the eons, the Palladium World has been rocked by many cataclysms. The earliest human culture was the victim of one such cataclysm which sent them back into the stone age. It would take several millenniums before humans would again take a dominant place in the world, (see the *Palladium Timeline* in this book and the book. **Yin-Sloth Jungles** for more details).

Today, humankind represents the dominant civilization in the known world. The key words here are "dominant" and "civilization." In sheer numbers, there are as many *goblins* and *orcs* (perhaps more) as there are humans. Like humans, they are found in large or small numbers throughout the known world. Their numbers are smallest in the north and south, and the greatest in the central portion of the giant continent. Thousands of goblin and orc tribes, clans and gangs wander and war in the plains and forests of the **Old Kingdom.** Hundreds more can be

found in the **Baalgor Wastelands, Lands of the South Winds** and the **Eastern Territory.** However, goblins and orcs tend to be unorganized, cowardly, and lazy nomads. Their level of technology is low and they tend to operate as thieves, cattle rustlers, bandits and raiding armies that plunder what they need from others and move on. Permanent villages are squalid shanty-towns built with tents, stolen lumber and mud bricks baked in the sun — and half the population is transient. Furthermore, orcs and goblins have a lower intelligence than humans and their aggressive, intolerant nature causes them to constantly bicker, brawl and fight among themselves as well as outsiders, including other monster races. Humans, elves and dwarves are their hated enemies, but they can seldom gather the courage or organize well enough to make a concerted effort to destroy them. In fact, humans, elves and dwarves have a long history of capturing and enslaving orcs as a cheap labor force.

Similarly, if the canine races of the North, who regularly give multiple births and reach physical maturity quickly, should ever stop warring amongst themselves for more than a decade at a time, they could become a force to rival the growing human kingdoms.

Humans have created the strongest, most advanced civilization of the current Age. They have the strongest armies and fleets, have mastered magic and are expanding at an alarming pace. Humans have established forts, villages, and towns in nearly every corner of the world. Human civilization in the Palladium World is roughly equivalent to those on Earth during the Middle Ages. Cultures and laws are most reminiscent of those from Medieval Europe, the Mediterranean and the Middle East, complete with Kings or Emperors, nobles, knights, crusaders, priests, scholars, serfs, castles, kingdoms, fiefdoms and all the rest. Although similar in some ways, it is vastly different in others. Most notably, the existence of magic, sorcerers, demons, and inhuman creatures make even human cities exotic places of sword and sorcery. Humans may dominate the land, but it is a world where dragons roam the lands, demons interfere in the affairs of men, and human wizards dare to challenge the gods. It is a world of dreams, magic, and high adventure with a wealth of treasure and knowledge for any who can claim them. At this point in time, that someone happens to be human!

Human Beings

Alignments: Any; player characters usually lean toward good and selfish.

The Eight Attributes: Number of six-sided dice rolled is designated. I.Q. 3D6, M.E. 3D6, M.A. 3D6, P.S. 3D6, P.P. 3D6, P.E. 3D6, P.B. 3D6, Spd. 3D6

Hit Points: P.E. attribute number plus 1D6 per each level of experience starting with level one.

S.D.C.: Standard; see determining S.D.C. and physical skills.

Average P.P.E.: 2D6 for most adults, unless a mage or clergy O.C.C.; 5D6 for human children till about age 18.

Occupational Character Classes (O.C.C.s & P.C.C.s): Any

Horror Factor: Not applicable.

Physical Appearance: Varies widely, tend to be tall, lean, and muscular; light skinned with blonde, brown, and black hair.

Height: 5 to 6 feet, six inches (1.5 to 1.9 m).

Weight: 100 to 200 pounds (45-90 kg)

Average Life Span: 60 years.

Special/Natural Abilities: Good intelligence, creative, resourceful, and adaptable. Humans also exhibit a reasonably high percentage of psychic ability (see the section on determining psionics).

Magic: By available O.C.C.s only.

Psionics: Standard; see psionics section.

Enemies: Wolfen, goblins, hob-goblins, orcs, kobolds, ogres, trolls, changelings, giants and most monster races, as well as most supernatural beings and creatures of magic (often regardless of the creature's alignment).

Allies: Elves, dwarves, and gnomes are man's closest allies. Humans are also occasionally joined by titans, Rahu-Men and depending on the circumstances, will consider a limited allegiance with other races, including creatures of magic (like the sphinx and dragons), and even supernatural beings. Indifferent toward troglodytes and faerie folk — don't know much about the people and places in the Yin-Sloth Jungles.

Habitat: Human kingdoms/nations include the Western Empire, Timiro, Bizantium, Land of the South Winds, Phi, Lopan, and the Eastern Territory (particularly the southern portion). Small cities, towns, villages or tribes of humans are also found in the Great Northern Wilderness, Old Kingdom and places worldwide.

Favorite Weapons: Any; for better or worse, humans are proficient at warfare and weapon making. Magic and magic weapons are both part of war and human technology.

Other Notes:

1. Worship a variety of deities.
2. Wears all types of armor.
3. Highly educated and skilled/trained; explores all areas of knowledge.
4. Aggressive, yet also able to show compassion and kindness.
5. The most advanced civilization of the age.

The Elf

The origin of the elf stretches back all the way into the legendary Age of Chaos. According to legend, elves, dragons, titans, and some say changelings, were among the few to survive the battle with the Old Ones. They and the many archaic races who perished, were responsible for the incarceration of the Old Ones and the inception of a new era. Some enemies of elves have suggested that they are ancient creatures of magic and as such, should not be trusted.

Are elves creatures of magic? Unlikely, for although they come from a time when magic was supreme and nobody, not even the elves, knows the true origin of elvenkind, these tall, attractive humanoids are mortal creatures of flesh and blood. The average life span of an elf is many times longer than most of the other races, creating the myth of elven immortality. The average elf will live for 600 years and some have lived for as long as 1200. Consequently, vast amounts of knowledge can be gathered and skills honed to perfection in what would be ten lifetimes for a human. Thus, an elder elf is usually a force of great knowledge and power. Attracted to knowledge, elven magic users are among the most powerful in the world and at least half of all alchemists are elves. All this and their long, turbulent history perpetuates the myths and legends that elvenkind is far more than human.

Some time after the Age of Chaos, elves rose to great power and ruled the Old Kingdom for ten thousand years. The first four thousand years have been called the golden age of Elven Rule. Their society prospered and the new peoples, dwarf, gnome, kobold, etc., prospered with them. The titans remained close allies of the elves, and with their unmatched skill at arms, were able to suppress all evil from the likes of dragons and orcs. During this time, the Dwarven kingdoms also rose to great heights and soon rivaled that of the elf. The dwarves' greatest power is said to have laid in the secrets of rune magic. Rune magic would also become a bone of contention, for although the dwarves would smith lesser and greater rune weapons for the elves, they kept the greatest rune weapons for themselves and would not share the secrets of the runes with their elven allies.

The elves grew wary of their dwarven allies, banned all use of rune magic except for the creation of elven weaponry and began to restrict trade with the dwarven kingdoms. Furthermore, the elves adopted a haughty air of superiority that belittled dwarves and chastised all non-elven people, treating them like ignorant children. This arrogance soon turned to disdain and increased the level of rivalry as the elves tried to prove their superiority over all other mortal men and beasts. Non-elves were regarded as second-class citizens (or less) with frequent degrading lessons to remind them of their place. At first, this contempt and degradation was shown to the monster races who worked for the elves (and dwarves) as servants, laborers and as slaves. However, their disdain soon included their burly subterranean rivals, the gentle gnome, the cantankerous kobold and even the titans. An attitude of "them and us" was pervasive throughout the kingdom as the rivalry between dwarf and elf reached ridiculous proportions. Unrest soon swept the elven kingdoms as arrogance and cruelty replaced justice, condescension replaced understanding, and anarchy replaced peace.

The titans, forced to choice between their beloved elven allies and comprising their own morals, chose to abandon their ancient comrades, never again to fight at the side of the New Kingdom Elven Lords. Soon after, dwarven impudence and elven arrogance exploded into a war fueled by envy and ego that would last two thousand years. In the final centuries of the conflict, the dwarves would call upon demonic forces that would, ironically, destroy the only two rulers who might have restored peace and equality to both kingdoms, the usurper dwarf king, Isle-Wind and the elven Lord Azalon.

The winners of the Great War, if any could be considered such, were the elves. Although elves would exist as a major power for another turbulent few thousand years, their empire and people had been dealt a lethal blow from which they would never recover. The dwarven kingdoms, close to complete annihilation, would never regain their former position in the world. After the Elf-Dwarf War, the two races put aside their differences and spent the next millennium eradicating demonic magic from the planet, rune magic among them.

Some say the Great War broke the spirit of the dwarven people who continue to anguish over their past sins — a subject of ferocious debate. As for the elves, losing everything they built and loved actually did teach them humility. Over the last six millenniums, most elves have learned to value all life forms and have worked to make the world a better place.

The Great War has also left a legacy of hate and bitterness that survives in the hearts and minds of most elves and dwarves to this day. Consequently, dwarf and elf are often cold, aloof, intolerant, and downright mean toward each other. Many a bloody fight has resulted from the slightest insult or the simplest transaction. They rarely associate with one another unless it is to help humankind. Some claim their mutual respect and high regard for humans is only a subtle continuation of their old rivalry, but such words are usually spewed from the mouths of cynics and members of the monster races who hate all three. Both elf and dwarf have proven their genuine friendship with, and support of, humankind a thousand times over. If anything, humans are the one thing that has gotten elf and dwarf to set aside their differences and work together.

Of all the races, humans are the elves' favorite. Perhaps it is because humans most resemble the elf in both appearance and spirit. None will ever know for certain, but it is humankind who has won elven favor. Consequently, it is not unusual to find elves scattered among the human populace of most cities and villages. Many hold high positions within the human society, including positions at court, advisors to kings, heads of churches, city council members, scholars, teachers, merchants, and masters of the mystic arts (half of all alchemists are elves). One saying goes, "If an elf cannot walk tall among his own people, then he will walk with man." Sadly, there are no longer any elven kingdoms. Hated and hunted by most of the monster races, the elves have found sanctuary within human society. What few independent elf communities exist are usually small (usually less than 1000 strong) and hidden deep within remote parts of the world. Only the half dozen cities and towns located in the Old Kingdom near the Eastern Territory are all that's left of the Elven Empire, and while as many as 10,000 elves can be found at the largest of these cities, they are outnumbered two to one by humans.

Generally, elves are well educated, highly moral creatures with a strong sense of manifest destiny and justice. Although most elves still consider themselves superior to most of the sub-human races, they have curbed their arrogance, acknowledging that all creatures are of value (with the possible exception of the dwarf). However, most of the monster races despise elves, remembering their mistreatment at their hands, past and present, since elvenkind often stands at the side of the hated human and battles with invigorated energy against the dark forces most of the monster races serve or support. With few exceptions, elves are feared, hated, held in contempt or considered treacherous by many of the nonhuman races, especially by orcs, goblins and ogres. Others, even humans, sometimes look upon elves with jealous suspicion. After all, can you really trust someone who is smarter, handsomer, quicker and who will outlive you by 10 times?

Elves

Alignments: Any; player characters usually lean toward good and selfish.

The Eight Attributes: Number of six-sided dice rolled is designated. I.Q. 3D6+1, M.E. 3D6, M.A. 2D6, P.S. 3D6, P.P. 4D6, P.E. 3D6, P.B. 5D6, Spd. 3D6

Hit Points: P.E. +1D6 per each level of experience.

S.D.C.: 10 plus those gained from O.C.C.s and/or physical skills.

Average P.P.E.: 5D6 for most adults, unless a mage or clergy O.C.C.; 1D6x10 for elven children till about age 16.

Occupational Character Classes (O.C.C.s & P.C.C.S): Any

Horror Factor: Not applicable.

Physical Appearance: Tall, slender humanoids with very handsome, distinguished, youthful features, black or dark brown hair, pointed ears, and dark eyes.

Height: Six to six feet, ten inches (1.8 to 2.9 m).

Weight: 100 to 250 pounds (45-112 kg)

Average Life Span: 600 years.

Special/Natural Abilities: Good intelligence, creative, resourceful, and adaptable. Elves also exhibit a reasonably high percentage of psychic ability (see determining psionics); nightvision 60 feet (18.3 m).

Magic: By available O.C.C.s only.

Psionics: Standard; see psionics section.

Enemies: Wolfen, goblins, hob-goblins, orcs, kobolds, ogres, trolls, changelings, giants and most monster races, as well as most evil supernatural beings and villainous creatures of magic.

Allies: Humans are the elves' greatest ally. They also like and will sometimes ally themselves with titans and Rahu-Men who accept humble and generous elves as their friends, the occasional dwarf, friendly gnomes (a small percentage of gnomes hate them, having never forgiven them for the destruction of their race), and depending on the circumstances, members of the monster races who are of a good alignment, including changelings, giants, kobolds, and even creatures of magic like a well-meaning dragon or sphinx, and the gentler faerie folk such as pixies, brownies, sprites, and faeries (who love elves, giving credence to the theory harbored by some that elves are also creatures of magic).

Elves know little about the people of the Yin-Sloth Jungles and are generally indifferent toward changelings, troglodytes and Wolfen. **Note:** For some reason, many Wolfen (not Coyles or Kankoran) regard elves with a strange reverence they have never shown any other race. As a result, the canines covet their friendship, support and knowledge (especially in the mystic arts). Many a Wolfen lord will bend over backwards to win the slightest recognition or kind word from an elf, especially from an elven mage, scholar or elder. Unfortunately for Wolfen, the feeling is not mutual. Most elves regard them as sub-human barbarians and monsters who are the enemy of their beloved human allies. Thus, few elves seldom aid or associate with these beings, and often fight against them at the side of humans; not that this seems to diminish the Wolfen's regard for them.

Habitat: The human kingdoms/nations, especially Phi, Lopan, the Eastern Territory, Old Kingdom and Timiro, but can be found anywhere in the known world.

Favorite weapons: Any, but swords, knives, blunt weapons, the long bow and magic weapons are among their favorites.

Other Notes:

1. Worship a variety of deities.
2. Wears all types of armor.
3. Highly educated and skilled/trained; explores all areas of knowledge and the world.
4. Aggressive, yet also able to show compassion and kindness. Elves still tend to appear impudent, arrogant, and elitist in attitude, as well as noble, honorable, valiant and spirited. Like humans, some have devoted their lives to humble pursuits and helping others, while some are selfish and conniving, and others are evildoers.

Dwarves

Once the greatest of the subterranean races, their kingdoms have been destroyed and their people slain. Today, dwarves are comparatively small in number and frequently live with their human allies. Dwarves are a common sight, especially in large towns and cities. Among human society, they hold respected places as masterful weaponsmiths, supreme armorers, merchants, talented builders and excavators, stone workers and courageous warriors.

Most dwarves living among humans have given up their subterranean life style. Only a handful of dwarven underground tunnel kingdoms still exist in the Old Kingdom mountains but they are a rarity. During the final centuries of the Elf-Dwarf Wars, many of these fabulous underground kingdoms were laid to ruin. An estimated 80% are collapsed or crumbling ruins. Today only a handful of known ruins exist, abandoned in the mountains and valleys of the Old Kingdom. Many more languish in decay or have been reclaimed by kobolds, goblins, troglodytes, and other subterranean dwellers.

No other creature can craft a suit of armor or sword as magnificently or as perfectly as a dwarf. Dwarven weapons and armor are universally regarded as the best in the world, only Jotan and Kobold arms and armor comes close. Some scholars believe that it was the dwarves who taught kobolds the craft thousands of years ago. A claim that many kobolds find offensive but it may be true, as dwarf and kobold have always been on amiable terms. The fame and genuine quality of dwarven (and to a lesser degree, kobold) weapons and armor fetch the highest prices on the market. Many dwarven weapons are so well balanced that they receive bonuses to strike or parry, not because of magical properties, but for sheer quality of craftsmanship. Likewise, dwarven armor frequently has a higher A.R. and greater S.D.C.; but as one might expect, these items also cost 50% to 100% more than common stock.

The Elf-Dwarf Wars ended over 6000 years ago, but animosity between the two races lives on. Generally, dwarves and elves treat each other with an air that is so cold that it could freeze an iceberg. Dwarves will seldom deal directly with an elf for anything, whether it be buying or selling equipment, soliciting information or enlisting the aid of all good men for a noble quest. Elves, repentant for their past, are not as quick to attack a dwarf verbally or physically and will take a fair amount of verbal abuse from dwarves before retaliating in kind. However, they will seldom allow a physical assault to pass without retribution. Dwarves are considerably less tolerant. Bitter and resentful, many dwarves hate elves and will jibe and insult them mercilessly. Dwarves are also more likely to instigate a physical confrontation with an elf regardless of circumstance or consequence. An elf can provoke a dwarf over the most trifling things; the wrong comment, question, glance, or attitude can lead to an argument or duel. Although dwarves and elves are frequently said to attack each other on sight, this is a myth that has survived from the days of the Great War and hasn't been true for thousands of years, but the stories persist. In fact, in civilized communities where humans, elves, and dwarves coexist, many elves and dwarves have become incredibly tolerant of each other and even some lasting friendships have been known to develop.

Stories of dwarven hostility are undoubtedly fueled by the fact that dwarves tend be cantankerous by nature and treat everybody in a loud, gruff, brusque or rude manner. They huff and puff with exasperation, make rude and insulting remarks (often mumbling under their breath, but just loud enough to be heard) and act like they are being kept from some urgent appointment. Despite this grouchy facade, dwarves can be incredibly kind, loving, generous, sincere, trustworthy, fair, loyal, and caring. A dwarf may treat you in a gruff, haughty manner one moment and give you the deal of your life the next, particularly if he takes a liking to you. They appreciate being treated with respect and are flattered by those who speak highly of them and their race, but only if they believe the sentiments expressed are genuine and not just a front to get something. They are particularly fond of humans despite their close friendship with elves and, like elves, have worked diligently to make certain the human race doesn't make the same tragic mistakes they did. To this end, they are stalwart defenders of human settlements and have fought alongside human and elf to protect them. Dwarves also have a strong sense of justice and fair play and will speak out against friend or foe when they see an injustice.

Dwarves were so traumatized by the horrors they unleashed on the world during the Great War that they have forsaken forever the practice of magic, although some still use magic items. In addition, most dwarves are vigilant in finding and destroying evil and destructive magic of the past, including the secrets of rune magic and necromancy.

Many people unfamiliar with the dwarven race often dismiss them as poor warriors because of their small size. The uneducated and misinformed often think of the dwarven race as burly, squat versions of humans. Some city folk who have never encountered dwarves have even been known to ask, "Just how dangerous can these *little men* be?" These are foolish people who know little about the world and the many nonhuman races who populate it, for dwarven warriors, male and female, are among the most deadly and capable men at arms in the world.

The dwarves' small size, nightvision and other underground abilities make them ideal for negotiating with and fighting other subterranean races. They are also the perfect explorers of underground lairs and ruins, as well as in excavating ruins, building tunnels and digging mines. Like most creatures born of a subterranean existence, dwarves have

many natural abilities suited for life underground. In addition to nightvision, they are natural tunnel diggers, metal workers, smiths, excavators and architects. They also have an innate sense of direction (see the bonus for land, or in this case, underground, navigation).

While it is true that dwarves are a bit slower than many of the taller races, they are incredibly strong, resistant to magic, tough, clever, and resourceful. Dwarven warriors seem to favor double-bladed battle axes, picks, throwing axes, throwing knives, large swords (often worn on the back), and long-handled war hammers, maces, hercules clubs, morning stars, and magic weapons. When facing larger opponents, these magnificent warriors frequently use tactics to "bring them down to size" by knocking them off their feet, hamstringing the legs, tripping, entangling, and striking at the knees, groin and throat. One must also remember that although dwarves are smaller than humans (3-4 feet/0.9-1.2 m), they are skilled combatants and have spent many millenniums fighting taller foes such as elves, orcs and ogres.

Although dwarves have very good day vision and function well on the surface, they are one of several subterranean races of the Palladium World. Thus, these diminutive warriors are in their element when prowling along the pitch-black corridors of underground labyrinths. Here, their small size becomes a decisive advantage. They fit comfortably in corridors that are too small for humans and other tall surface dwellers. Surface invaders have to walk (sometimes crawl) through corridors measuring a cramped four and half feet (1.35 m) tall, hunched over — a position that reduces their speed, mobility, vision and balance. Meanwhile, the dwarves can run and maneuver without impediment. Likewise, surface folk coming into the dark subterranean domain of the dwarves must announce their approach with the warm glow of torches or magic light (unless more subtle magic means are used). The subterranean will see the light long before their enemy reaches them, and since dwarves see perfectly well in light, they are not adversely effected by it. Of course, if the surface beings lose their light, the dwarves can see in total darkness for up to 90 feet (27.4 m) and tear their blinded opponents apart with impunity.

Dwarves

Alignment: Any; player characters usually lean toward good and selfish.

Attributes: The number of six-sided dice to be rolled is as designated. I.Q. 3D6, M.E. 3D6, M.A. 2D6, P.S. 4D6+6, P.P. 3D6, P.E. 4D6, P.B. 2D6+2, Spd 2D6 running — 1D6 digging.

Hit Points: P.E. +1D6 per level of experience.

S.D.C.: 15 plus bonuses from physical skills.

Average P.P.E.: 3D6

O.C.C.s Available to Dwarves: Any O.C.C. except magic. Most dwarves lean toward the men of arms, merchants and clergy.

O.C.C. Skill Notes: Add a bonus of +5% to the following skills (this is in addition to O.C.C. bonuses): Any Military Skills, general repair, recognize weapon quality, masonry, carpentry, rope works, sculpting, locate secret compartments/doors, detect concealment, basic math, and land navigation.

Horror Factor: Not applicable.

Physical Appearance: Dwarves are a short, husky people with powerful muscles, broad shoulders, ruddy complexions, weathered looks, white hair and an aged appearance. Even young dwarves tend to look older than they are, in part, because of their rugged looks, habit of growing beards, and the fact that their hair turns white at approximately 40 years of age.

Size: 3-4 feet (0.9-1.2 m) tall.

Weight: 100 to 200 pounds (45 to 90 kg); mostly muscle.

Average Life Span: 250+ years; some have lived up to 500.

Natural Abilities: In addition to the dwarf's high physical attributes, they also have nightvision 90 ft (27.4 m), plus an aptitude for weapon design, mechanics, building and manufacturing which provides bonuses in many skill areas (see O.C.C. notes), in addition to the following special skills.

Underground Tunneling (Special): Dwarves can dig and build solid, strong tunnels (no fear of a cave-in) with amazing speed and dexterity. They can also excavate ruins and the sites of cave-ins with the same prowess. In addition, the character can usually tell if an existing tunnel or chamber is a natural formation or whether it was dug by dwarves, kobolds, goblins, gnomes, troglodytes or humans. The dwarf can even tell if it's new, old, or ancient. **Base Skill:** 40% +5% per level of experience.

Underground Architecture: Dwarves are excellent underground architects able to build small and large rooms, ornate archways, staircases, great chambers with cathedral ceilings, as well as a labyrinth of tunnels, passageways, mazes and underground traps (most common are pit and cave-in type traps). Likewise, the character can recognize the styles of dwarven, kobold, goblin and other types of construction. The dwarf who is travelling slowly and cautiously, looking for underground traps can locate them, and avoid or deactivate them. **Base Skill:** 30% +5% per level of experience; detection and deactivation of traps is done at half his normal architecture skill level.

Underground Sense of Direction: The character has an innate ability to tell direction when underground, even in total darkness (not applicable on the surface). Thus, the dwarf can tell whether he is travelling up, down or level, the approximate angle of decline or ascent, approximately how far below the surface he is, and the approximate direction (north, south, east, west). **Base Skill:** 40% +5% per level of experience.

This skill also enables him to judge the approximate location to surface structures (natural and artificial), but *only* if the character is familiar with the area. The character will also recognize traits and aspects of the underground tunnel or construct that serve as landmarks for him. **Base Skill:** 30% +5% per level of experience; -25% if in an unfamiliar area.

Metalworking (Special): All dwarves have a basic understanding of blacksmith facilities, smith techniques and procedures, and working with metal, particularly in the area of making weapons and jewelry. Equal to *the field armorer skill* with a +10% bonus.

Recognize Precious Metals & Stones: Same as the gemology skill with a +10% bonus.

Bonuses: +1 to save vs magic, +2 to save vs possession, and +2 to save vs horror factor.

Magic: Most dwarves love to use magic items, weapons and armor, however, *all* dwarves have forsaken the study and practice of magic in all its forms. Not a single dwarf has practiced magic in over 7,000 years! Dwarves were once the unrivaled masters of the mystic arts. They alone held the secrets of rune magic and several other arcane powers. During the Elf-Dwarf wars they unleashed forces that they could not control and which nearly destroyed their race along with the elves'. If fact, it was the abuse of this power that forced dwarf and elf to join forces to save themselves. When it was all over, the two great kingdoms were obliterated. On that day, the dwarves vowed that their people would never again practice the mystic arts. All mystic tomes and instructions were destroyed. Those who held the knowledge in their minds never spoke of it again — their secrets dying with them. The Tristine Chronicles reports:

"And lo, so terrible were the horrors committed by dwarven hands, and so great their sins, that not one dwarf did dare to preserve the secrets of magic. Nor have the sons of their fathers wavered from the pledge of their forefathers. Dwarf has forever forsaken the ways of magic. As so it should be."

Psionics: Standard

Enemies: Goblins, hob-goblins, orcs, ogres, tolls, and Wolfen, along with most of the so-called monster races. To this day, the vast majority of dwarves and elves dislike each other and regard the other with suspicion and prejudice (racial hatred that has spanned 7,000 years). Changelings, giants and creatures of magic are generally disliked.

Allies: Dwarves are especially fond and tolerant of humans and are frequently active and valued members of the community — this despite the fact that elves have done likewise. Most dwarves also consider kobolds, troglodytes and gnomes as allies. They are indifferent toward faerie folk and titans.

Habitat: Dwarves are found throughout the known world, but are most common to the Western Empire, Old Kingdom, Timiro Kingdom and Eastern Territory. The largest subterranean dwarven communities are found in the Old Kingdom Mountains.

Favorite Weapons: Battle axes, throwing axes, throwing knives, picks, large swords (often worn on the back), and long handled war hammers, maces, hercules clubs, morning stars, and magic weapons.

Other Notes

1. Worship a variety of deities.
2. Wear all types of armor, particularly chain, scale mail and plate types.
3. Excellent men of arms.

Gnomes

Originally a subterranean race inhabiting the Old Kingdom, the gnome race got caught in the cross-fire between elf and dwarf during the Great War and were nearly eradicated from the face of the planet. The peace-loving gnomes had been friendly toward both and refused to take either side. Yet despite their best efforts to avoid the conflict, the fallout of battle ravaged their kingdom, killing an estimated 80-90%! The survivors blamed both elves and dwarves for the tragedy, and though the vast majority forgave their fellow subterraneans and the lanky surface dwellers (hate and revenge just aren't in the gnomes' nature), some (10%) despise them to this very day. Ironically, gnomes felt, and continue to feel, closer to elves and humans than to dwarves, kobolds or the faerie folk they somewhat resemble. Many associate with both races and can be found living in human cities located in mountainous, hilly, or forest regions.

Clever and resourceful, gnomes have adapted easily to a life among humans. Gnomes who live among humans usually occupy houses on the surface, or in shallow tunnels built into low hills. Although subterranean creatures, they have always loved the sun, sky, and trees. Thus, gnomes are most likely to be encountered in the Old Kingdom Mountains, Eastern Territory and the Great Northern Wilderness. The only human kingdom they avoid entirely is the Western Empire. Gnomes regard the Empire as an evil place with callous and self-obsessed people reminiscent of the elves of old.

Gnome clans that remain segregated from humans are seldom seen and are never located near populated areas. The typical clan is very small, with 6D6 members, while the larger bands seldom have more than 90 members. A number of gnomes still inhabit the Old Kingdom mountains, splintered into several small subterranean communities numbering from 100 to 3000 strong; an estimated 30,000 total. The last great kingdom of gnomes, with a population said to be over 50,000, is reputedly located in the Great Northern Mountains that separates the *Land of the Damned* from the rest of the world.

Since the obliteration of the gnome kingdoms, they have fallen easy prey to the monster races, particularly kobolds and goblins, who feel betrayed by the gnomes' relationship with dwarves, elves and humans. Gnomes are also a favorite target of orcs, ogres, trolls and even many large animal predators. Gnome meat is a delicacy among kobolds and trolls, both of which have slain gnomes with a vengeance. As a result, the gnome population has fallen sharply over the last millennium and one of the reasons they have fled their shallow mountain tunnels for the safety of human cities and secluded forests.

Gnomes are a surprisingly hardy people, full of life and adventure. They are friendly, cheerful, inquisitive and love to explore. Standing only two to two and a half feet (0.6 to 0.75 m) tall, people frequently mistake them for pixies, brownies, or leprechauns. Gnomes are extremely agile and possess a superior physical constitution that makes them excellent rangers, spies, thieves, and assassins. Gnomes are also attracted to the study of magic, Wizardry and Diabolism in particular.

Gnomes

Alignment: Any, but most tend to be good or selfish; an evil gnome is a rarity.

Attributes: The number of six-sided dice to be rolled is as designated. I.Q. 3D6, M.E. 1D6+6, M.A. 3D6+4, P.S. 1D6+4, P.P. 4D6, P.E. 3D6+6, P.B. 4D6, Spd 2D6 running — 1D6 digging.

Hit Points: P.E. +1D6 per level of experience.

S.D.C.: Only those gained from O.C.C.s and physical skills.

Average P.P.E.: 4D6

O.C.C.s Available to Gnomes: Limited to any magic, clergy or optional O.C.C.s, as well as ranger, mercenary, soldier, thief or assassin.

O.C.C. Skill Notes: Add a bonus of +10% to prowl, and +5% to the following skills (all are in addition to O.C.C. bonuses): surveillance, intelligence, general repair, masonry, carpentry, rope works, locate secret compartments/doors, and land navigation.

Horror Factor: Not applicable.

Physical Appearance: Gnomes are very short, thin, handsome people with white hair, bushy eyebrows, and sparkling eyes. Males almost always sport a neatly trimmed beard and/or mustache. Females generally have long, flowing hair and look like beautiful porcelain dolls brought to life.

Size: 2 to 2 1/2 feet (0.6 to 0.75 m)

Weight: 20 to 50 pounds (9 to 22.6 kg).

Average Life Span: 300+ years; some have lived up to 600.

Natural Abilities: In addition to the character's high physical attributes, gnomes also have nightvision 90 ft (27.4 m), plus an aptitude for digging and living in tunnels.

Underground Tunneling (Special): Gnomes, like dwarves, can dig and build solid, strong tunnels (no fear of a cave-in) with great speed and dexterity. They can also excavate ruins and the sites of cave-ins with the same prowess. In addition, the character can usually tell if an existing tunnel or chamber is a natural formation or whether it was dug by gnomes, dwarves, kobolds, goblins, troglodytes or humans. The character can even tell if it's new, old, or ancient. **Base Skill:** 30% +5% per level of experience.

Underground Architecture: Gnome underground constructs are not as big or elaborate as dwarves', but they are competent underground architects. Likewise, the character can recognize the styles of gnome, dwarven, kobold, goblin and other types of construction. The gnome who is travelling slowly and cautiously, looking for underground traps can locate them, and avoid or deactivate them. **Base Skill:** 20% +5% per level of experience; detection and deactivation of traps is done at half his normal architecture skill level.

Underground Sense of Direction: The character has an innate ability to tell direction when underground, even in total darkness (not applicable on the surface); same as the dwarf. **Base Skill:** 30% +5% per level of experience.

Judging the approximate relation/proximity to surface structures (natural and artificial); same as the dwarf. **Base Skill:** 20% +5% per level of experience; -20% if in an unfamiliar area.

Bonuses: +1 to save vs poison and disease.

Magic: As practitioner of magic only.

Psionics: None.

Enemies: Kobolds, goblins, hob-goblins, orcs, ogres, trolls, and most of the so-called monster races. Some dislike and even hate elves and/or dwarves.

Allies: Humans, elves and faerie folk. Indifferent toward dwarves, troglodytes, changelings and Wolfen.

Habitat: Gnomes can be found throughout the known world, but are most common to the Old Kingdom, Eastern Territory and Great Northern Wilderness. The largest subterranean communities are found in the Old Kingdom Mountains and the Great Northern Mountains.

Favorite Weapons: Knives, throwing knives, throwing axes, short swords, short bow, sling and small magic weapons.

Other Notes:

1. Although the gnome and dwarf are cousins, gnomes tend to avoid them and some fiercely dislike dwarves.
2. Worship a variety of deities.
3. Wear all types of armor, provided it fits; usually a special order.
4. To use weapons such as spears, forks, pole arms, battle axes, and ball and chains, the weapon must be made gnome-sized (reduce the human equivalent by half) and thus it does less damage (also half). Human-sized weapons of these types are just too large and awkward to use with any proficiency (-6 to strike, parry and dodge).

Troglodytes

Troglodytes are a gentle race of subterranean humanoids similar in habit to dwarves and kobolds. However, they are not as intelligent as either and tend to lead a sheltered, reclusive life deep beneath the surface. Troglodytes are rarely seen above ground and when they are, it's usually at night. Possessing the keenest of nightvision (600 ft/183 m), their vision is weak in daylight (30 ft/9 m), even after their eyes have adjusted to the light.

Troglodyte communities have little social structure, rules, or laws. They have no specific leader or chieftain, god, religious doctrine, social class or functioning economy. Rather they live side by side, sharing and caring for each other as circumstances demand. In many ways, these innocent people survive by animal-like instincts and uncommon cooperation and compassion. The males are generally a little larger than females and charged with digging tunnels, hunting small game (rodents, lizards, amphibians, and insects; spiders and beetles are trog delicacies), making tools and weapons, and protecting the young and females. The females are fair farmers, growing a variety of moss, molds, and mushrooms edible by troglodytes but frequently poisonous to others. The females also take care of the young and sick.

Generally, troglodytes are poor craftsmen as is reflected in the crude stone tools and weapons they make. They wear little or no clothes and have no real personal possessions other than an occasional trinket or favorite weapon or tool. Many surface dwellers mistake the lack of social structure and easy going nature of troglodytes for laziness. This is not true. Trogs are sincere and devoted to their families, friends and race and they all work and play together with enthusiasm.

Troglodytes dig large, crude tunnels and chambers that weave and dip and intertwine for miles and miles. Although a trog tunnel network is usually more condensed than a kobold complex, the largest is seldom more than 30 square miles; they are at least twice as complex and three times more confusing. Quite often a troglodyte tunnel system will consist of five or six main "tunnel villages." The villages are usually under 10 miles (16 km) in diameter and, as mentioned, their cities seldom exceed 30 square miles (48 km). However, the main tunnels may actually run a thousand or more miles, connecting both populated and abandoned pockets of tunnel villages as well as kobold or dwarven ruins. The smallest trog village will contain 1D4x10 trogs, medium-size 1D6x100, and the largest will have 2D4x1000 members. Troglodytes have no use for mineral or ore deposits and do not mine them, although their tunnels may go through all types of mineral riches.

Troglodytes tend to avoid contact with most races, especially after the holocaust of the Elf-Dwarf wars. Even if their tunnels are invaded by intruders, troglodytes usually run away and hide in the shadows and behind rocks. Their elaborate weave of tunnels (confusing even to dwarves and kobolds) provides a quick and easy means of escape. Peaceful and passive in the extreme, troglodytes will not attack unless scared, threatened, or attacked first. Although they may be gentle, non-aggressive creatures, they can fight like demons if they feel cornered and when a trog child, female or loved one is threatened, hurt or killed — heaven help the persons who did so. Troglodyte males are instinctively the protectors of their people and fight with a speed and fury that is nearly unbelievable. The Doctor Jekyll and Mister Hyde transformation of the bashful little creature into a roaring, fighting machine is enough to startle the most seasoned warriors. Sometimes the transformation alone is enough to drive away an invader. A foolhardy person

would stand a better chance invading the den of an angry grizzly bear than invoke the destructive wrath of a protective or cornered troglodyte. Entire armies have fallen to but a few hundred trogs defending their people.

A troglodyte player character is likely to be a young, single male or female who is curious about the world. The attitudes of this character tend to be a bit different than the troglodyte norm. For example, the very fact the character is exploring the surface world and associating with surface dwellers is a huge departure from the average troglodyte who rarely leaves the security of his underground domain, except to scrounge food. Players should remember that such a character will be innocent and naive, at least at first. The general fears and suspicions about surface dwellers are likely to keep the character cautious around them, but a trog who immediately encounters a group of good people may become too trusting of others until he learns otherwise. Likewise, the character's complete lack of knowledge about the surface world, its people, customs, laws and traditions (like paying for things), is likely to get the poor fellow and his companions into all kinds of trouble. On the flip-side, troglodytes can become hardened and cynical from the hard knocks they may suffer from cruel or dispassionate surface dwellers. Players should pick a direction and go with the flow; that's why it's called *role-playing.*

Troglodytes

Alignment: Any, but most tend to be good or unprincipled; a selfish or evil troglodyte is a rarity.

Attributes: The number of six-sided dice to be rolled is as designated. I.Q. 2D6, M.E. 2D6, M.A. 3D6, P.S. 4D6+4, P.P. 3D6+6, P.E. 3D6, P.B. 2D6, Spd 6D6 running — 3D6 digging.

Hit Points: P.E. +1D6 per level of experience.

S.D.C.: 10 plus those gained from O.C.C.s and physical skills.

Average P.P.E.: 3D6

O.C.C.s Available to Troglodytes: Limited to mercenary, soldier, thief, assassin, monk or vagabond.

O.C.C. Skill Notes: Not applicable.

Horror Factor: None when friendly and peaceful, 13 when angry and transforms to fight.

Physical Appearance: Broad shouldered, pale skin tone, large dark eyes, fat flabby looking bodies with heads that seem to resemble lizards or amphibians rather than humans.

Size: 4 to 5 feet tall.

Weight: 130 to 250 lbs.

Average Life Span: 90+ years; some have lived up to 140.

Natural Abilities: In addition to the character's high physical attributes, troglodytes also have nightvision 600 ft (183 m), day vision is 30 feet (9 m), plus an aptitude for digging and living in tunnels.

Underground Tunneling (Special): Broad powerful creatures, a troglodyte can carve through solid rock with primitive tools faster than any other subterranean race. Their flabby muscles, short, stocky, quasi-human appearance belies their true speed and agility. However, their tunnels are crude and they don't really pay attention to the design features or the techniques of other tunnel makers. **Base Skill:** 30% +5% per level of experience.

Underground Architecture: Troglodytes do not create pretty dwellings with smooth walls or works of art. Instead their dwellings are rough and unfinished, often resembling natural formations, but they are sturdy, safe constructions. The trog who is travelling slowly and cautiously, looking for underground traps can locate them, and avoid or deactivate them, but never make any. **Base Skill:** 20% +5% per level of experience; detection and deactivation of traps is done at half his normal architecture skill level.

Underground Sense of Direction: The character has an incredible ability to tell direction when underground, even in total darkness (not applicable on the surface); basically the same as the dwarf. **Base Skill:** 40% +5% per level of experience.

Judging the approximate relation/proximity to surface structures (natural and artificial) is poor. **Base Skill:** 15% +5% per level of experience; -20% if in an unfamiliar area.

Bonuses: One additional melee action/attack per round, +1 on initiative, +2 to save vs poison and disease, and +1 to save vs horror factor. *Retractable claws* in the fingers do 1D6 damage plus P.S. damage bonus, if any. *Bite* 2D4 damage (P.S. damage bonus does not apply to bites).

Magic: None.

Psionics: None.

Enemies: Goblins and hob-goblins are ancient, enemy invaders and bandits who sometimes hunt them for food or fun. Kobolds are known to force troglodytes out of their tunnels when they discover trogs have inadvertently tapped into valuable mineral resources. Most troglodytes fear and dislike all surface dwellers, including humans and elves.

Allies: None per se; tends to be indifferent toward dwarves and gnomes.

Habitat: Troglodytes can be found periodically throughout the known world, but are most common to the mountainous regions of the Western Empire, Old Kingdom, Timiro Kingdom and Baalgor Wastelands. The largest subterranean troglodyte communities are found in the Old Kingdom Mountains.

Favorite Weapons: Thrown rocks, stone axe, stone hammer, stone tools, cudgel, wood clubs and sling.

Other Notes:

1. Troglodytes don't usually worship gods, but when they do, they tend to be nymphs, elemental deities and the forces of nature.
2. Wear little or no clothes and rarely use armor.
3. Rarely use metal weapons/tools unless found somewhere.
4. Have no worldly goods such as gems or precious metals (but do like things that sparkle).
5. Although trogs shun daylight, they do use fire and torch light to a limited extent; mainly for warmth and to cook food.
6. Compassionate, gentle, shy, and mild-mannered.

Kobolds

Kobolds are the handsomer cousins to goblins and orcs. Like goblins, they are a subterranean race of mischievous, troublesome, and mean-spirited creatures. Kobolds are meaner and more dangerous than their goblin kin, because they are smarter, more cunning, organized, and cruel. Not only do they hate and despise the larger, more attractive humanoids, but they delight in torturing and killing these creatures just for fun; usually very, very slowly.

Unlike goblins or hob-goblins, kobolds usually stick to their own kind, pursuing an active life of mining, weapons manufacturing (supplying the monster races), and building strong, regimented underground towns and cities. Territorial in the extreme, any unfortunate wanderer who unwittingly enters a kobold domain is doomed. The lucky ones are beaten, robbed and left in a heap. The not so lucky ones are beaten, robbed and enslaved. The least fortunate are slain and/or eaten! Kobolds are predators who hunt and eat animals and fellow humanoids; about 40% are also cannibalistic (they eat their own kind). It is common for kobolds to eat the remains of their enemies or to capture a number of the enemy and keep them in pens like livestock until they are needed as food — ogres, orcs and trolls do the same thing. On the other hand, this territorial attitude works to the advantage of other races, because except for kobold scouting and raiding parties, bandits, and adventurers, they seldom travel above the surface or beyond their own realm.

A kobold domain usually consists of several small tribes or bands scattered throughout the area, centering around one or two large subterranean complexes (kobold cities). The small tribes often dwell on the surface or in a shallow network of crude tunnels close to the surface. These tribes may contain as few as a dozen members or as many as several hundred. Such tribes are often composed of thieves, assassins and brigands of all sorts.

The heart of a kobold domain is always built upon rich mineral deposits, ranging from iron to precious metals and gems. A labyrinth of rough-hewn tunnels lead to the more finished chambers and tunnels that form the typical kobold city tunnel complex. Such cities can be simple or elaborate, large or small, but seldom cover more than a (32 km) square mile radius, although dozens of tunnels may extend for hundreds of miles and connect to a dozen other kobold cities, towns or villages. Unlike the villages which are typically 50-200 feet underground, kobold towns, cities and connecting tunnels are always at least 2000 feet (610 m) below the surface; some as far down as one or two miles (1.6 to 3.2 km).

These complexes are typically sprawling cities comprised of tunnels and chambers with low ceilings; nothing like the grand chambers and cathedrals of the dwarven cities. Ceilings in most kobold cities seldom exceed eight feet (2.4 m) tall and tunnels rarely have a ceiling higher than five or six feet (1.5 to 1.8m) and are of equal width. These sprawling cities of tunnels and small chambers are typically maze-like, which makes it difficult for surface dwellers to keep their sense of direction — there are so many similar looking tunnels and identical rooms that one quickly gets disoriented (-20% on all navigation skills). Furthermore, kobold cities and tunnel networks don't usually seem to have been constructed with any rhyme or reason, and large sections of tunnels or areas of the city are often abandoned for no apparent reason. Consequently, deceptively large cities and towns will often be populated by surprisingly few kobolds. **Note:** A common kobold city will consist of a maze of tunnels and chambers running in a loose checker board pattern with 4D4 levels, covering a 50-100 mile (80-160 km) diameter and is 1-2 miles (1.6 to 6.4 km) deep. Some of the levels will be mines or garbage dumps (often inhabited by subterranean predators and scavengers). The typical population ranges from 600 to 2400. The inhabitants are scattered in small pockets throughout the tunnel-city complex, with concen-

trations of hundreds or.thousands in certain areas; often near active mining operations. However, the most densely populated cities such as those located in and around the Old Kingdom Mountains will be 6,000 to 36,000 strong. Kobolds prefer to inhabit cool, hilly, rocky or mountainous regions.

Kobolds themselves are nocturnal creatures, seeing clearly in the dark for 400 feet (122 m). Consequently, they shun bright light and are seldom seen above the surface during the day. This means they do their prowling, hunting and raids on the surface at night, adding to their reputation for treachery and viciousness. Light so impairs their vision that even after their eyes become adjusted they cannot see clearly beyond 40 feet (12 m). A simple fire from a torch or campfire will not appreciably affect a kobold's vision. However, intense light will blind them (-9 to strike, parry or dodge).

Kobolds are fine craftsmen, artisans, weaponsmiths, and armorers. They make some of the finest jewelry and silverware in the world, and only dwarven arms and armor are superior; the Jotan is roughly equal to kobold quality. Thus, a kobold-crafted weapon or armor is highly valued and coveted by men at arms. Since most kobolds hate the prettier races, they are courted by the monster races to be their arms manufacturers, a position these misanthropes welcome. This garners the kobolds a high position within most nonhuman societies. Kobold craftsmen are highly regarded by the Wolfen, with approximately 60% of all Wolfen arms and armor manufactured by them. Kobolds are also frequently members of ogre and troll clans, bands and mixed armies of nonhumans, as well as selling or trading weapons and armor with any nonhumans who approach them in peace, but with hate for humans and their allies. In most cases, the vile and self-serving creatures will sell their wares to anybody who can afford them, and are infamous for selling arms to both sides of a conflict. Kobolds dislike their stupid and annoying goblin cousins, so they typically sell them inferior human quality weapons and armor at only moderately lower prices — they have nothing to worry about because unless goblins and orcs are allied to smarter creatures, most can't tell the difference. Even many human communities will tolerate the presence of law abiding kobolds working as smiths, armorers, jewelers, artisans and metal workers.

A Kobold player character is likely to be a mercenary, thief, assassin or young adventurer out to find his place in the world. Selfish and evil characters are likely to view humans and most good characters as chumps and suckers to be used. Actually, to have any other attitude and associate with humans and their allies is to be branded a traitor to his race — and traitors are often hunted, captured, tortured and killed. However, kobolds respect strength and courage, so even a selfish or evil character may find himself respecting or even befriending a human or elf with these qualities if he's not careful.

A kobold of a good alignment, or who openly befriends (and stays loyal to) a human, elf or gnome, is a renegade and a traitor to his people. These characters will be despised by his fellow kobolds, so he should watch his back for assassins and outraged kobold loyalists. The character's problems are compounded further by the fact that most humans and their allies will view a kobold with the utmost suspicion, racial prejudice and possibly, hatred.

Kobolds

Alignment: Typically anarchist or evil, but most player characters are likely to be unprincipled, anarchist, aberrant or even good.

Attributes: The number of six-sided dice to be rolled is as designated. I.Q. 3D6, M.E. 2D6, M.A. 3D6, P.S. 3D6+3, P.P. 3D6, P.E. 3D6, P.B. 1D6+6, Spd 3D6 running — 1D6 digging.

Hit Points: P.E. +1D6 per level of experience.

S.D.C.: 5 plus those gained from O.C.C.s and physical skills.

Average P.P.E.: 4D6

O.C.C.s Available to Kobolds: Any except long bowman, knight, or palladin.

O.C.C. Skill Notes: Not applicable.

Horror Factor: Not applicable.

Physical Appearance: Short, thin but muscular creatures with a pale waxen complexion, no facial hair, black, silver or white hair, high hairline (hairline typically starts on the top of the head), large ears that come to a rounded point, thick leathery skin, yellow and/or red eyes, and small pointed teeth.

Size: 3 to 4 feet (0.9 to 1.2m)

Weight: 70 to 120 pounds (31.5 to 54 kg).

Average Life Span: 160+ years; some have lived up to 250.

Natural Abilities: In addition to the character's high physical attributes, kobolds also have nightvision 400 ft (122 m), day vision 40 feet (12 m), plus an aptitude for digging and living in tunnels.

Underground Tunneling (Special): Exactly the same as dwarves.

Underground Architecture: Same as dwarves.

Underground Sense of Direction: Same as dwarves.

Metalworking (Special): All kobolds have a basic understanding of working with metal, particularly in the area of making weapons and jewelry. Equal to *the field armorer skill* with a +10% bonus, plus +10 on recognize weapon quality, art (limited to jewelry) and gemology skills.

Bonuses: +1 on initiative and +2 to save vs horror factor.

Magic: By O.C.C. only.

Psionics: Standard.

Enemies: Humans, elves, gnomes, and changelings. Kobolds find goblins and orcs to be pathetic, ignorant barbarians worthy of contempt. They enjoy using, abusing, and tormenting them. Kobolds sometime invade troglodyte communities at locations where valuable mineral resources are discovered.

Allies: Trolls, ogres, giants and Wolfen. They consider *dwarves* to be foolish for their allegiance to humans, but respect them as warriors and for their superior skills as armorers, stone workers and builders, as well as for the Elf-Dwarf war; the average kobold absolutely loathes elves.

Habitat: Kobolds can be found throughout the world but are most common in the Old Kingdom, Eastern Territory, and Great Northern Wilderness. The largest *known* subterranean communities are found in the Old Kingdom, Old Kingdom Mountains and the Algor mountains.

Favorite Weapons: Can use any, but favorites include axes, picks, hammers, knives, and swords. They adore magic weapons.

Other Notes:

1. Worship demons and evil gods; occasionally powerful dragons.
2. Sometimes sell their services as mercenaries to nonhumans.
3. Prefer studded, chain, scale, and plate armor.
4. Particularly fond of gold, silver, and precious stones; the treasure vaults of a prosperous kobold merchant, nobleman or king is a sight to behold.
5. Tend to be selfish, cruel, vindictive and arrogant.
6. Kobolds are predators who hunt and feed on animals and fellow humanoids; gnomes, humans and elves are among their favorites. About 40% are also cannibalistic.

Goblins

Goblins, hob-goblins, kobolds and orcs are believed to be malicious, ugly members of the faerie folk, but except for the Cobbler Goblin, these races lack any natural magic powers. These villains are thieves and bushwhackers who lurk in the shadows and attack the unsuspecting. They are cruel, malevolent creatures who are attracted to evil and power like moths to a flame. Consequently, they make eager, although unreliable, henchmen and minions for thieves' and assassins' guilds, bandits, witches, evil sorcerers, black priests, deevils, and demons, among others. Ogres and trolls are constantly trying to whip them into an organized army, and some have even amassed goblin and orc armies that are thousands strong. However, it is difficult to keep huge numbers of these chaotic and easily bored creatures focused, controlled or happy for any length of time. Desertion among goblin armies will typically run at 60% in a matter of weeks. However, the more tempting the opportunity — the bigger the reward, the easier the prey, the more decadent and violent — the better the goblins like it, and the more likely they are to stay committed. Strong and frightening leaders like greater demons, dragons and powerful practitioners of magic, trolls and ogres are the most likely to keep goblin minions in check and motivated. Goblins, hob-goblins and orcs also make great cannon fodder because of their large numbers and they are easily whipped into a frenzy in which they act without thinking. Thus, they are the perfect pawns for dark forces.

Goblins are the descendants of a swarthy mining race, but recent generations have forsaken the pick and shovel for the sword and dagger in pursuit of easy treasure. Many have also given up their subterranean habitats to live on the surface. They are disagreeable, vindictive, stupid creatures with a passion for precious metals and gems equal to their attraction to skullduggery. Goblins hate the larger and handsomer races, particularly elves and humans. They have been known to join forces with orcs, hob-goblins, ogres, and Wolfen in assaults against human and elven settlements just for the pleasure of killing then.

Strangely, goblins detest their first cousins, the kobolds, and a few clans will attack them on sight. This hostility has lasted for centuries, presumably stemming from the kobolds' degrading treatment of all goblins. Kobolds find their stupid cousins' rage and anxieties very amusing and tend to fuel goblin hatred with cruel, degrading pranks and skirmishes. However, while kobolds dislike and distrust goblins, they will seldom attack without reason or provocation.

The goblin society lives by the philosophy that "the strong preys upon the weak." This shabby tribal unit is usually comprised of a warrior chieftain, a war chief (second in command), and a cleric leader (dark priest, witch, druid or shaman and third in command). Goblin tribes can be found throughout the known world, although they prefer woodlands, prairies with tall grass, and mountain regions. They are also known to live in the slums of cities and ancient ruins above and below ground. An area dominated by goblins will contain dozens of small nomadic tribes ranging widely in number from as few as 20 to 1D4x100. Goblin tribes are seldom larger than 600, with a 30% female, 20% young, 50% male ratio. Large tribes construct a network of subterranean tunnels and chambers dug under hills, ruins or into the sides of a mountains. These dwellings resemble troglodyte lairs with their crude walls and low ceilings; however, goblin tunnels are never as long, elaborate, or deep. They are seldom more than 100 feet (30.5 m) deep or span more than a one mile (1.6 m) radius. Lazy creatures, goblins prefer to take over abandoned tunnels rather than dig their own.

On the surface, goblins live in small huts, shacks and tents, or take over abandoned villages, temples or decaying ruins. Many of the large, ancient cities in the Western Empire have a chronic problem with goblins and Ratlings living below the city in man-made catacombs, basements, and sewers, as well as in tunnels of their own making. From their subterranean lairs, these creatures sneak out to steal, mug, kill, vandalize and cause mischief, as well as add to the problems of waste disposal and overcrowding. Like rats or cockroaches, once an area infested with these nasty creatures, it can be difficult getting rid of them.

A goblin player character is likely to be a mercenary, thief, assassin or a young adventurer out to find his place in the world. Selfish and evil characters are likely to view humans and most good characters with contempt, suspicion or as suckers to be used. However, goblins respect strength, ruthlessness and power so they tend to be relatively loyal and obedient to such characters. Otherwise, the character is likely to watch out only for himself and will cheat, lie, and betray members of the player group; although if such acts are too blatant he is likely to get into trouble.

A goblin of a good alignment will be loyal, honorable and friendly, although such traits in goblins are uncommon. Evil goblins view such characters as wimps, sissies, goody two-shoes, and kiss-ups, and treat them accordingly. Most humans and their allies are likely to view goblins with suspicion, racial prejudice and possibly hatred.

Goblins

Alignment: Typically anarchist or evil; but most player characters are likely to be unprincipled, anarchist, aberrant or even good.

Attributes: The number of six-sided dice to be rolled is as designated. I.Q. 2D6, M.E. 3D6, M.A. 2D6, P.S. 3D6, P.P. 3D6+6, P.E. 3D6, P.B. 2D6, Spd 3D6 running — 1D6 digging.

Hit Points: P.E. +1D6 per level of experience.

S.D.C.: 5 plus those gained from O.C.C.s and physical skills.

Average P.P.E.: 6D6 for the typical goblin, 3D4x10 plus 1D6 per level of experience for the Cobbler.

O.C.C.S Available to Goblins: Limited to assassin, thief, mercenary, soldier, black priest, witch, vagabond, and the occasional psychic. Also see the Cobbler. Most goblins become thieves or mercenaries.

O.C.C. Skill Notes: Not applicable.

Horror Factor: None.

Physical Appearance: Short and skinny with spindly limbs. Even robust goblin with a broad chest and thick neck will have comparatively thin arms and legs. Black, brown, or red hair, large ears and mouth, and dark eyes.

Size: 3 to 4 feet (0.9 to 1.2 m)

Weight: 70 to 120 pounds (31.5 to 54 kg).

Average Life Span: 80+ years; some have lived up to 150.

Natural Abilities: In addition to the character's high physical attributes, goblins also have nightvision 90 ft (27.4 m), good day vision, plus an aptitude for digging and living in tunnels.

Underground Tunneling (Special): Fundamentally the same as for dwarves, only much cruder. **Base Skill:** 30% +5% per level of experience.

Underground Architecture: Fundamentally the same skill as for dwarves, only much simpler and cruder. **Base Skill:** 10% +5% per level of experience; detection and deactivation of traps is done at half his normal architecture skill level.

Underground Sense of Direction: Fundamentally the same skill as for the dwarf, but less acute. **Base Skill:** 20% +5% per level of experience.

Judging the approximate relation/proximity to surface structures (natural and artificial) is poor. **Base Skill:** 10% +5% per level of experience; -20% if in an unfamiliar area.

Bonuses: +1 to save vs faerie magic, and +2 to save vs horror factor.

Magic: By O.C.C. only.

Psionics: Standard.

Enemies: Humans, kobolds, dwarves, gnomes, changelings, and especially elves. However, a goblin will accept and serve a member of any of these races if the character proves to be evil, ruthless and powerful enough to impress and intimidate them. Goblins dislike their fellow faerie folk, except for some of the uglier, meaner faerie kin like toadstools and bogies.

Allies: Regularly work with hob-goblins, orcs, ogres, and trolls. Indifferent towards troglodytes, giants and most creatures of magic.

Habitat: Goblins are found throughout the world but are most common in the Old Kingdom, Eastern Territory, Western Empire, Timiro and in the South. The largest *known* communities are found in the Old Kingdom.

Favorite Weapons: All except pole arms and long bows.

Other Notes:

1. Worship evil gods, devils, demons and even powerful dragons, sphinx, giants and sorcerers.
2. Often sell services as mercenaries, spies, thugs and thieves.
3. Can wear any type of armor, but most prefer studded leather and chain mail.
4. Poor craftsmen who hate physical labor other than brutalizing or killing people.
5. Tend to be lazy, cruel, vindictive bullies as well as deceitful and treacherous.
6. Goblins operate best in small groups with a charismatic and powerful leader.
7. Although aggressive, mean and given to acts of terrorism and brutality, goblins and hob-goblins are easily intimidated (and bluffed) by demonstrations of power.

The Goblin Cobbler

Optional R.C.C. (Racial Character Class)

Like most faerie folk, goblins once possessed natural magic abilities. Yet, for some reason (perhaps genetic) very few present day goblins have these abilities. The few that do are known as Cobblers and hold a respected place in the goblin community.

To randomly determine whether a goblin is a Cobbler, roll percentile dice; a roll of 1-15 indicates a Cobbler.

Natural Abilities:

1. Metamorphosis: A Cobbler's most significant power is the ability to metamorph at will into a dark, small animal. There is no limit as to how often this metamorphosis can be performed other than a maximum of once every two minutes, Nor is there a limit as to how long the animal shape can be maintained. Cobbler Goblins usually select ominous animals like a rat, toad, raven, black cat, weasel, etc. This makes them perfect spies, thieves and assassins (the animal cannot be smaller than a toad).

2. Faerie Magic: Cobblers can cast the following spells twice per 24 hours: mend wood, wither plants, sense magic, tongues, charm, and darkness. All magic spells are equal to a third level mage. Since the Cobbler is not a true magic-user, his abilities do not increase as he gains new levels of experience. Nor can the character learn more spells, read magic symbols, or gain/study any other magic abilities.

3. Special Bonuses: +1 to save vs all types of magic, +1 to save vs possession, +3 to save vs horror factor. Cobblers also have an aptitude for wood working and get a +10% bonus for carpentry, boat building, and sculpting/whittling.

Note: All other stats are the same as the average goblin. Characters with major or master psionic powers cannot be a Cobbler.

Hob-Goblins

Hob-goblins appear to be genetic mutations of the goblin. These tall, lanky, flop-eared beings are just as mean, petty, and treacherous as their shorter goblin kin. All aspects of the hob-goblin, their attitudes, morals, disposition, passion for precious metals and gems, society, enemies, and allies, are identical to the goblin. Hob-goblin and goblin are usually seen in the company of each other and will often be members of the same tribe. Each readily accepts the other as a brother and the two are astonishingly loyal to each other (everybody else, including orcs and ogres, are dispensable).

There are, however, certain differences between the two besides physical appearance. Hob-goblins are not as quick or dexterous as the goblin, nor do they possess their keen nightvision (limited to 40 feet/12.2), although their day vision is as good as a human's. The hob-goblin's strength is his mental endurance (M.E.), providing most with a healthy resistance to psionic attacks as well as insanity and mental fatigue.

Independent hob-goblin tribes, those not associated with a goblin tribe, are usually small, with 20 to 120 members. They will often live in caves, abandoned ruins, shallow burrows, or shabby huts. Hob-goblins are not nearly as common as goblins, with their total population at an estimated two million worldwide. Like gnomes and troglodytes, hob-goblins suffered huge losses as a result of the Elf-Dwarf War, although their people have never prospered like other races. Stillbirths are frequent and hob-goblins are so foolishly aggressive and stubborn that less than 33% reach their full life expectancy; their days in this world seem numbered.

Hob-Goblins

Alignment: Typically anarchist or evil, but most player characters are likely to be unprincipled, anarchist, aberrant or even good.

Attributes: The number of six-sided dice to be rolled is as designated. I.Q. 2D6, M.E. 3D6+6, M.A. 2D6, P.S. 3D6, P.P. 3D6, P.E. 3D6, P.B. 2D6, Spd 3D6 running — 1D4 digging.

Hit Points: P.E. +1D6 per level of experience.

S.D.C.: Only those gained from O.C.C.s and physical skills.

Average P.P.E.: 4D6 for the typical hob-goblin.

O.C.C.S Available to Hob-Goblins: Limited to assassin, thief, mercenary, soldier, black priest, witch, and vagabond. They tend toward men of arms O.C.C.s, especially mercenary or thief.

O.C.C. Skill Notes: Not applicable.

Horror Factor: None.

Physical Appearance: Short, compared to humans with large ears, large nose, small beady eyes, bald head, large teeth, skinny legs and large feet.

Size: 4 to 5 feet (1.2 to 1.2 m)

Weight: 90 to 140 pounds (40.5 to 63 kg).

Average Life Span: 80+ years; some have lived up to 130, but most males rarely make it to 40.

Natural Abilities: In addition to the character's high mental endurance, hob-goblins also have nightvision 40 ft (12.2 m), excellent day vision (equal to a human), and keen hearing (see bonuses). They can also dig crude, shallow tunnels but are far less adept at it than goblins, plus they hate digging and making tunnels; they'd much rather mug and steal than do work of any kind.

Underground Tunneling (Special): Fundamentally the same as for dwarves, only much cruder. **Base Skill:** 20% +5% per level of experience.

Underground Architecture: Fundamentally the same skill as for dwarves, only much simpler and cruder. **Base Skill:** 5% +5% per level of experience; detection and deactivation of traps is done at half his normal architecture skill level.

Underground Sense of Direction: Fundamentally the same skill as for the dwarf, but less acute. **Base Skill:** 10% +5% per level of experience and cannot judge the approximate relation/proximity to surface structures while underground.

Bonuses: +1 to initiative and dodge (keen hearing). Keen hearing also means that the character suffers half the usual penalties when blinded (can dodge, attack, etc., by listening to sounds); the hobo-goblin's hearing is easily as keen as a dog's and has the same range of hearing. +1 to save vs faerie magic, +1 to save vs psionic attack (in addition to possible M.E. bonus), +2 to save vs possession and +2 to save vs horror factor.

Magic: By O.C.C. only.

Psionics: None, but possesses a natural resistance to psionic attacks (see bonuses and high M.E.).

Enemies: Humans, kobolds, dwarves, gnomes, changelings, and especially elves. However, a hob-goblin will accept and serve a member of these races if the character proves to be evil, ruthless and powerful enough to impress and intimidate them. Hob-goblins also hate their fellow faerie fold and take pleasure in plucking the wings from faeries and sprites, knocking down their homes and similar acts of cruelty.

Allies: Regularly befriend and work with goblins, orcs, ogres, and trolls. Indifferent towards wolfen, troglodytes, giants and most creatures of magic.

Habitat: They are found throughout the world but are most common in the Old Kingdom, Eastern Territory, Western Empire, Timiro and in the South. The largest *known* communities are found in the Old Kingdom and Land of the South Winds.

Favorite Weapons: All, except pole arms and long bows; love magic.

Other Notes:

1. Worship evil gods, devils, demons and even powerful dragons, sphinx, giants and sorcerers.
2. Often sell services as mercenaries, spies, thugs and thieves.
3. Can wear any type of armor, but most prefer chain mail, splint, scale and plate.
4. Poor craftsmen and tunnel builders. They hate physical labor more than goblins!
5. Tend to be lazy, cruel, vindictive, backstabbing bullies as well as deceitful and rude.
6. Unlike goblins, hob-goblins operate well in groups especially if they think they're getting their fair share of the spoils.
7. Although aggressive, mean and given to acts of terrorism and brutality, hob-goblins are easily intimidated (and bluffed) by demonstrations of power.

Orcs

Orcs are the most common of the sub-human races (goblins being the second most common). They have a reputation for being dull-witted, muscle-bound brutes with a wicked disposition. Most people regard orcs as stupid, greedy creatures with delicate egos that make them vulnerable to all manner of deception and trickery. Furthermore, they are easily startled by sudden unexpected displays of magic or superhuman powers. Likewise, orcs are outrageously haughty and brazen fighters when in large numbers and/or facing an obviously weaker opponent, but they are easily unnerved and down-right cowardly when clearly outmatched or facing magical or supernatural opponents. Many a warrior has bluffed and bullied his way out of dilemmas with orcs where the barbaric creatures had the definite upper hand but were conned into believing otherwise. However, many a bold warrior has lost his life by overplaying his hand or mistaking all orcs to be nervous cowards. An orc will remember who has wronged or tricked him and extract a cruel vengeance when the scales tip in his favor. Worse, the anger of a orc knows no bounds. When truly outraged, a single orc will attack ten opponents without hesitation, be they human or deevils straight from Hel! Such madmen will often fight to the death. And the man who thinks all orcs are shiftless cowards has one foot in the grave and is just waiting for an orc to put him in his final resting place. Orcs are born predators and merciless warriors who genuinely enjoy combat.

In the right group, orcs can be as fiercely loyal, heroic and courageous as a palladin. Orcs of good or aberrant alignment will never betray a friend or ally, or desert him at a moment of need. They get this reputation because orcs are dull-witted, easily startled (not necessarily frightened) and tend to have a "herd mentality," that is to say that they follow the crowd. Thus, if the majority of their group is scared and retreats (like lily-livered goblins) the orcs in the party become scared and run away too. On the other hand, an orc will face down a god or demon lord if the rest of his group convincingly pretends not to be afraid. Orcs also look to strong, charismatic leaders or powerful warriors in the group, from whom they take their lead — orcs respect physical strength, agility and combat skills above all else. They fear magic and the supernatural because they don't understand them and because these things represent superhuman power (something they can understand and respect). The problem with utilizing orcs in an army or any large group, is that there are too many distractions and people to look at for their cues. Consequently, large groups of orcs tend to be unorganized, unfocused and easily confused. A small group of 6-20 with a strong leader can be devastating, something ogres, trolls and evil sorcerers take advantage of frequently.

Orcs, goblins, and hob-goblins are constantly found living together often functioning as members of the same tribe. Orcs are even found living with goblins in their subterranean tunnels. This had led some people to believe that these creatures are all related in some way, but the orc is a completely different species than his goblin friends. They associate together mainly because they are very similar in intellect, temperament and society. Like goblins, orcs function on the philosophies of "might makes right" and "the strong preys upon the weak."

A typical small band of orcs will range from 20 to 60 with either a warrior chief or powerful magic-user or priest. Frequently the leader of the tribe is of a different race. Ogres, trolls, giants and even humans frequently command groups of orcs — they tend to be everybody's minions because they are so easily impressed by brute strength and raw power. Large tribes may consist of as many as two or six thousand, with another several hundred (sometimes thousands) goblin and hob-goblin allies or fellow tribesmen. The larger tribes usually have a powerful tribal king or queen who is an extraordinary warrior or practitioner of magic (clergy included), or a supernatural monster like a greater demon, sphinx, Za or dragon. A War Chief is the second in command and a string of war lords, lieutenants and advisors subdivide the tribe into more easily manageable groups. However, such large groups are usually chaos in motion, with splinter groups and rabble rousers causing confusion, disobeying orders, misinterpreting orders, and so on.

Male and female orcs are surprisingly caring nurturing parents and very protective of their young. Orc parents will fight to the death to defend their mate and their children. Raiders who slay or kidnap an orc child will be hunted down by the parents, and sometimes other family members and friends, and brutally slain. Orcs have been known to spend years, if necessary, to avenge the slaughter of their offspring. For this reason, many slavers and plunderers will leave orc children behind and untouched, even if they are reasonably certain all the adults have been captured or killed. Most surviving adults will stay with the orphaned children to protect and raise them even if their mate has been killed. Even orcs not related to the abandoned child will usually take care of it as if it were his/her own. Only a diabolical orc will leave an orcish child to fend for itself.

The orc as a player character. While many orcs have been corrupted to the ways of evil by goblins, ogres and others, many are anarchist, unprincipled and good. Since orcs are everybody's cannon fodder and dupes, as well as slaves and servants, nobody thinks twice about one or more orcs in a mixed group, or that orcs might associate with any race from humans to dragons.

The one thing a player should be prepared for is people treating his character like an ignorant savage or a vile brute. Most people talk down to orcs (if they address them at all) and seldom show even the most noble, heroic or generous orc the slightest courtesy or respect. This can also work to the character's advantage because most people greatly underestimate them and some will talk right in front of them as if they weren't even present.

Orcs

Alignment: Typically anarchist or evil, but most player characters are likely to be unprincipled, anarchist, aberrant or even good.

Attributes: The number of six-sided dice to be rolled is as designated. I.Q. 2D6, M.E. 2D6, M.A. 3D6, P.S. 3D6+8, P.P. 3D6, P.E. 3D6+2, P.B. 2D6, Spd 3D6

Hit Points: P.E. +1D6 per level of experience.

S.D.C.: 10 plus those gained from O.C.C.s and physical skills.

Average P.P.E.: 2D6 for the typical orc.

O.C.C.s Available to Orcs: Limited to mercenary, soldier, assassin, thief, black priest, witch, and vagabond. They tend toward men of arms O.C.C.s, especially mercenary and thief.

O.C.C. Skill Notes: Not applicable.

Horror Factor: None

Physical Appearance: Husky, muscular humanoids who stand about the same height as humans but are much broader and heavily muscled. Even the females look like heavyweight boxers. The nose is large, flat and has large nostrils that have been compared to both the hog and gorilla. The ears are pointed like those of an elf, eyebrows thick and bushy, and the mouth large and filled with sharp teeth and canine fangs. The hair is black and usually grown into a long, wild mane or worn back in a ponytail.

Size: 5 to 6 feet, eight inches (1.5 to 1.9 m)

Weight: 160 to 250 pounds (72 to 112.5 kg).

Average Life Span: 50+ years; some have lived up to 80.

Natural Abilities: In addition to the orc's great strength and stupid courage, the character also has nightvision 40 ft (12.2 m), excellent day vision (equal to a human), and a superior sense of smell.

Track Blood Scent: An orc can follow the scent of blood up to 1000 feet (305 m) away at the base skill of 15% +5% per level of experience.

Recognize Scent of Others: The orc can recognize and follow a *familiar* scent up to 50 feet (15 m) away. **Base Skill:** 10% +3% per level of experience; +13% to recognize and follow the scent of a mate or offspring. Roll once for every 100 feet (30.5 m) when following a scent trail. A failed roll means the trail is lost.

Bonuses: +1 to roll with impact and +3 to save vs horror factor. Clawed hands inflict 1D6 damage +P.S. bonus, and a bite attack does 1D6 damage but no P.S. bonus is applicable.

Magic: Witchcraft and priest O.C.C.s only.

Psionics: None.

Enemies: Hate humans, elves, dwarves, gnomes, and changelings. However, an orc will serve them as a slave or if impressed by those with uncommon physical strength, combat skill or magic powers.

Allies: Regularly befriends, works and lives with goblins, hob-goblins, and ogres. Respect and often follow Wolfen, trolls and giants. Indifferent towards kobolds, troglodytes, and most creatures of magic.

Habitat: They also have a habit of living amidst the ruins of all types of abandoned structures; tunnels, buildings, castles, dungeons, caves, the list is endless. Orcs also build simple huts, stockades, and erect tents. Common to all climes and terrain, they seem to prefer woodlands, and hilly, rocky, or mountainous regions. This is partly due to their close relationship with goblins. Orcs are most common in the Old Kingdom, Eastern Territory, Western Empire (50% slave), Timiro and in the South. The largest *known* communities are found in the Old Kingdom and Land of the South Winds.

Favorite Weapons: Any, but most lean toward large, heavy weapons like battle axes, pole arms, large swords, etc. They love magic weapons.

Other Notes:

1. Worship evil gods, devils, demons and even powerful dragons, sphinx, giants and sorcerers. To an orc, true power is the freedom to do whatever one wants to whomever one wants. Consequently, they will obey and follow any being who possesses great physical strength or incredible magic power and/or promises great treasure and/or glory.
2. Often sell their services as mercenaries, spies, thugs and thieves. They revel in destruction and mayhem and love to participate in torture, murder, pillaging and general acts of carnage.

3. Can wear any type of armor, but most prefer chain mail, plate and other heavy types of armor.
4. Orcs are poor craftsmen, but hard workers who do not flinch from heavy, difficult or repugnant labor. Consequently, they have been used by virtually every race imaginable at one time or another as migrant farmers, low wage workers, slaves or pawns since the beginning of history. The Western Empire has a huge orc slave population.
5. Tend to be savage and cruel to other races.
6. Like goblins, orcs don't work well in large groups.
7. Although aggressive and mean, the dull-witted orc is easily startled, confused and redirected. Most are followers, not leaders.

Ogres

Ogres resemble giant, neanderthal cousins to humans. In fact, some scholars believe ogres do share the same ancestral lineage as humans and may be mutants. This belief is given credence by the fact that ogres can, and do, successfully mate with humans producing healthy offspring (such offspring are always considered ogres). While humans and ogres may share a common ancestry the similarity ends there. Ogres are giant-sized compared to most humanoids, powerful in limb, and wicked in temperament. These misanthropes distrust all humanoid life, even the other sub-human races, including trolls, goblins, and kobolds. They loathe the more handsome races, such as humans, elves, dwarves, gnomes and faerie folk. Of course, these races all hold a special place on the ogre's menu, as these vicious predators love raw humanoid flesh.

Ogres are quite primal, driven by passion, love, anger, and hate. They delight in hand to hand combat to prove their superiority, and seldom refuse such a challenge even under the least favorable conditions. They always fight to win, battling without mercy or honor and usually till death — even if an opponent begs for mercy, an ogre is likely to slay him. Whether armed with the large blade weapons that ogres love or simply fang and claw, they are deadly foes.

Ogre tribes are quite small, rarely exceeding one hundred members, although they are likely to have other non-human lackeys like goblins and orcs, who will outnumber the ogres two to one. An ogre tribe is usually established at or near some form of natural fortification or sturdy ancient ruin. Ogres are also known to take over castles and villages of those they conquer, as well as build large, simple stone huts. A typical tribe will contain a ratio of 40% female (one-half human captives), 45% male, and 15% young. Many female ogres are sterile (possibly the result of mutant genes), prompting the males to kidnap and hold captive human females for breeding purposes. A coward or weakling has no place among ogres and will be driven from the tribe or killed.

Orcs, being slow-witted and impressed by the size, strength, and stamina of ogres, are often found living with or near an ogre tribe. They present no threat to the ogre's fragile ego and paranoia, so they are the most common minions and are always subservient to their ogre betters.

Unlike some of the other monster races, ogres have developed skills other than fighting and bickering. They are excellent hunters of game and superb trainers of animals. Consequently, there are few lairs which do not have an array of trained animals. Most are animals used for hunting and protection, such as wolves, coyotes, bears, hawks, and falcons. At the domestic spectrum: goats, wild boars, pigs, stolen cattle and some fowl are stocked.

The ogre as a player character. An ogre can be any alignment as a player character, however, most humans and their allies regard ogres as dangerous monsters not to be trusted. Although scholars point to a hereditary link between humans and ogres, most humans deny any relation to these horrible giants and many hate them with a vengeance. Likewise, ogres have no love for little humans or their elven buddies. This means drunken warriors, bullies and the racially prejudiced will frequently harass, challenge and attack ogres with little or no provocation. Likewise, many human, elven and dwarven towns and people won't serve ogres (or other monster races). On the other hand, goblins, orcs, kobolds and other non-humans like ogres and treat them well (while humans and elves are treated like dirt).

Another problem will be the character's immense size. Ogres are typically 50%-100% bigger than an average human, so finding giant-sized accommodations, other than a barn or the back porch, can be a problem. Ogres also consume about three times the food of a typical, healthy, husky human warrior, which means higher expenses than a human-sized character. Likewise, finding ogre-sized clothing, weapons and equipment can also be a problem, requiring double to quadruple the

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normal human cost and may require custom-made items — ogres are in an awkward position in that they are considerably larger than humans but smaller than most true giants. As giants with a reputation, as a race, for being ferocious, powerful warriors, the ogre is likely to be targeted by attackers as the first guy to be brought down. Ogres who associate with humans stand head and shoulders above, and like the saying goes, "he who sticks his head above the crowd is likely to get a brick thrown at it."

Ogres

Alignment: Typically anarchist or evil, but most player characters are likely to be unprincipled, anarchist, aberrant or even good.

Attributes: The number of six-sided dice to be rolled is as designated. I.Q. 3D6, M.E. 3D6, M.A. 2D6, P.S. 4D6+4, P.P. 3D6, P.E. 3D6+6, P.B. 2D6, Spd 3D6

Hit Points: P.E. +1D6 per level of experience.

S.D.C.: 20 plus those gained from O.C.C.s and physical skills.

Average P.P.E.: 3D6 for the typical ogre.

O.C.C.S Available to Ogres: Any, without restriction.

O.C.C. Skill Notes: In addition to other O.C.C. and related skills, the character automatically gets the following skills: recognize weapon quality (+15%), falconry (+10%) and animal husbandry (+10%).

Horror Factor: 10

Physical Appearance: Huge, hairy, muscular humanoids sporting wicked canine teeth and sharp claws. Their complexion is a warm grey to tan color; thick hide, sometimes scaling or flaking. Small round ears, dark eyes, dark hair.

Size: 7-12 feet tall (2.1 to 3.6 m); 6 feet plus 1D6 additional feet.

Weight: 250 to 500 pounds (112.5 to 226 kg).

Average Life Span: 90+ years; some have lived up to 130.

Natural Abilities: In addition to the ogre's great strength and size, the character also has nightvision 40 ft (12.2 m) and excellent day vision (equal to a human).

Bonuses: +2 to save vs horror factor. Clawed hands inflict 2D4 damage +P.S. bonus, kick 3D6 +P.S. bonus, and bite 2D4 damage but no P.S. bonus is applicable.

Magic: By O.C.C. only (any)

Psionics: None.

Enemies: Hate humans, elves, dwarves, gnomes, changelings and faerie folk. However, an ogre will occasionally serve a powerful warlord or mage of these races.

Allies: Regularly befriends, works and lives with orcs. Dislikes goblins, hob-goblins, kobolds, wolfen, trolls, giants and most other races, but will consider working with them if the ogre is the leader and/or the reward is great enough. Indifferent towards troglodytes.

Habitat: Ogres are found in small clans and clusters throughout the world, except the Western Empire (unless a slave or gladiator). The largest *known* communities are found in the Old Kingdom and southwestern Yin-Sloth Jungles.

Favorite Weapons: Any. Although terrible craftsmen, ogres recognize and appreciate well-crafted weapons and armor. Among their favorite are large swords, axes, and blunt weapons (mace, morning star, cudgel). Many also seem adept with the sling and ball and chain. Items created from precious metals, gem encrusted, or endowed with magic properties are also coveted by ogres.

Other Notes:

1. Worship evil gods, devils, and demons.
2. Often sell their services as mercenaries, thugs and assassins.
3. Can wear any type of armor, but most prefer splint, scale and plate armor, or nothing more than a loincloth; usually one extreme or the other.
4. These creatures can learn and master any skill a human can, but most prefer to fight and conquer others rather than learn a trade.
5. Tends to view all races other than the orc with suspicion and contempt.
6. Don't work well in large groups; very competitive.

Trolls

Trolls are a race of vindictive, sadistic monsters who enjoy tormenting their victims before they kill them, particularly humans and humanoid allies. They also engage in acts of intimidation, degradation and terrorism — they love to watch their victims squirm. Trolls also have a reputation for being extortionists who will often demand a stiff payment or humiliating deed in order for a traveler to pass or enter an area. In other cases, the creature may insist on combat, winner takes all possessions and is allowed to pass/leave. These challenges aren't usually to the death, unless the troll is made angry; it's more fun to degrade somebody than kill him. Such extortion and racketeering can take place at bridges, mountain passes, city gates, entries into buildings or access to something or place (staircase, table, bar, equipment, etc.).

Trolls commonly establish their lairs near a crossroad, bridge, or mountain pass, extracting exorbitant tolls from all wishing to pass. If antagonized, they will not hesitate to slay the person or people who have angered them. Trolls are not to be trusted, they will often rob, beat, or kill the unsuspecting for the sheer pleasure of it. Trolls also have a reputation for terrorizing towns and villages for both pleasure and profit, demanding bounty (livestock, booze, precious metals, and gems) or services to appease them. If refused, the monsters will enjoy nightly murder sprees, lob boulders, set fires, rape, pillage, and create general mayhem and terror until the people submit to their demands. A single troll can easily terrorize and/or destroy a small unprotected town or village.

The legendary might and ferocity of the trolls enables them to deal amiably with all other monster races. However, they enjoy the company of kobolds above any other. A troll will often be accompanied by 2 to 8 kobolds, as well as share his spoils and residence with them. Orcs, goblins, and hob-goblins are customarily employed as underlings if friendly kobolds cannot be found.

Trolls predominantly dwell in rocky areas such as mountains, ravines, caverns, gorges, and the bases of cliffs and large hills. They usually inhabit caves or build large stone huts or towers. Although trolls can be found worldwide, their numbers are small, consequently, one seldom encounters more than one to three at any one place. Even the rare large community of trolls seldom exceeds 30 members. Fair miners, these large communities may carve shallow tunnels or caves into the side of a mountain or large hill. They are ferocious fighters who love boxing and hand to hand combat, thus they seldom use spears or missile weapons, except for an occasional thrown boulder. Trolls are strong and agile in the extreme and can make mincemeat out of unsuspecting combatants.

The troll as a player character. Most people, human and nonhuman, who aren't giant-sized fear trolls and will avoid even those who are allegedly heroes. Trolls are also the first to fall under suspicion for anything that goes wrong in the community, especially assaults by bandits and other crimes (trolls are often the masterminds behind criminal activity and the leaders of kobolds, orcs and other monsters). Many human, elven and dwarven towns won't serve ogres (or other monster races). Although goblins, orcs, and other non-humans will cater to their needs, most fear them as much as humans, for trolls are known to be fiendishly sneaky, ruthless, bloodthirsty and given to sudden acts of violence. Only kobolds are spared their wrath.

A troll character will also have the same problems as the ogre character in regard to acquiring appropriately sized clothes and equipment, as well as needing to consume five times the food required by the average human adult and other size considerations.

Trolls

Alignment: Typically anarchist or evil, but most player characters are likely to be unprincipled, anarchist, aberrant or even good.

Attributes: The number of six-sided dice to be rolled is as designated. I.Q. 3D6, M.E. 2D6, M.A. 2D6, P.S. 4D6+10, P.P. 4D6, P.E. 3D6+6, P.B. 1D6+4, Spd 2D6

Hit Points: P.E. +1D6 per level of experience.

S.D.C.: 40 plus those gained from O.C.C.s and physical skills.

Average P.P.E.: 3D6 for the typical troll.

O.C.C.s Available to Trolls: Any, except psychic P.C.C.s and illusionist. They tend toward mercenary fighter, thief, and assassin, witch, monk or clergy; most seldom dabble in magic.

O.C.C. Skill Notes: Not applicable.

Horror Factor: 12

Physical Appearance: These large monstrosities are slightly smaller than giants but equally strong (if not stronger). The mere sight of them can be terrifying, as they resemble giant, hairy corpses with pale, almost white, blotchy skin, stringy hair, red rimmed eyes and huge fangs.

Size: 9-14 feet tall (2.7 to 4.3 m); 8 feet plus 1D6 additional feet.

Weight: 300 to 700 pounds (136 to 317 kg).

Average Life Span: 120+ years; some have lived up to 200.

Natural Abilities: In addition to the troll's great strength and size, the character also has nightvision 60 ft (18.3 m), excellent day vision (equal to a human), are instinctive climbers with a base skill of 75%/65 and swimming at 60%.

Bonuses: +3 to save vs horror factor, plus one additional attack/action per melee round! Clawed hands inflict 2D6 damage +P.S. bonus, kick 3D6 +P.S. bonus, and bite 2D4 damage but no P.S. bonus is applicable.

Magic: By O.C.C. only.

Psionics: None.

Enemies: Hate humans, elves, and changelings. Has little respect for any other people, including the monster races and fellow giants.

Allies: Most trolls have an affinity toward kobolds and vice versa. Thus, a troll is often found in the company of small kobold bands, and occasionally living with or near a kobold community. One or two trolls will frequently command a band of monstrous brigands or join forces with a group of other evil, malicious beings. Ogres, orcs, ratlings, goblins, and hob-goblins are among their second choice for minions but they may associate with any race.

Habitat: Trolls are found throughout the world as solitary predators, in pairs or small groups of 3D4, although they may associate with many other beings. The largest *known* communities are found in the Old Kingdom and Baalgor Wastelands.

Favorite Weapons: Large blade weapons such as sickles, scythes, axes, picks, and large swords.

Other Notes:

1. Worship evil deities.
2. Trolls may wear anything from plate armor to rags or animal skins. They increase their menacing appearance by wearing the skulls and bones of their victims as macabre belts, bracelets, necklaces, accents on armor and jewelry.
3. Have a keen eye for precious metals and gems.
4. Love to eat their enemies; gnomes are considered a delicacy.
5. Clever, cunning, treacherous, cruel, mixed in with a wickedly cheerful temperament and deceptively friendly demeanor.
6. Weapon Notes: Troll and giant weapons weigh 3-5 times more than the standard human-sized equivalents and do one extra die of damage in addition to any P.S. bonuses the troll may have.
7. Damage Notes: The *clawed* hands inflict 2D6 damage plus P.S. damage bonus (if any). *Bite* does 2D4 damage but without benefit of the P.S. damage bonus.
8. A troll's wealth is judged by the size of his treasure hoard and the skulls that line his lair.

Changelings

Changelings are an ancient race of shape changers universally feared and hunted by all other races except elves. Although elves show some degree of hospitality toward changelings, even they do not trust them completely and have little regret for having to slay one. Changelings are naturally seven foot (2.1 m) tall, thin, pale yellow skinned humanoids with large sad eyes and rather homely features. They all possess the ability to shape change into any humanoid creature from as small as 3 feet (0.9 m) to as tall as 10 feet (3 m). Changelings are creatures of magic with a history as old as the elves'. Nobody knows the origin of these beings although most believe they are the evil creation of the Old Ones or a similar dark, supernatural force. Even the changelings don't know their ancestry.

Countless legends warn of the dangers, treachery, and foul deeds of the shape changers — infamous villains accused of plotting the destruction of the other races by assuming the shape of those people and slaying them while they slept. Changelings have also been implicated in scores of disasters, countless assassinations and mysterious disappearances. It is said that a changeling will secretly study a person, his speech, mannerisms, and life style, then slay him and assume his identity. Although much of this is pure superstition and madness, many changelings have been known to capture or kill a person to assume his identity for the purposes of spying. In addition, evil changelings have used their natural abilities to become assassins, and criminals. It is the deeds of these villains that help fuel the misconceptions and psychotic fear that people harbor toward changelings.

Changeling hysteria is a constant, reoccurring phenomenon in which massive witchhunt style purges are launched to exterminate them. In many instances, the mere suggestion of a changeling conspiracy is enough to launch a blood campaign of genocide. Most races are so paranoid about changelings that the poor creatures are slain upon discovery without benefit of a trial. Many of these paranoid frenzies have lasted decades and swept across the entire civilized world. Sadly, the mania can become so great that anybody suspected of being a changeling is killed where he stands before he can shape-shift into some other appearance and escape. Of the millions that have been slaughtered over the millenniums, an estimated 40% have been innocent people falsely accused. In some cases, the changeling scare has been used to undermine an enemy or as an excuse to attack a rival.

Blind terror and panic has brought global genocide of all changelings, good and bad. No other creature in the Palladium World has been more persecuted than the Changeling. Ironically, this is the primary reason changelings hide their true identity, for to do otherwise means death! Thus, they take the general forms of more acceptable creatures (varies depending on the population of the region) and hide in plain view, disguised as an ordinary person.

Although changelings do have a bloody history involving all manner of treachery and corruption, they are not necessarily evil. Many are benevolent towards humans and the other races and are capable of great feats of courage, friendship, and loyalty. In fact, many times a changeling grows to identify so closely with the race he is impersonating that he develops a genuine sense of kinship and camaraderie with it. Some have secretly become great kings, priests, wizards and heroes, while others lead quiet unassuming lives. Trouble erupts when one dies of old age, disease or accident and his true from is revealed. Inevitably, the worst is assumed and slaughter, fueled by panic, ensues.

Today, it is believed that changelings are extinct or nearly so, but no one can be certain, for how does a person identify a creature who can assume any humanoid shape at will? It is believed, and rightly so, that the changelings there are coexist among the other races disguised to look like one of their own. It is extremely difficult to identify a change-

ling unless he reveals his true form. Height, age, complexion, and race can all be controlled and altered. A changeling aura is not much different from an elf or human and even a high level mind mage may not be able to discern an appreciable difference. They also have an extremely high mental endurance, making mental probes or examinations an equally difficult task. Perhaps their physical differences are the most striking to the trained eye. Changelings have weak constitutions (P.E.), making them susceptible to disease and fatigue. They also have absolutely no tolerance for alcohol, becoming blasted on one glass of ale, and cannot eat salt without becoming ill/nauseous. Changelings are also slow moving and not very agile

Changeling as a player character. Playing a changeling is not much different than playing a human, elf or any other character. The only real difference is that changelings are very careful in choosing their friends and usually keep their true identities a secret for a long time. These characters can be loads of fun to play if one exercises reasonable caution.

Changeling

Alignments: Any

Attributes: The number of six-sided dice rolled is as designated: I.Q. 3D6, M.E. 4D6+6, M.A. 4D6, P.S. 3D6, P.P. 3D6, P.E. 2D6, P.B. 2D6, Spd 2D6

Hit Points: P.E.+1D6 per level of experience.

S.D.C.: Those gained from O.C.C.s and physical skills only.

Natural Armor Rating: None

Average P.P.E.: 5D6

Natural Abilities: Superior mental endurance and affinity, plus:

Shape changing ability: A changeling can alter his shape and size to assume the appearance of any humanoid creature. They cannot shape change into animals, insects, or objects. Nor can they grow additional limbs or other appendages, like a tail or wings. This means the creature cannot temporarily eliminate one limb if the person being imitating has lost a limb. Likewise, a changeling who loses an arm or leg in battle cannot regenerate the missing limb for the purpose of disguise. They can instantly grow hair or fur of any type and color and otherwise change their appearance completely. The changeling does have size and mass restrictions. The absolute smallest size is three feet (0.9 m) and the tallest is ten feet (3 m). Mass/weight varies only thirty pounds or so, consequently, when small they are fat, and when tall they are thin. One full melee (15 seconds) is required to complete a transformation.

When assuming the guise of a particular living person, the changeling can adjust its diet accordingly, gaining or losing weight to make the impersonation perfect. Note that only the physical appearance, size and shape of the body changes. The changeling's attributes are always the same, regardless of size and appearance. Nor do clothes magically change to fit the new body; new clothes will have to be acquired. Also note that changelings are asexual — have no one gender. They can physically change to be either male or female, or both.

Bonuses: +2 to save vs telepathic probes, mind control and horror factor, in addition to bonuses gained from attributes, O.C.C., and skill bonuses. +5% to disguise skill.

Occupational Character Classes available to the Changeling: Any O.C.C. without limitation.

O.C.C. Skill Notes: Not applicable.

Horror Factor: 10

Physical Appearance: With shape changers, who knows?

Height: Seven feet (1.2 m) tall as a changeling; 3-10 feet (0.9-3 m) tall otherwise.

Weight: 180 to 250 pounds (81 to 112.5 kg) is average.

Average Life Span: 250+ years

Magic: By O.C.C. only.

Psionics: Standard, same as humans.

Enemies: All races are feared.

Allies: Traditionally, elves are the closest to being an ally. However, they like to keep secret company among humans, elves, wolfen and other humanoid canines, orcs, and trolls.

Habitat: Can be found anywhere. Rumors that a changeling colony may exist in the Yin-Sloth Jungles or Floenry Islands are starting to circulate.

Favorite Weapons: None in particular.

Other Notes:

1. Worship any number of deities; similar to humans.
2. Wear all types of armor.
3. Tend to be suspicious of others, especially strangers.
4. Fair craftsmen and metal workers.
5. Most races engage in the mass genocide of changelings, actively hunting them down and destroying them wherever they are found.
6. **See Palladium RPG Book VI: Island at the Edge of the World** for more history, info and adventures regarding changelings.

The Wolfen

The greatest threat to human dominance of the Palladium world is the emerging Wolfen Empire. Once lost to bickering and warring against each other, the Wolfen were considered to be witless buffoons much like orcs and goblins. However, since the unification of the twelve Wolfen tribes, they have proven themselves to be clever, inventive, adaptive, and valiant warriors with a keen mind for strategy and tactics. The Wolfen are incredibly well organized, disciplined, and just. Much like the early days of the Roman Empire, the Wolfen are building a reputation for strength, justice, loyalty, and military might. Also like the Romans, they are masters of diplomacy and subterfuge, offering aid and assistance to any kingdom or people (even humans) who request it. Treaties, pacts, and alliances complete the transaction which the Wolfen fulfill to the letter. If such an agreement is broken by the other parry, they are crushed or bullied into submission.

The Wolfen's goal is to conquer the known world, uniting all the races under one global government. Of course that government would be organized, led, and enforced by Wolfenkind. Already the word has

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spread that these canine humanoids do not destroy or enslave their conquered people, but rebuild their cities, protect and provide for the people, and allow them to keep and openly practice their religious faiths, as long as they are not subversive to Wolfen rule. This fair-play is unprecedented even in human society, and so the Wolfen Empire slowly grows and prospers.

Needless to say, humans are completely opposed to submitting to the Wolfen, no matter how generous their rule. This has provoked a number of lengthy border wars up north, with no decisive victory for either side. One advantage for the humans is their superiority in quality metal arms and armor. The humans also dominate the seas with powerful, well trained fleets. Yet, even now the arms advantage dwindles as Wolfen become more adept in working metals and continue their alliance with kobolds who now manufacture 60% of all Wolfen arms and armor. Although the Wolfen have few seaworthy vessels, their foot soldiers are trained to perfection. Combined with honor, dedication, and a burning goal for global conquest, the Wolfen armies are a force to be respected and feared. Assaults against human villages, forts, and strongholds in the Great Northern Wilderness and along its borders have increased sharply. Thus far, the Wolfen have directed their strongest attacks inland, away from the seacoasts where humans have the advantage of their fleets.

Unfortunately for humans, Wolfen lay claim to the entire Northern Wilderness and the northern half of the Eastern Territory, an immense land area of unexplored forests. Human reconnaissance shows that Wolfen and other canine humanoids are scattered throughout the wilderness, but that the heart of their civilization is located in the northeastern region. It is in this area that large Wolfen cities and farmlands are located.

Wolfen are not like most of the chaotic monster races who wander about in loose-knit tribal societies. Wolfen are civilized with cities, culture, and laws. They are very similar to humans in that they are inventive, social creatures who have farms, forts, villages, cities, merchants, diplomats, soldiers, nobles, and kings. They have rules, laws, and regulations. They are not inherently cruel or evil simply because they are the enemy of humans. Wolfen are simply another race, another people, trying to carve their place in this world. In many respects, they are large, furry humans.

Wolfen and humans have been sworn enemies ever since the first Western Empire slavers captured Wolfen for the slave markets and arenas. The two seem destined to a confrontation that is likely to change the face of this world.

Although Wolfen disapprove of the cruel, dishonorable races like goblins, orcs, ogres and trolls (all of whom are considered barbarians by Wolfen), they realize their value as allies against a common foe, humanity. They often enlist the services of these beings as mercenary fighters, spies and advance forces. Easily impressed by the Wolfen's strength and military might, orcs and goblins make willing pawns in this war. However, even though Wolfen have commanded up to a thousand of these scoundrels at a time, they have not been successful in uniting or controlling greater numbers of these chaotic beings. Yet the possibility of an orc and/or goblin army under Wolfen command is real. More likely is the unification and control of the Wolfen's barbaric cousins, the *Coyle*. If they can ever unite these races, as they did their own tribes, they could become a power that even the humans and their allies could not repel.

Wolfen as a player character. People love to play Wolfen! They are powerful, resourceful and human, with a little mixture of tragedy and misunderstanding — the classic beauty and the beast syndrome; the gentle giant behind a monstrous facade. However, while many Wolfen are brave and noble warriors and knights, many are just as vile as the stories about the "baby eating" monsters suggest. However, the level of evil vs good is no different than playing a human. Like humans, Wolfen exhibit an amazing capacity for love and kindness as well as an equal capacity for hatred and cruelty.

Heroic Wolfen or any canine traveling with a mixed racial group of characters will be most quickly accepted in the Great Northern Wilderness. In the Eastern Territory and other domains of humankind. Wolfen are regarded as murderous barbaric monsters who delight in massacring innocent men, women, and children. One of the most pervasive and damning myths is that Wolfen devour their foes and love to eat human babies! How this lie came into existence is unknown and entirely false. No Wolfen, or Coyle for that matter, has ever "eaten" a baby of any race. In fact, Wolfen show great compassion toward infants, children and women of all races. Despite rumors to the contrary, Wolfen are not mindless barbarians, they are an advanced and civilized people with their own culture, history and achievements. Unfortunately, they have a long history of war equal to human civilization (Wolfen are no more warlike and definitely not as decadent as the Western Empire) and tribal rivalries have caused devastating civil wars which have kept the Wolfen from reaching their full potential.

Regardless of the truth in the stories or the fact that the savage actions of the Coyles are often attributed to Wolfen, characters will encounter incredible hatred and prejudice from humans, dwarves and elves in most parts of the world. In many instances, the player character is likely to be challenged by warriors and ordinary townsfolk who have lost loved ones to these "monsters." In others, the character may be attacked by a lynch mob, or bushwhacked by zealots. A best case scenario at border towns, lumber camps and trading posts is that the Wolfen character will be viewed with disdain, treated rudely, cheated and verbally abused. In most cases, the Wolfen character will have to pretend to be the slave of a non-wolfen character or be killed on the spot. Wolfen "slaves" must sleep in the barn, stable, hog pen or even outside of town (the barn may be too good for the "baby eater").

When visiting a Wolfen community, it is humans, dwarves and gnomes who must be wary and suffer the barbs of prejudice, although Wolfen tend to be a bit more tolerant and less judgmental. Kobolds, orcs and other monster races who behave themselves are usually welcome at a Wolfen village or city.

Wolfen

Alignment: Any, but tend toward principled and aberrant, both alignments with a strong personal code of honor.

Attributes: The number of six-sided dice to be rolled is as designated. I.Q. 3D6, M.E. 3D6, M.A. 2D6, P.S. 4D6+1, P.P. 3D6, P.E. 3D6, P.B. 3D6, Spd 4D6

Hit Points: P.E. +1D6 per level of experience.

S.D.C.: 20 plus those gained from O.C.C.s and physical skills.

Average P.P.E.: 3D6 for the typical Wolfen.

O.C.C.s Available to Wolfen: Any, without restriction, although most lean toward the men at arms, with the occasional clergy member and even less occasional practitioner of magic. Magic is new to the Wolfen, so there aren't as many sorcerers among the canines as there are among humans and elves.

O.C.C. Skill Notes: Not applicable.

Horror Factor: 12

Physical Appearance: Just as their name suggests, they look like giant humanoid wolves. The body is covered in dark and/or light grey colored fur, the creature has a canine muzzle and teeth, powerful jaws, and hazel, brown, or green eyes. Their legs are very animal like and reminiscent of a trained dog walking on its hind legs.

Size: 7-10 feet tall (2.1 to 3. m); 6 feet plus 1D4 additional feet.

Weight: 250 to 500 pounds (112.5 to 226 kg).

Average Life Span: 50+ years; some have lived up to 80.

Natural Abilities: In addition to the Wolfen's intelligence, physical strength and size, the character also has nightvision 40 ft (12.2 m), excellent day vision (equal to a human) and a keen sense of hearing and sense of smell.

Track Blood Scent: A Wolfen can follow the scent of blood up to 500 feet (152 m) away at the base skill of 20% +4% per level of experience.

Recognize Scent of Others: The character can recognize and follow *a familiar* scent up to 50 feet (15 m) away. **Base Skill:** 16% +4% per level of experience; +10% to recognize and follow the scent of a mate or offspring. Roll once for every 100 feet (30.5 m) when following a scent trail. A failed roll means the trail is lost.

Keen Hearing: The character's hearing is as keen as a dog's and has the same range of hearing.

Bonuses: +1 on initiative, +2 to save vs horror factor. Punch or claw strike inflicts 2D4 damage +P.S. bonus, kick 2D6 +P.S. bonus, and bite 2D4 damage but no P.S. bonus is applicable.

Magic: By O.C.C. only.

Psionics: Standard; same as humans.

Enemies: Humans, dwarves, and changelings. Dislike faerie folk. However, a Wolfen may associate with those races. Elves are allied to humans and therefore, regarded as an enemy, however Wolfen covet the knowledge and friendship of elves and are constantly soliciting their favor. Wolfen generally see supernatural forces as evil and dangerous. As a result, they seldom ally themselves to the supernatural, but do worship a variety of Northern Gods and the Gods of Light, and have no qualms about commanding supernatural forces in the same way humans and elves do.

Allies: Kobolds, Coyles, Kankoran, Bearmen, Algor giants, orcs, goblins, and other monster races. Indifferent toward most giants, troglodytes and faerie folk.

Habitat: Wolfen can be found throughout most of the world, although they are seldom found farther south than the Old Kingdom. The Wolfen Empire and the largest communities of canines are found in the Great Northern Wilderness, and to a much lesser degree the Eastern Territory and Lopan.

Favorite weapons: Pole arms, ball and chain, swords, and axes. They love rune weapons and magic items.

Other Notes:

1. Worship a variety of deities.
2. Wear all types of armor, but favorites include scale mail, splint, half plate and plate and chain.
3. Competent builders, craftsmen, smiths, and artisans.
4. Highly disciplined men of arms; many are professional soldiers, knights, rangers, long bowmen and palladins.
5. Provide aid and protection to all who request it.
6. **See Adventures in the Northern Wilderness, Monsters & Animals** and the upcoming **Wolfen Wars** books for more information about the canine races of the North.

Coyles

The Coyle represent a serious problem to the Wolfen Empire. First, one must realize that Coyles are shiftless, mean-spirited and lazy riffraff that might be considered the canine humanoid equivalent of goblins. They are chaotic, vicious warriors who raid communities and groups of Wolfen, other Coyles, and non-canine races for both fun and profit. They love to frighten and intimidate others as well as engage in acts of murder, terrorism and wanton destruction. In fact, it is the smaller, more wiry Coyles who have been responsible for most of the highly publicized "Wolfen" attacks and atrocities in the Eastern Territory. Unfortunately, most humans do not make the distinction between Wolfen and Coyle, despite the fact that there are sharp differences. See **Adventures in the Northern Wilderness, Monsters & Animals** and the upcoming **Wolfen Wars** books for more information about the canine races of the North.

Playing a Coyle character is basically the same as the Wolfen, although Coyles tend to be scoundrels, thieves and barbarians.

Coyles

Alignment: Any, but tend toward anarchist and miscreant; the antithesis of the noble Wolfen.

Attributes: The number of six-sided dice to be rolled is as designated. I.Q. 3D6, M.E. 3D6, M.A. 2D6, P.S. 3D6+1, P.P. 4D6+1, P.E. 3D6, P.B. 3D6, Spd 3D6

Hit Points: P.E. +1D6 per level of experience.

S.D.C.: 10 plus those gained from O.C.C.s and physical skills.

Average P.P.E.: 3D6 for the typical coyle.

O.C.C.s Available to Coyles: Any, but lean toward the men at arms (particularly thieves, assassins and rangers) and vagabonds; most Coyles are too aggressive and lazy to study magic or scholarly pursuits.

O.C.C. Skill Notes: Not applicable.

Horror Factor: 11

Physical Appearance: They look like giant humanoid coyotes. The body is covered in dark and/or light grey colored fur, the creature has a canine muzzle and teeth, powerful jaws, and hazel, brown, or green eyes. Their legs are very animal like and reminiscent of a trained dog walking on its hind legs.

Size: 6-8 feet tall (1.8 to 2.4 m); 6 feet plus 4D6 inches.

Weight: 200 to 300 pounds (91 to 136 kg) of muscle and sinew.

Average Life Span: 45+ years; some have lived up to 65.

Natural Abilities: In addition to the Coyle's high physical prowess and size, the character also has nightvision 40 ft (12.2 m), excellent day vision (equal to a human) and a keen sense of hearing and sense of smell.

Track Blood Scent: A Coyle can follow the scent of blood up to 500 feet (152 m) away at the base skill of 24% +4% per level of experience.

Recognize Scent of Others: The character can recognize and follow *a familiar* scent up to 50 feet (15 m) away. **Base Skill:** 12% +4% per level of experience; +10% to recognize and follow the scent of a mate or offspring. Roll once for every 100 feet (30.5 m) when following a scent trail. A failed roll means the trail is lost.

Keen Hearing: The character's hearing is as keen as a dog's and has the same range of hearing.

Bonuses: +1 on initiative, +1 to save vs horror factor. Punch or claw strike inflicts 1D6 damage +P.S. bonus, kick 2D6 +P.S. bonus, and bite 1D6 damage but no P.S. bonus is applicable.

Magic: By O.C.C. only. **Psionics:** Standard; same as humans.

Enemies: Same as the Wolfen, only much more irreverent toward all people. Dislike Kankoran because they are too tough, driven and good; Bearmen and Algor giants because they're too serious.

Allies: Kobolds, orcs, goblins, bug bears and other wild and viscous monster races. Indifferent toward most giants, troglodytes and faerie folk. Coyles generally find their Wolfen cousins to be up-tight, bossy, and too serious. Although Coyles often cooperate with Wolfen, they are unreliable and are given to desertion and betrayal.

Habitat: Coyles can be found living with or near their Wolfen cousins throughout the world, although they are seldom found farther south than the Old Kingdom. Humans consider them part of the Wolfen Empire although they have independent tribes that can range from thousands to hundreds of thousands. The Great Northern Wilderness and the Eastern Territory are their main homelands.

Favorite weapons: Spears, swords, and long and short bows, as well as magic weapons and items.

Other Notes:

1. Worship a variety of deities.
2. Wear all types of armor, but favorites include scale mail, splint, half plate and plate and chain.
3. Lazy and hate physical labor, but absolutely love to hunt, kill, torture, and fight, though rarely to the death.
4. Sloppy, unreliable, take foolish risks, tend to be wild, unorganized and undisciplined as well as cocky and impudent.

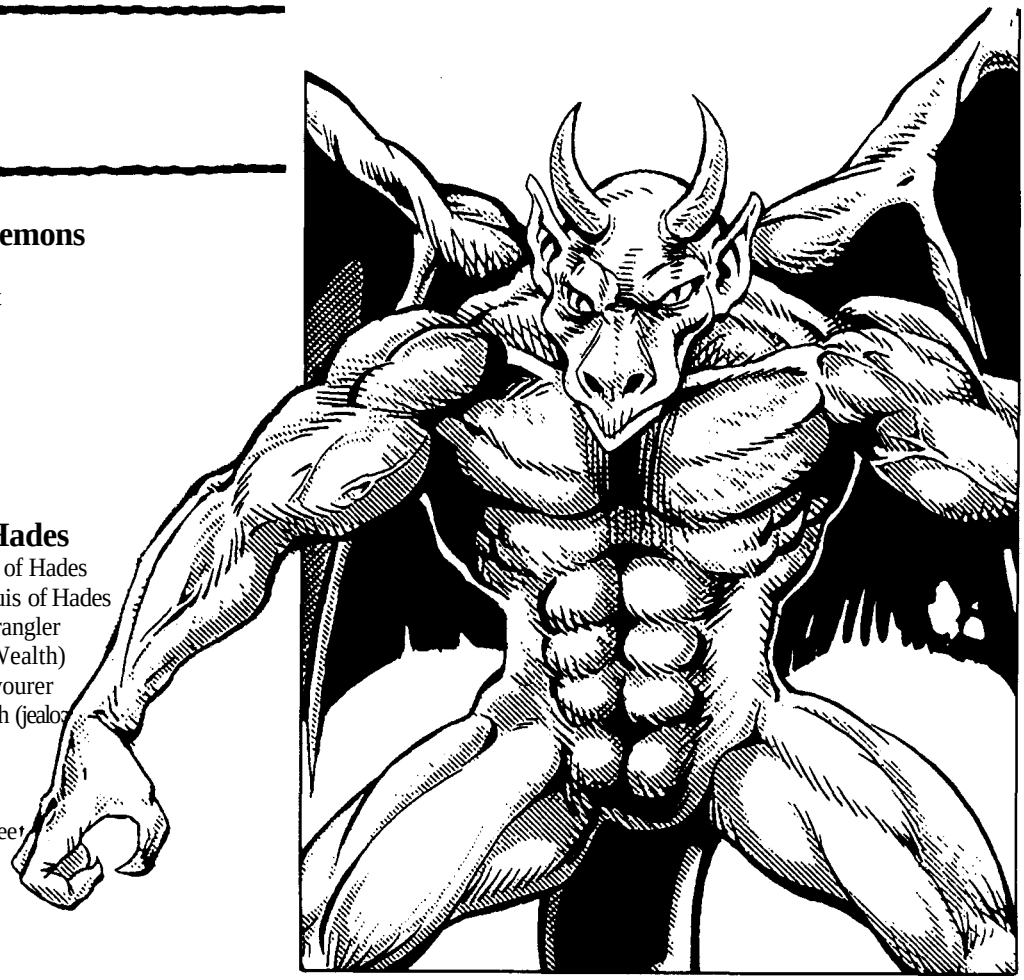
Demons

Sub-Demons
Gargoylites
Gurgoyles
Gargoyles
Gargoyle Lords
Gargoyle Mage

Lesser Demons
Alu
Aquatics
Banshee
Couril
Ghouls/Nasu
Labassu
Lasae
Mares
Shedim
Succubus/Incubus

Greater Demons
Baal-rog
Demon Locust
Gallu
Jinn
Magots
Night Owls
Raksasha
Vampire

Lords of Hades
Modeus, Lord of Hades
Andras, Marquis of Hades
Rabdos the Strangler
Kubera-Loe (Wealth)
Mictla the Devourer
Succor-Bemoth (jealo
Charun
Abdul-Ra
Belphegor
Four demon Bee
Mantus
Mania
Murmur
Mormo
Abrasax



Note: The following section contains *brief* stats on evil supernatural beings known as demons, from a dimension known as Hades (among other names). More detailed descriptions may be presented in future books. All demons and deevils are intended as villainous Non-Player Characters (NPCs). All have supernatural strength.

The demons of Hades are foul, malicious creature who live to torment mortal beings. They delight in making others suffer and engage in torture, murder and any foul deed that will bring about suffering or chaos. Greater demons are typically more intelligent, conniving and treacherous than their lesser brethren. They typically use lesser demons as their minions, and humans, elves or other mortals for their pawns in elaborate games of corruption, deception and treachery. Greater demons are also incredibly powerful and deadly.

Sub-Demons

Gargoyles

Gargoyles are a sub-class of demons, perhaps the result of genetic mutations in the demons' evolution. Unlike their demon kin, gargoyles are less intelligent and much less adept in the use of magic. However, what they lack in intellect is more than made up for in physical strength and stamina. These mammoth winged (and wingless) monstrosities are devastating and merciless in combat.

Gargoyles and the wingless gurgoyles are considered to be inferior by true demons and are continually harassed and persecuted by them. Consequently, gargoyles despise their more powerful kin, and dream of the day that they can revolt and wrest the rule of Hades from them.

Gargoyles are vile creatures with little regard for life other than their own kind. They delight in torturing, terrifying and slaughtering other creatures, feeding on their blood and organs. Humans, elves, dwarves, and Wolfen are among the gargoyles' favorite targets in the Palladium World. They are frequently worshipped by kobolds, orcs, goblins, and hob-goblins, so they tend to avoid causing trouble for them, but will attack them without hesitation if angered. Gargoyles usually avoid the larger and more dangerous giant races. Attracted to, and often seduced by, power, magic, and great gems, the loyalty of gargoyles is easily bought, but these treacherous and cruel creatures make unstable and murderous allies. They are frequently the pawns of demons, devils, gods, and alien intelligences throughout the Megaverse®.

Gargoyles are not immortal, but live for 600 to 1000 years, are extremely prolific, and inhabit their own continent in the dimension of Hades. All gargoyles are reptilian and are hatched from eggs. Eggs are collected and protected in large, heavily guarded hatcheries.

Gargoylites

Gargoylites are a strange, squat version of the gargoyle lords, further evidence of the varied gargoyle evolution. These little fellows do not share the hostilities of their larger kin and tend to be mischievous and cruel like imps, rather than overtly aggressive and destructive. They also lack the lust for power or magic but have a psychotic greed for precious and semi-precious stones. Their easy-going nature and greed make them willing spies for the likes of greater demons, demon lords, gods, Summoners and other powerful beings of magic.

Their short, stubby, little wings appear to be useless but can carry the gargoylite and up to 500 pounds (226 kg) with ease, although they cannot sustain long flights, 30 minutes maximum. The short tail is ineffective in battle. Skin green; yellow eyes.

Alignment: Typically, anarchist or evil; never good.
Attributes: I.Q. 1D6+8, M.E. 3D6+1, M.A. 3D6+2, P.S. 16+1D6, P.P. 16+1D6, P.E. 16+2D6, P.B. 2D6, Spd running: 3D6, but speed flying is 1D4x10+10.
Size: 3 feet (0.9 m) tall; 100 pounds (45 kg).
Natural A.R.: 13
Hit points: 5D6 plus P.E. attribute number.
S.D.C.: 6D6
Average P.P.E.: 4D6
Horror Factor: 10
Equivalent O.C.C.: All the O.C.C. skills of the *Thief*, but only select three O.C.C. related skills (usually rogue) and ignore the hand to hand skill (see combat below). Use the experience table for the Thief.
Average Level of Experience: 1D4+1
Combat: Four hand to hand attacks per melee round.
Bonuses (in addition to attribute bonuses): +2 on initiative, +1 to strike and parry, +3 to dodge, +4 to dodge while in flight, +10 to save vs horror factor, +3 on all saving throws. See Supernatural P.S. chart for damage inflicted by punches, kicks and bite.
Damage: Remember, all demons have supernatural P.S.; the following in addition to supernatural P.S. bonus to damage: Claws 1D4.
Natural Abilities: Nightvision 120 feet (36.6 m), keen hawk-like vision, exceptional hearing, leap 12 feet (3.6 m), fly, glide, bio-regenerate 2D6 points of damage once per melee round.
Turn to stone (special): Metamorphosis into living stone can be performed three times per day, increasing S.D.C. by 100 points and adding 1D4 damage to punches and kicks. The character can fly in stone form, but at half speed. Duration is limited to six hours per metamorphosis.
Psionics: I.S.P. 6D6. Powers include meditation, mind block, presence sense, sense magic, see aura, object read, telepathy, resist hunger, resist fatigue, and resist thirst. Equal to a 4th level psychic; does not increase with experience.
Magic Abilities: None; only *Gargoyle Mages* can perform magic.

Gurgoyles

Gurgoyles are a smaller, wingless species of gargoyle and resemble the typical gargoyle in all other respects. Dark green or grey-green skin, blazing yellow eyes. Gurgoyles do not have the wings of the famous gargoyles, but are just as numerous and nearly as dangerous. They rarely wear armor (don't need to) and prefer spears and blade weapons.

Alignment: Typically, evil. Anarchist and good aligned gurgoyles are incredibly rare and such creatures are tormented and banished or slain.
Attributes: I.Q. 2D6, M.E. 3D6, M.A. 2D6, P.S. 24+2D6, P.P. 18+1D6, P.E. 18+1D6, P.B. 2D6, Spd running: 6D6+10; cannot fly.
Size: 8 to 10 feet (2.4 to 3 m) tall; 900 pounds (408 kg).
Natural A.R.: 13
Hit points: 1D6x10 plus P.E. attribute number.
S.D.C.: 1D6x10
Average P.P.E.: 2D6
Horror Factor: 14
Equivalent O.C.C.: All the O.C.C. skills of the *Mercenary Warrior*, but only select three O.C.C. related skills and ignore hand to hand skill (see combat). Use the experience table for the Ranger.
Average Level of Experience: 1D4
Combat: Four hand to hand attacks per melee round.
Bonuses (in addition to attribute bonuses): +2 on initiative, +1 to strike, +2 to parry and dodge, +3 to pull punch, +3 to roll with impact, +10 to save vs horror factor, +1 to save against magic and psionic attacks. See Supernatural P.S. chart for damage inflicted by punches, bite and kick.
Damage: Remember, all demons have supernatural P.S.; the following in addition to supernatural P.S. bonus to damage: Claws 1D6 each, bite 1D4; tail strike is the same as a punch.
Natural Abilities: Nightvision 220 feet (67 m), see the invisible, keen hawk-like vision, exceptional hearing, leap 40 feet (12.2 m), and bio-regenerate 2D6 S.D.C. or hit points once per melee round.
Psionics: I.S.P. !D4xlO. Powers are limited to meditation, mind block, presence sense, telepathy, resist hunger, resist fatigue, and resist thirst. Advances with experience level. Considered minor psychic.
Magic Abilities: None; only *Gargoyle Mages* can perform magic.

Gargoyles

Male and female appear as large grey-green, olive green or dull green beings with huge leather wings, small horns on head, and red-or-ange eyes. These are the famed gargoyles of legend. They rarely wear armor (don't need to) and prefer spears and blade weapons.

Alignment: Typically, evil or anarchist. Good aligned gargoyles are incredibly rare and are tormented and banished or slain.

Attributes: I.Q. 2D6, M.E. 3D6, M.A. 2D6, P.S. 24+2D6, P.P. 18+2D6, P.E. 18+2D6, P.B. 2D6, Spd running: 10+6D6; 2D4xlO+10 flying.
Size: 10-20 feet (3-6 m); 17 feet (5.1 m) and 1400 pounds (630 kg) is the average.
Natural A.R.: 14
Hit points: 1D6x10 plus P.E. attribute number.
S.D.C.: 2D4x10
Average P.P.E.: 3D6
Horror Factor: 16
Equivalent O.C.C.: All the O.C.C. skill of the *Soldier*, but only select three O.C.C. related skills and ignore hand to hand skill (see combat below). Use the experience table for the Ranger.
Average Level of Experience: 1D4+1
Combat: Five hand to hand attacks per melee round.
Bonuses (in addition to attribute bonuses): +2 on initiative, +1 to strike, +2 to parry and dodge, +4 to dodge while flying, +2 to pull punch, +2 to roll with impact/fall, +1 to save vs psionic attack, and +10 to save vs horror factor.
Damage: Remember, all demons have supernatural P.S.; the following in addition to supernatural P.S. bonus to damage: Claws 1D6 each, bite 1D4; tail strike is the same as a punch.
Natural abilities: Fly, glide, nightvision 220 feet (67 m), see the invisible, fire breath once per melee round (4D6 S.D.C.; 40 ft/12.2 m range), leap 30 feet (9 m), and bio-regenerate 2D6 S.D.C./hit points once every melee round.
Psionics: I.S.P. 1D4x10. Powers are limited to meditation, mind block, presence sense, telepathy, resist hunger, resist fatigue, and resist thirst. Advances with experience level.
Magic abilities: Only the *Gargoyle Mage* can perform magic.

Gargoyle Mage

Mages are endowed with natural magic abilities through a supernatural link with elemental forces. They are quite rare, only about one out of every 15,000 gargoyles is a mage. They look exactly like a typical gargoyle and can be either sex. Gargoyle Mages are often advisors to gargoyle lords and often serve as the second in command of gargoyle clans.

Alignments: Any evil; never good.
Attributes: I.Q. 2D6+6, M.E. 3D6+3, M.A. 3D6, P.S. 18+2D6, P.P. 18+2D6, P.E. 18+2D6, P.B. 2D6, Spd running: 5D6; 2D4x10+10 flying.
Size: 15-20 feet (4.6 to 6 m); 18 feet (5.4 m) and 1500 lbs (457 kg) is the average.
Natural A.R.: 14
Hit points: lD4x10+40
S.D.C.: 2D4xlO

Average P.P.E.: 3D6xlO
Horror Factor: 16
Equivalent O.C.C.: All the O.C.C. skills of the *Earth Warlock,* but only select three O.C.C. related skills and ignore hand to hand skill (see combat). Use the experience table for the Warlock O.C.C.
Average Level of Experience: 1D4+2 Warlock, but see *magic abilities* for limitations in magic abilities.
Combat: Four hand to hand attacks per melee round.
Bonuses (in addition to attribute bonuses): +3 on initiative, +1 to strike, +2 to parry and dodge, +4 to dodge while flying, +4 to save vs magic, +3 on all other saving throws, and +12 to save vs horror factor.
Damage: Remember, all demons have supernatural P.S.; the following in addition to supernatural P.S. bonus to damage: Claws 1D6 each, bite 1D4; tail strike is the same as a punch. Or by magic.
Natural abilities: *Fly,* glide, nightvision 220 feet (67 m), see the invisible, fire breath once per melee round (4D6 S.D.C.; 10 ft/3 m range), turn invisible at will, teleport self 90% +1% per level of experience (2400 ft/732 m, three times daily), dimensional teleport 50% +2% per level of experience, and bio-regenerate 4D6 points once per melee round.
Psionics: I.S.P. 1D6x10. Powers include meditation, mind block, presence sense, sense evil, sense magic, detect psionics, healing touch, exorcism, telepathy, resist hunger, resist fatigue, and resist thirst. Advances with experience level.
Magic abilities: 3D6x10 P.P.E. plus 1D6 per level of experience. Possesses all levels 1-3 earth elemental magic spells at a proficiency equal to a fourth level warlock (does not increase with experience), can speak to all elemental beings, 80% chance of seeing even an invisible elemental, and sensing the presence of elementals within 1000 feet (305 m).

Gargoyle Lords

Gargoyle Lords are the natural leaders of the gargoyles because they possess powers not attributed to most of their kin and are considered to be of royal heritage. One out of every three thousand gargoyles is a lord. Gargoyle Lords organize and lead the gargoyles and gurgoyles. They can be male or female.

Alignments: Any evil, occasionally anarchist; never good.
Attributes: I.Q. 2D6+5, M.E. 3D6+2, M.A. 2D6+3, P.S. 24+2D6, P.P. 18+2D6, P.E. 18+2D6, P.B. 2D6+1, Spd running: 5D6, flying speed is 204x10+10.
Size: 15-20 feet (4.6 to 6 m); 18 feet (5.4 m) and 2000 lbs (900 kg) is the average.
Natural A.R.: 14
Hit points: 1D6x 10+40
S.D.C.: 3D4x10
Average P.P.E.: 6D6
Horror Factor: 16
Equivalent O.C.C.: All the O.C.C. skills of the *Soldier or Assassin,* but only select five O.C.C. related skills and ignore hand to hand skill (see combat below). Use the experience table for the Assassin in either case.
Average Level of Experience: 1D4+4
Combat: Six hand to hand attacks per melee round!
Bonuses (in addition to attribute bonuses): +3 on initiative, +2 to strike, +2 to parry and dodge, +6 to dodge while flying, +3 to pull punch, +2 to roll with impact/fall, +3 on all saving throws, and +10 to save vs horror factor.
Damage: Remember, all demons have supernatural P.S.; the following in addition to supernatural P.S. bonus to damage: Claws 2D4 each, bite 1D6; tail strike is the same as a punch.
Natural abilities: Fly, glide, nightvision 220 feet (67 m), see the invisible, fire breath once per melee round (4D6 S.D.C.; 40 ft/12.2 m range), turn invisible at will, teleport self 92% +1% per level of experience (2400 ft/732 m, two times daily), dimensional teleport 54% +2% per level of experience, and bio-regenerate 4D6 points once per melee round.

Turn to stone (special): Metamorphosis into living stone can be performed three times per day, increasing S.D.C. by 200 points and adding 1D6 damage to punches and kicks. The character can fly in stone form, but at half speed. Duration is limited to six hours per metamorphosis.

Psionics: I.S.P. 1D6x10. Powers are limited to meditation, mind block, presence sense, telepathy, resist hunger, resist fatigue, and resist thirst. Advances with experience level.
Magic abilities: None.

Lesser Demons

All lesser demons are supernatural beings dedicated to evil. They love nothing more than to inflict pain and suffering on all living creatures. Most are the murderous minions of Summoners, greater demons, demon lords, evil gods and alien intelligences. All have supernatural strength and understand and speak all languages; most are illiterate.

Alu Demon Hound

The Alu appear as giant, fur covered humanoids with canine features. They are sometimes mistaken for Wolfen; however, unlike Wolfen, these creatures walk on human-like legs, have mangy looking fur and glowing yellow or orange eyes. They are quiet loners preferring darkness and solitude. They dwell in the desert of Taut and rocky, desolate regions in the dimension of Hades. They are excellent trackers and patient hunters who exhibit incredible cunning in laying traps, ambushes and manipulating others to do their dirty work. Although they do not generally seek confrontations, preferring to be spies, assassins striking by surprise, and instigators. When they do engage in combat, the Alu is a merciless and vicious fighter who seldom backs away from a challenge.

Alignment: Most (50%) are aberrant, but can be any evil; never good.
Attributes: I.Q. 2D6+4, M.E. 2D6+6, M.A. 2D6, P.S. 18+2D6, P.P. 16+1D6, P.E. 16+1D6, P.B. 2D6, Spd running: 6D6; cannot fly.
Size: 12 feet (3.6 m) tall; 1000 pounds (450 kg).
Natural A.R.: 12
Hit points: 6D6 plus P.E. attribute number.
S.D.C.: 5D6x2
Average P.P.E.: 3D4x10
Horror Factor: 12
Equivalent O.C.C.: All the O.C.C. skill of the *Assassin,* but only select two O.C.C. related *rogue* or *espionage* skills. Ignore hand to hand skill (see combat and bonuses). Use the experience table for the Assassin.
Average Level of Experience: 1D4+3
Combat: Four hand to hand attacks per melee round.
Bonuses (in addition to attribute bonuses): +2 on initiative, +2 to strike, +1 parry and dodge, +6 to pull punch, +3 to roll with impact, +10 to save vs horror factor, +1 on all saving throws. See Supernatural P.S. chart for damage inflicted by punches, bite and kick.
Damage: Remember, all demons have supernatural P.S.; the following in addition to supernatural P.S. bonus to damage: Claws 1D6 each, bite 1D6.
Natural Abilities: Nightvision 300 feet (91.5 m), see the invisible, keen hawk-like vision, exceptional hearing, track by scent 60% (roll for every 100 feet of tracking), recognize scent 20% +2% per level of experience but is applicable only in sniffing out its own kind and

people it knows well, turn invisible at will, dimensional teleport 20% +1% per level of experience, fire resistant (half damage), knows all languages and bio-regenerates 2D6 S.D.C. or hit points once per melee round.

Psionics: None

Magic Abilities: None

Note: May wear armor of any type.

Aquatics

This is a sea demon resembling both octopus and fish. Its favorite ploy is dragging people underwater and holding them there until they drown. Aquatics are also notorious for capsizing small boats. They are simple-minded minions used to hunt and kill one's enemies, occasionally to follow boats and retrieve items at the bottom of the sea.

Alignments: 50% are diabolic, 40% are miscreant, 10% aberrant.

Attributes: I.Q. 1D6+4, M.E. 3D6, M.A. 1D6, P.S. 14+2D6, P.P. 14+1D6, P.E. 14+1D6, P.B. 1D6, Spd swimming 6D6; crawling on land 1D6; cannot fly.

Size: 12 feet (3.6 m) long.

Natural A.R.: 10

Hit points: 6D6 plus P.E. attribute number.

S.D.C.: 5D6, plus each of its four tentacles has 14 S.D.C. If the 14 points are reduced to zero, the limb has been severed.

Average P.P.E.: 1D4x10

Horror Factor: 12

Equivalent O.C.C.: Not applicable; simple-minded minion.

Equivalent Level of Experience: Second

Combat: Four hand to hand attacks per melee round. A favorite ploy is to capsize small boats or lay in wait near the shore and snag a character's leg, pull him underwater and drown and/or strangle him.

Bonuses (in addition to attribute bonuses): +2 on initiative, +2 to strike, +8 to parry and dodge, +1 to pull punch, +10 to save vs horror factor, +2 on all saving throws. See Supernatural P.S. chart for damage inflicted by punches, bite and kick.

Damage: Remember, all demons have supernatural P.S.; the following in addition to supernatural P.S. bonus to damage: bite 2D4. Damage by strangulation is normal supernatural P.S. damage each time the monster squeezes/tightens its grip. The average human, elf, and other surface dwellers drown after two minutes without air; giants 1D4+2 minutes.

Natural Abilities: Nightvision 200 feet (61 m), good normal vision, exceptional hearing underwater, track by blood scent underwater (only) 80% and can smell blood up to a mile (1.6 km) away, can travel to any depth, breathes air or water, dimensional teleport 12% +1% per level of experience, knows all languages, and bio-regenerates severed limbs in 10 minutes and can regenerate 2D6 S.D.C. or hit points once per five minutes.

Weakness: Fire and heat does double damage.

Psionics: I.S.P.: M.E. x2. Powers are limited to death trance, mind block, resist fatigue, impervious to cold and levitation. Advances with experience level. Considered a minor psychic.

Magic Abilities: None

Banshee

The Harbinger of Death

The banshee is a low intelligence, P.P.E. vampire. At the instant of death, the horrible creature devours the P.P.E. released. They use a unique clairvoyant ability that enables it to sense the likelihood of death. Like a demonic vulture, it is drawn by the psychic scent of death and waits. The instant that the potential psychic energy (P.P.E.) leaves the body, the banshee is there to devour it. The creature does not use the energy for magic or any other purpose other than nourishment.

The presence of a banshee does not automatically mean that there will be death or tragedy, but it does mean that the bizarre creature has sensed a very real possibility of death that will usually occur within 72 hours of the banshee's arrival.

Alignment: Miscreant evil only.

Attributes: The number of six-sided dice to roll is as indicated. I.Q. 2D6, M.E. 1D6, M.A. 1D6, P.S. 1D6, P.P. 3D6, P.E. 1D6, P.B. 1D6, Spd 4D6

Horror Factor: 14, because it represents death.

P.P.E.: 10

Natural A.R.: None, ethereal.

Hit Points: 50

S.D.C.: 1D4x10, but vulnerable only to psionics and magic.

Size: 6 to 10 ft tall (1.8 to 3 m); weightless spirit being.

Equivalent O.C.C.: Not applicable; animal-like predator.

Equivalent Level of Experience: Not applicable.

Combat: Psionics only; can perform two actions per melee round.

Bonuses (in addition to attribute bonuses): +10 to save vs horror factor.

Combat: Three hand to hand attacks with astral travelers or air elementals only. Otherwise, it can only attack on the physical plane with empathic transfer once per melee. Attacks *only* if it feels threatened.

Damage: Only by empathic transmission on the physical plane (used only in self defense) and/or its own aura of sorrow. On the astral plane or against astral attackers, the banshee can inflict 1D6 points of hit point damage per punch or kick.

Magic: None

Psionics: I.S.P.: 100. Clairvoyance, sense magic, and empathic transmission. The latter is the only way it can attack a creature of flesh and blood. Equal to 5th level strength. *Natural empathy:* automatically senses emotions as well as sickness and death (costs no I.S.P.). Natural empathic transmission of sorrow: radiates in a 60 ft radius around the banshee, costs no I.S.P. (automatic).

Natural Abilities: Hovers and floats above the ground up to 100 ft (30.5 m) high, teleport self (only) up to 2000 miles (3218 km), but only when going to a new feeding site. Natural state is *invisible* and it can not make itself visible.

Ethereal By Nature (special): This means it can walk through solid matter like walls, while physical attacks, like arrows, swords, fire and energy blasts, do no damage — pass right through.

The Banshee's Wail: The banshee is an impatient and eternally hungry creature. If a death doesn't occur within 10 hours, it will begin to moan and radiate an empathic field that creates a sensation of despair or sorrow. This powerful, undirected empathic transmission will affect everybody within 60 feet (18.3 m) of the banshee. Note that the sorrow of the banshee is not born from sympathy, but self pity; the foul being is sad because it can't wait to eat and it is getting ever *so more hungry*. The wail is a long, deep, mournful howl that can make a person's blood turn cold. The frightful moaning will make everybody nervous and jumpy, especially if they know the source is a banshee.

A banshee will leave when the person(s) dies, or if it senses that the person will recover. However, a banshee may wait as long as six weeks, especially if it senses a great deal of potential psychic energy or many deaths. It can be driven away by exorcism, intensely strong emotions of love or by psionic combat. **G.M. Note:** The use of a banshee can be an excellent means of creating a sense of impending danger and suspense.

Weaknesses: Banshees are vulnerable to telepathy, empathic transfer, bio-manipulation, attacks from astral travelers, exorcism and ectoplasm. *Magically*, they are vulnerable to exorcism, banishment, constrain being, commune with spirits, summon lesser being and cannot enter magic sanctums or circles of protection.

Notes: It's usually fairly difficult and pointless to kill a banshee, it's far easier to chase it away via exorcism or by some other psionic or magic method. If there is a chance of mass death, scores of banshees can arrive. These scavengers are unallied to other supernatural beings and are seldom used by demon lords.

The Couril

The couril are tiny demons that resemble faeries except that they are slightly taller, dark skinned, have plainer wings, and are wicked, mean-spirited creatures. These strange little demons love flowers, birds, silver, and instrumental music of all kinds. Couril sent on reconnaissance missions usually travel in packs of 1D6 members, but an entire clan or swarm will contain 1D6 dozen!

Alignment: 50% Diabolic, 30% miscreant, 20% aberrant; never good.
Attributes: I.Q. 1D6+7, M.E. 3D6, M.A. 2D6, P.S. 2D6+6, P.P. 2D6+6, P.E. 2D6+6, P.B. 3D6, Spd running is 1D6; flying is 4D6x3.
Size: 1.5 to 2 feet (0.45 to 6 m) tall; 10 pounds (4.5 kg).
Natural A.R.: 6
Hit points: 3D6 plus P.E. attribute number.
S.D.C.: 5D6
Average P.P.E.: 2D4x10 plus P.E. attribute.
Horror Factor: 8; but only after one realizes it's a demon.
Equivalent O.C.C.: All the O.C.C. skills of either the *thief or assassin*, but only select two O.C.C. related *rogue* or *espionage* skills. Ignore hand to hand skill (see combat and bonuses). Use the experience table for the Assassin even if a demon thief.
Average Level of Experience: 1D4+3
Combat: Three hand to hand attacks per melee round.
Bonuses (in addition to attribute bonuses): +2 on initiative, +2 to strike, +1 to parry, +4 to dodge, +3 to pull punch, +4 to roll with impact, +8 to save vs horror factor, +1 on all saving throws. See Supernatural P.S. chart for damage inflicted by punches, bite and kick.
Damage: Remember, all demons have supernatural P.S.
Natural Abilities: Keen hawk-like vision, good hearing, dimensional teleport 10% +1% per level of experience, knows all languages and bio-regenerates 1D6 S.D.C. or hit points once per melee round.
Psionics: None
Magic Abilities: Cloud of slumber, blinding flash, fleet feet, speed of the snail, chameleon, and ventriloquism.

The Song of the Couril (special): Forces creatures within twenty feet to join them in a dance, similar to the Faerie's dance. The enchanted person is forced to dance against his will, in a circle until he drops from exhaustion. More likely the Couril will bombard the person with sticks, stones, clubs, or daggers while the person helplessly dances on. Victims of the song are -4 to dodge and parry, but are affected only as long as the music is played. Saving throw: 14 or higher.

Note: May wear leather, chain or half plate armor.

Labassu Lost Souls

The Labassu are evil spirits that appear as ghostly apparitions that moan, laugh, mock, speak, argue, knock things over, slam doors, rattle chains, etc. They search the Palladium world and other dimensions for soulless people, those who have lost their will to live, and characters who have temporarily abandoned their body to travel in the astral plane. They possess these people (demonic possession) to live in the physical world and enjoy the pleasures of the flesh.

According to legend, the Labassu are the spirits or life forces of the once living who refuse to rest. More likely, they are a variation of the possessing entity. Labassu usually appear as a hideous looking head with large black eyes, serpent like fangs, long tongue, with the vague shape of an upper torso (may or may not have arms and hands). The rest of the body is a long trail of swirling mist. The Labassu are typically loners who act as independent agents of chaos and pain. They are only occasionally called upon by demon lords and Summoners.

Alignment: 70% diabolic, 20% miscreant and 10% anarchist.
Attributes: The number of six-sided dice to roll is as indicated. I.Q. 1D6+4, M.E. 2D6+6, M.A. 1D6, Physical attributes are not applicable while in its natural ghostly form.
Horror Factor: 14
P.P.E.: 4D6 plus P.E. number
Natural A.R.: None, ethereal.

Hit Points: 6D6
S.D.C.: 6D6x2, but vulnerable to psionics and magic.
Size: 6 to 10 ft tall (1.8 to 3 m); weightless spirit being.
Equivalent O.C.C.: Not applicable; animal-like predator.
Equivalent Level of Experience: Not applicable.
Combat: Psionics only; can perform three actions or psionic attacks per melee round.
Bonuses (in addition to attribute bonuses): +12 to save vs horror factor, +2 on all saving throws.
Combat: Three via psionics only; hand to hand attacks with astral travelers or air elementals only. Otherwise, it can only attack on the physical plane with psionic powers once per melee. Attacks *only* if it feels threatened.
Damage: Only by empathic transmission on the physical plane (used only in self defense) and/or its own aura of sorrow. On the astral plane or against astral attackers, the labassu can inflict 1D6 points of hit point damage per punch or kick.
Magic: None
Psionics: I.S.P.: M.E. x5. Empathy, telepathy, mind block, see the invisible, telekinesis, empathic transfer, electro-kinesis and mind bolt. Equal to 4th level strength.
Natural Abilities: Hovers and floats above the ground up to 1000 ft (305 m) high, flies at a speed of 6D6+10, teleport self 88% (2400 ft/732 m; four times daily), dimensional teleport 33%, and bio-regenerate 3D6 S.D.C. or hit points once every melee round. Natural state is semi-transparent mist and head.

Ethereal By Nature (special): This means it can walk through solid matter like walls and is impervious to normal weapons —arrows, swords, and energy blasts do no damage; pass right through.

Demonic Possession: See description in the magic section.
Vulnerabilities: The demon is vulnerable to all forms of magic, including magic weapons, circles and spells, as well as telepathy, empathic transfer, bio-manipulation, attacks from astral travelers, exorcism, attacks from ectoplasm, banishment, constrain being, commune with spirits, summon lesser being, and cannot enter magic sanctums or circles of protection.

Ghoul & Nasu

Ghouls (male) and Nasu (female) are small, gnarled demons who resemble animated human corpses. They frequent the night of the Palladium World, hiding in shadows, searching for dead flesh. They are frequently found robbing graves, feeding on corpses, or feeding on the dead after a great battle. These demonic scavengers seldom attack the living unless they outnumber them three to one, or are ordered to do so by a greater demon, lord, god, or powerful mage. They are the lowest of all demons, dress in rags, and rarely use weapons.

Alignment: 60% miscreant, 35% diabolic, 5% aberrant; never good.
Attributes: I.Q. 1D6+2, M.E. 2D6, M.A. 2D4, P.S. 2D6+8, P.P. 2D6+4, P.E. 2D6+6, P.B. 1D6, Spd running is 2D6; digging is 4D6.
Size: 4 to 6 feet (1.2 to 1.8 m) tall; 100 pounds (45 kg).
Natural A.R.: 12
Hit points: 6D6 plus P.E. attribute number.
S.D.C.: 4D6
Average P.P.E.: 2D4x10 plus P.E. attribute.
Horror Factor: 8; but only after one realizes it's a demon.
Equivalent O.C.C.: Only half the O.C.C. skills of the *Vagabond O.C.C.*, no other skills are allowed. Ignore hand to hand skill (see combat and bonuses).
Average Level of Experience: Never beyond third level.
Combat: Three hand to hand attacks per melee round.
Bonuses (in addition to attribute bonuses): +1 to strike, +1 to parry, +2 to dodge, +8 to save vs horror factor, +1 on all saving throws. See Supernatural P.S. chart for damage inflicted by punches, bites and kicks.
Damage: Remember, all demons have supernatural P.S.
Natural Abilities: Nightvision 300 feet (91.5 m), fair to poor day vision, see the invisible, dig underground (same as Goblin), fire and cold resistant (half damage), prowl 55%, dimensional teleport 21% +1% per level of experience, knows all languages and bio-regenerates 1D6 S.D.C. or hit points once per melee round.
Psionics: None
Magic Abilities: None
Note: Never wear armor. Typically clad in rags.

The Lasae

The Lasae are tiny demons resembling insects with sharp barbs on the forearms, the side of the hands, shoulders, knees, and lower legs. They are cruel monsters who love to maim and torture. Lasae will always attempt to gouge out eyes, slash genitals, or tear out the tongue during a battle. A natural twenty indicates that it has hit such a target,

doing double damage! They are a favorite minion of evil Summoners, witches, alchemists, greater demons, demon lords, and gods. The Lasae are frequently used as spies, guards, thieves and assassins (usually dispatched in pairs or groups of 4-8).

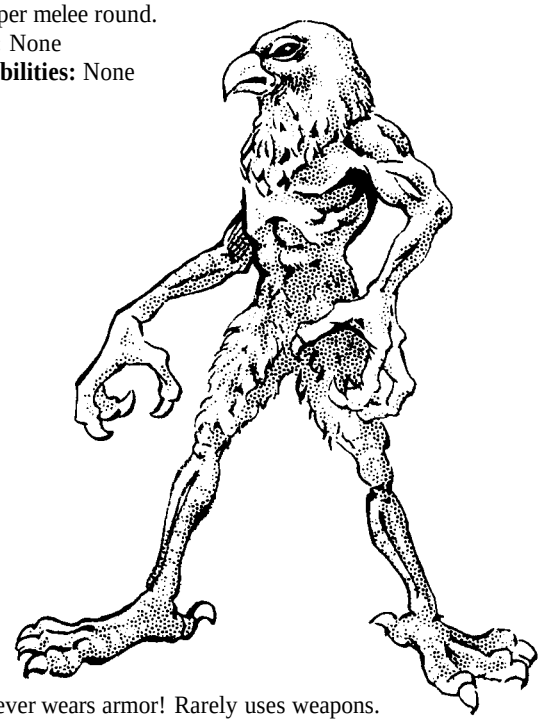
Alignment: 65% diabolic, 30% miscreant, 5% aberrant; never good.
Attributes: I.Q. 1D6+6 but very cunning, M.E. 3D6, M.A. 2D6, P.S. 2D6+6, P.P. 2D6+8, P.E. 2D6+6, P.B. 1D6, Spd running is 2D6+10; cannot fly.
Size: 1.5 to 2 feet (0.45 to 6 m) tall; 8 pounds (3.6 kg).
Natural A.R.: 10
Hit points: 3D6 plus P.E. attribute number.
S.D.C.: 6D6
Average P.P.E.: 2D4xlO plus P.E. attribute.
Horror Factor: 10.
Equivalent O.C.C.: All the O.C.C. skills of either the *thief or assassin,* no additional skills. Ignore hand to hand skill (see combat, bonuses and natural abilities). Use the experience table for the assassin even if a demon thief.
Average Level of Experience: 1D4+2
Combat: Four hand to hand attacks per melee round.
Bonuses (in addition to attribute bonuses): +2 on initiative, +3 to strike, +1 to parry, +4 to dodge, +5 to pull punch, +4 to roll with impact, +10 to save vs horror factor, +2 on all saving throws. A natural 20 hits the desired target and does double damage. See supernatural P.S. chart for damage inflicted by punches, bite and kick.
Damage: Remember, all demons have supernatural P.S.
Natural Abilities: Keen hawk-like vision, nightvision 60 feet (18.3 m), see the invisible, turn invisible at will, good hearing, leap 20 feet (6 m), impervious to fire (no damage; magic fire does half damage), natural prowl 71%, natural climb ability 90/85%, dimensional teleport 21% +2% per level of experience, knows all languages and bio-regenerates 2D6 S.D.C. or hit points once per melee round.
Psionics: None
Magic Abilities: None

Note: Never wears armor.

Shedim

The Shedim has the head of a hawk, two terrible clawed hands, and oversized, hawk-like clawed feet, yet have no wings nor the ability to fly. They are the pawns and minions of powerful (or foolish) Summoners, greater demons, demon lords, and foul gods. They are a force to be feared, attacking savagely and relentlessly until slain or commanded to stop. Their powerful legs provide these monsters with startling speed, and the ability to perform astonishing leaps, leap kicks, and tearing claw strikes with hands and feet. Shedim are often used as shock troops by demon lords, particularly Abrasax the Insatiable, Lord of the Shedim.

Alignment: 40% aberrant, 35% miscreant, 20% diabolic, 5% anarchist.
Attributes: I.Q. 1D6+5, M.E. 2D6+6, M.A. 2D6, P.S. 16+2D6, P.P. 16+1D6, P.E. 16+1D6, P.B. 2D6, Spd running: 6D6+10; cannot fly.
Size: 12 feet (3.6 m) tall; 800 pounds (362 kg).
Natural A.R.: 12
Hit points: 6D6 plus P.E. attribute number.
S.D.C.: 2D4xlO
Average P.P.E.: 1D4x10
Horror Factor: 14
Equivalent O.C.C.: All the O.C.C. skills of the *Soldier,* no additional skills are available. Ignore hand to hand skills (see combat and bonuses). Use the experience table for the soldier.
Average Level of Experience: 1D4+3
Combat: Five hand to hand attacks per melee round.
Bonuses (in addition to attribute bonuses): +2 on initiative, +2 to strike, +1 to parry and dodge, +4 to pull punch, +4 to roll with impact, +10 to save vs horror factor, +1 on all saving throws. See Supernatural P.S. chart for damage inflicted by punches, bite and kick.
Damage: Remember, all demons have supernatural P.S.; the following are in addition to the supernatural P.S. damage: Giant hand claws 2D6 damage per punch, stab or raking strike, feet claws 2D6, leap kick with clawed feet 3D6, and bite 1D6. Rarely uses weapons, preferring to rely on the natural claws and natural agility.
Natural Abilities: Nightvision 100 feet (30.5 m), keen hawk-like vision, good hearing, track by scent 40% (roll for every 100 feet of tracking), resistant to fire and cold (half damage), natural gymnast (standard skill), can leap 40 feet (12.2 n) from a dead stop, leap 80 feet (24.4 m) from a running start, teleport 10% +2% per level of experience, dimensional teleport 14% +1% per level of experience, knows all languages, and bio-regenerate 3D6 S.D.C. or hit points once per melee round.
Psionics: None
Magic Abilities: None



Note: Never wears armor! Rarely uses weapons.

Mares (aka Nightmares)

Mares are insidious demons who appear as monstrous hags. They are very intelligent and delight in tormenting humans and non-humans alike. Mares are often responsible for mysterious deaths, missing children, kidnapping, disease/pestilence, slaughtered cattle, and insanity. They often attack subversively while an individual is asleep, striking with an evil eye (psionic empathic transfer), or implanting thoughts and fears through hypnotic suggestion and telepathy. The insidious creature may also strike through magic and is often (50%) accompanied by a pair of Lasae or Nasu.

Mares are malicious creatures who often make bold appearances in small villages where there isn't likely to be a dangerous champion to challenge her. The creature will saunter through the streets, grinning and cackling to herself or her cohorts and giving people "the eye." At some point, she may demand to speak to the village elders and demand a ransom to prevent tragedy from coming in the night. These hags are masters of extortion and know how to spook a crowd (slipping in a little psionic induce fear doesn't hurt either). Ransom can be gold and jewels, a treasured relic, or something simple like booze, food and clothes, a night's lodging, or a few head of cattle. Or the demand could be something terrible like turning over a child or young person to be tortured and eaten by her, or the life of a person(s) who has offended her. Failure to comply will mean death and disaster will befall the village or town until they give in, or the Mare has her fill of vengeance, or she is destroyed. Mares hold a grudge better and longer than most, so if one opposes her they should enter the fray with the intent to destroy her, otherwise she will return periodically for generations, seeking revenge.

Alignments: Diabolic or Miscreant only.

Attributes: I.Q. 2D6+6, M.E. 3D6, M.A. 3D6, P.S. 20+2D6, P.P. 18+1D6, P.E. 18+1D6, P.B. 1D6, Spd running: 3D6; cannot fly.

Size: 10-12 feet (3 to 3.6 m) and 1200 lbs (540 kg); they are often hunchbacked and stoop, making themselves seem shorter than they really are.

Natural A.R.: 12

Hit points: 1D6x10 plus P.E. number.

S.D.C.: 5D6x2

Average P.P.E.: 4D4x10

Horror Factor: 16

Equivalent O.C.C.: Not applicable, tends to rely on magic, psionics and natural abilities.

Average Level of Experience: Not applicable.

Combat: Three hand to hand attacks per melee round or three by psionics, or two by magic.

Bonuses (in addition to attribute bonuses): +1 on initiative, +1 to strike, parry and dodge, +2 on all other saving throws, and +12 to save vs horror factor.

Damage: Remember, all demons have supernatural P.S.; the Mare's claws add an extra 1D6 damage.

Natural abilities: Nightvision 90 feet (27.4 m), see the invisible, turn invisible at will, teleport self 89%, dimensional teleport 63%, knows all languages, and bio-regenerates 3D6 points once per melee round.

Psionics: I.S.P.: M.E.x8. Powers include meditation, mind block, healing touch, psychic diagnosis, see aura, alter aura, death trance, impervious to cold, impervious to fire, telekinetic punch, teleport object, empathic transmission, catatonic strike, cause insanity, hypnotic suggestion, induce nightmares, and insert memory. Considered a 4th level master psionic.

Magic abilities: 4D4x10 P.P.E. and can cast the following spells equal to a fourth level wizard (does not increase with experience): Befuddle, fear, spoil, sickness, minor curse, love charm, summon and control rodents, escape, and fool's gold.

Note: Never wears armor.

Succubus & Incubus

The succubus (female) and incubus (male) are shape-changing monsters who appear as an extremely attractive and seductive people (P.B. 20 minimum). They use their looks to distract, confuse, lure, and seduce their unsuspecting victims to their doom. They are harbingers of death who tantalize, charm and then kill without mercy. Both the succubus and incubus are psychotic killers, slaying most victims after sexual intimacy. Some fools are so bedazzled by the charms, promises, and favors of the succubus or incubus that they become willing servants or pawns

willing to provide aid, protection, information or service for the malignant objects of their love or desire. Ironically, even the most favored of humanoid "pets" are usually slain when their usefulness has come to an end.

Alignment: 30% aberrant, +0% miscreant, 25% diabolic, 5% anarchist.
Attributes: I.Q. 3D6, M.E. 3D6, M.A. 3D6+4, P.S. 14+2D6, P.P. 14+1D6, P.E. 14+1D6, P.B. 16+2D6 (20 minimum), Spd running: 4D6; 4D6 flying.
Size: 4-16 feet (1.2 to 4.9 m), shape-changing range of height.
Natural A.R.: 10
Hit points: 5D6 plus P.E. attribute number.
S.D.C.: 1D6x10
Average P.P.E.: P.E. x8
Horror Factor: 12
Equivalent O.C.C.: Not applicable; relies on natural magic abilities.
Average Level of Experience: Not applicable.
Combat: Four hand to hand attacks per melee round.
Bonuses (in addition to attribute bonuses): +2 on initiative, +2 to strike, +2 to parry and dodge, +4 to pull punch, +4 to roll with impact, +10 to save vs horror factor, +2 on all saving throws. See Supernatural P.S. chart for damage inflicted by punches, bite and kick.
Damage: Remember, all demons have supernatural P.S.
Natural Abilities: Nightvision 100 feet (30.5 m), good day vision, good hearing, fire resistant (half damage), dimensional teleport 14%, knows all languages, and bio-regenerate 2D6 S.D.C. or hit points once per melee round. Also see magic.
Psionics: None
Magic Abilities: Natural Magic Abilities (special): Metamorphosis into any humanoid creature for an unlimited time. Cannot impersonate a specific person. Costs only 20 P.P.E. Plus the demon can cast the following spells: calling, charm, love charm, charismatic aura, trance, escape, turn dead, and repel animals, all equal to a 6th level wizard.

Note: May wear armor if they like, but usually wear beautiful clothing. The normal appearance of these creatures is an attractive human with strange green eyes, unusually sharp canines and a pair of small black wings protruding from the back.

Size: 12 feet tall.
Natural A.R.: 14
Hit Points: 3D4x10 plus P.E. attribute number.
S.D.C.: 2D4x10
Average P.P.E.: 1D4x100
Horror Factor: 14
Equivalent O.C.C. Skills (special): Basic and advanced math 92%, literate in Elven 98% and two other languages of choice, forgery 45%, intelligence 88%, track humans 50%, wilderness survival 70%, land navigation 80%, swim 60%, climb 80%/70%, dance 80%, streetwise 80%, demon & monster lore 80%, faerie lore 60%, W.P. chain, W.P. whip, and W.P. sword.
Average Level of Experience: 1D4+4
Natural Abilities: Fly, nightvision 90 ft (27.4 m; can see in total darkness), see the invisible, turn invisible, track by smell 45%, dimensional teleport 58%+2% per level of experience, bio-regeneration 4D6 S.D.C. per minute, impervious to fire (including magic fire), magically knows all languages, and can leap 50 feet (15.2 m) without assistance from wings.
Combat: Six physical attacks per melee or three by magic. Favorite weapon is the magic fire whip.

Greater Demons

Baal-Rog

The Baal-rog is one of the most feared and powerful of all the greater demons because it is both a powerful and smart supernatural warrior. The visage of the Baal-Rog is awesome, a huge, bronze skinned humanoid with bulging muscles, giant, black bat wings and flaming red eyes.

They serve as the lieutenants and captains of the demon hordes of Hades, commanding legions of lesser demons. Baal-Rogs also lead reconnaissance patrols into other worlds and intelligence gathering in enemy territories. Their intelligence and resourcefulness also makes them ideal for solo missions (which they far prefer than leading demonic troops). Renegades have even been known to establish lairs or entire kingdoms of their own on other worlds. These giant monstrosities are also favored by Summoners.

Alignment: 55% aberrant, 25% miscreant, 15% diabolic and 10% anarchist.
Attributes: I.Q. 2D6+8, M.A. 2D6+8, M.E. 2D6+8, P.S. 2D6+28, P.P. 2D6+10, P.E. 3D6+12, P.B. 2D6, Spd 1D6x10 running or 1D6x10+60 flying!
Damage: Remember, all demons have supernatural P.S.; the following are in addition to the supernatural P.S. damage: Clawed hands 2D6 damage per punch, stab or raking strike, leap kick with clawed feet 3D6, and bite 1D6. Rarely uses weapons, preferring to rely on their natural abilities and magic.
Bonuses: +3 on initiative, +3 to strike, parry, dodge, +4 to pull punch, +4 to roll with impact, +3 on magic saving throws, +12 to save vs horror factor; all in addition to attribute bonuses.
Magic: P.P.E. 1D4x100. All levels 1-4 fire elemental magic, plus fire whip (level 7), animate & control dead, turn dead, exorcism, remove curse, and heal wounds. Equal to a 5th level wizard.
Psionics: None

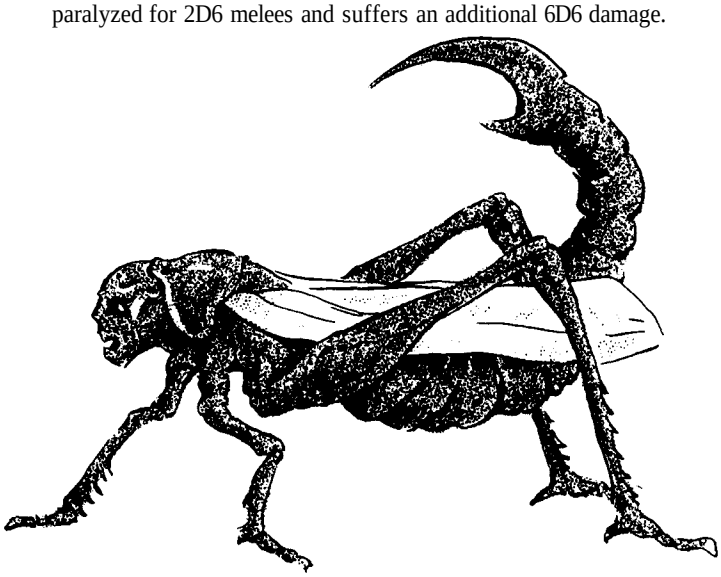
Notes: Baal-Rogs covet magic scrolls, magic weapons, wealth, and power. They are the symbol of cunning and power. They rarely use armor, or wear more than a loincloth for that matter.

Demon Locusts

The Demon Locusts are the greatest of all demons other than the demon lords. All other demons are subject to their demands.

They appear as a giant locust with an ugly human head and the tail of a scorpion. They are the symbol of destruction and genocide. Although their numbers range into the hundreds of thousands, most hibernate, patiently waiting for armageddon. Thus, they rarely establish regions of power or enforce their will on mortals or fellow demons. Occasionally, one or two are encountered in the world, but seldom more than that. This seemingly passive behavior should not be construed as benevolence or apathy, for the locusts are merciless, devastating fighters who loathe humankind, elves and the gods of light. They merely wait and plot for absolute chaos and global annihilation. If a swarm of demon locust appear, prepare oneself for horrible disaster and, perhaps, the end of the world. Legends suggest they were the foot soldiers of the Old Ones.

Alignment: 30% miscreant and 70% diabolic.
Attributes: I.Q. 3D6+10, M.A. 2D6+10, M.E. 3D6+10, P.S. 3D6+30, P.P. 3D6+10, P.E. 3D6+10, P.B. 1D6, Spd 1D6x10+10 running or 3D6x10+50 flying!
Size: 12 feet long (3.6 m); 700 pounds (315 kg)
Natural A.R.: 17
Hit Points: 2D4x10
S.D.C.: 2D6x10
Average P.P.E.: 2D4x100+100
Horror Factor: 16
Equivalent O.C.C. Skills (special): Basic and advanced math 98%, literate in Elven 98% and four other languages of choice, forgery 85%, intelligence 90%, land navigation 98%, swim 70%, climb 80%^70%, streetwise 90%, demon & monster lore 90%, faerie lore 90%, and magic lore.
Average Level of Experience: 1D4+5
Natural Abilities: Fly, nightvision 200ft (61 m), see the invisible, turn invisible, track by smell 45%, dimensional teleport 54%, bio-regenerate 6D6 S.D.C. per minute, impervious to fire (including magic fire), magically knows all languages, and can leap 80 feet (24.4 m) without assistance from wings.
Combat: Seven physical attacks per melee or three by magic!
Damage (supernatural P.S. considered): Punch/strike with front leg does 4D6 damage, punch/kick with rear leg does 5D6, power punch does 1D6x10 (counts as two attacks), or bite does 2D6 damage, or by magic.
Scorpion tail sting: Inflicts 6D6 damage. Even supernatural beings and creatures of magic must roll to save versus poison (14 or higher). A failed roll means the character has fallen victim to the poison, is paralyzed for 2D6 melees and suffers an additional 6D6 damage.



Bonuses: +4 on initiative, +2 to strike, +4 to parry and dodge, +1 to pull punch, +4 to roll with impact, +5 on all saving throws, and impervious to horror factor, all in addition to attribute bonuses.
Magic: P.P.E. 2D4x100+100. All level one spell magic plus call lightning, fire ball, fire bolt, negate magic, dispel magic barriers, fly as the eagle, animate/control dead, turn dead, remove curse, exorcism, curse phobia, luck curse, spoil, sickness, earthquake, id barrier and sanctum. Equal to an 8th level wizard.
Psionics: All sensitive powers, I.S.P.: M.E. x2, fifth level proficiency.
Note: Usually loners.

Gallu, The Demon Bull

The Gallu appears as a giant, ebony skinned minotaur with the legs and head of a bull, and the torso and arms of a man, glowing red eyes, menacing horns, and breathes of smoke and fire (not a weapon, just a visual effect). An adventurer will seldom encounter more than one or two Gallu Bulls unless on a special mission. The Gallu are often accompanied by a handful of lesser demons, typically 1D4+1 gargoyles/gurgoyles, Alu, Shedim or Ghouls.

Alignment: 40% aberrant, 30% miscreant, 22% diabolic, 6% anarchist and 2% unprincipled.
Attributes: I.Q. 1D6+8, M.A. 1D6+8, M.E. 1D6+10, P.S. 1D6+30, P.P. 1D6+12, P.E. 2D6+12, P.B. 2D6, Spd 2D6xlO+40 running
Size: 12 to 14 feet tall (3.6 to 4.2 m); 1000 pounds (450 kg)
Natural A.R.: 15
Hit Points: 4D6x2
S.D.C.: 1D4x10+40
Average P.P.E.: 3D6x10
Horror Factor: 13
Equivalent O.C.C. Skills (special): Basic math 82%, literate in Dragonese/Elven 98% and two other languages of choice, intelligence 88%, track humans 50%, wilderness survival 70%, land navigation 85%, swim 80%, climb 70%/60%, dance 80%, demon & monster lore 80%, faerie lore 60%, W.P. chain, W.P. axe and two of choice. All W.P.s are equal to 6th level proficiency.
Natural Abilities: Nightvision 90 feet (27.4 m), see the invisible, turn invisible at will, dimensional teleport 60% +1% per level of experience, fire resistant (magic fire does half damage), magically knows all languages, can leap 40 feet (12.2 m) and bio-regeneration 2D6 S.D.C. or hit points per melee round.
Combat: Six physical attacks per melee or two by magic.
Damage: Remember, all demons have supernatural P.S.; the following are in addition to the supernatural P.S. damage: Clawed hands 1D6 damage per punch, leap kick +6, bite 1D4, head butt with horns 2D6 damage, running ram with horn 4D6 damage plus has a 60% chance of knocking opponent off his feet (counts as two attacks).
Bonuses: +2 on initiative, +3 to strike, +4 to parry and dodge, +4 to pull punch, +3 to roll with impact, +2 on all magic saving throws, in addition to attribute bonuses.
Magic: P.P.E. 3D6xlO. Limited magic powers: Blinding flash, cloud of smoke, globe of daylight, thunderclap, fear, repel animals, animate & control dead, turn dead, exorcism, remove curse, luck curse, phobia curse, and heal wounds. 5th level proficiency.
Psionics: None

Notes: Occasionally wears armor and uses a variety of man-made weapons; particularly fond of magic items.

Jinn

The Elemental Demon

The jinn are powerful free spirits within the Hades hierarchy. They are generally free to come and go and do as they please, as long as their activities don't disrupt the demon community. They are evil, mischievous creatures of magic, linked to elemental forces. They are known to cause disease, drought, and trouble for all mortal creatures whom they consider to be their playthings.

These supernatural beings are found in many dimensions; the Palladium world, the elemental plane, and Hades are among their favorites. Like true elementals, the jinn's natural state is that of invisibility, only warlocks and those with the power to see the invisible can see them. They are impervious to most weapons, but vulnerable to magic and silver. A weapon made of silver inflicts double its usual S.D.C. damage.

The Curse. Long ago, the jinn were placed under a curse by a powerful alien intelligence, or so legend tells. This curse forces the jinn to call anybody who can capture them, save their life or provides them with vital aid their master. The curse also binds them to grant *three wishes* as reward for their "master's" aid, or to gain their freedom. Until the three wishes are granted, that particular jinn is bound to that plane of existence and to the person he is obligated to.

Being bound to an individual means that the jinn must stay at his side, cannot raise his hand to him, and must call him Master. Although bound to that individual, the jinn is *not* obligated to aid or assist him in any other way. To ask the elemental demon for information or to dispatch an adversary is considered a wish. The jinn is free to stand idly by, laughing and jeering its master during a battle unless it is requested (wished) to do otherwise. Of course, a jinn may *volunteer* any amount of aid or information it may desire to offer, but such assistance is likely to lead to treachery or death. The jinn loathes having to call any creature its master even for a short while, thus, the longer it takes to grant the three wishes, the more angry and vindictive the creature becomes. The nicest jinn is incredibly selfish, most are evil forces who absolutely hate virtue, compassion and goodness. They will always try to trick or cause the death of the mortal who controls and belittles them. If the person to whom the jinn is obligated dies, it is freed of its obligation and is able to leave. A jinn cannot be obligated to group, only one individual within the group.

The Wish. The word "Wish" must be used to force the jinn to comply with demands. It is important to understand that the jinn cannot actually produce something out of thin air as most people believe. Rather, they use their power, cunning and evil ways to find and get what is requested of them. If a king's ransom is requested, the jinn will disappear and return within 48 hours with the requested wealth. But the wisher will not know how the wealth was obtained, from whom, or how many suffered or died to acquire it. Without a doubt, it was stolen. Likewise, a wish to bring someone back to life will send the jinn searching for a resurrection scroll or someone who can be forced to resurrect the dead person; the jinn and his accomplices are restricted to the normal time and magic limitations regarding resurrection and all wishes. Some wishes, such as resurrections may be beyond the powers of the demon.

Being treacherous schemers and pranksters, they will often try to twist the wish into something not intended by the wisher, especially if they are treated poorly. Wishers will be wise to remember the jinn are evil creatures of magic whose real strength of power lays in thievery, assassination, treachery, and deceit. Consequently, they are always looking to cause mischief and grief. This means that if the wish is worded carelessly, the jinn will twist the wisher's intent and, using his words, cause trouble.

There are four types of jinn, black (earth), white (water), green (air), and yellow (fire). All jinn have the following characteristics and abilities.

Alignment: 50% diabolic, 25% miscreant, 5% aberrant and 20% anarchist.

Attributes: I.Q. 1D6+8, M.A. 2D6+10, M.E. 2D6+10, P.S. 2D6+30, P.P. 1D6+14, P.E. 2D6+10, P.B. 2D6, Spd 2D6x10 running or 2D6x10+100 flying.

Size: 8 to 24 feet tall; can change size at will.

Natural A.R.: 14

Hit Points: 2D4x10 plus P.E. attribute number

S.D.C.: 1D6x10

Average P.P.E.: 1D6x100

Horror Factor: 15

Equivalent O.C.C. Skills (special): Basic math 98%, literate in Elven 98% and two other languages of choice, streetwise 65%, intelligence 90%, track humans 50%, wilderness survival 70%, land navigation 85%, swim 80%, demon & monster lore 90%, faerie lore 90%, pick locks 90%, pick pockets 70%, palming 70%, concealment 70%, locate secret compartments 65%, gemology 70%, recognize weapon quality 70%, W.P. sword, and three of choice (any at 4th level skill).

Level of experience: Not Applicable.

Natural Abilities: Natural state is invisible, can turn visible and invisible at will, turn into mist at will, metamorphosis into an insect at will, resistant to fire and cold (magic attacks do half damage), nightvision 90 ft (27.4 m), see the invisible, fly, float, dimensional teleport 53%, magically knows all languages, bio-regenerate 3D6 S.D.C. or hit points once per melee round, and can increase size at will (24 ft/7.3 m tall maximum).

Vulnerabilities: All jinn are creatures of the twilight and are strongest at night. During the daytime, whether sunny or overcast, all of their powers, abilities, number of attacks, bonuses, physical S.D.C., etc., are reduced to half! Jinn are also vulnerable to weapons made of silver (at any time of day or night). Silver coated weapons inflict double damage. Magic weapons do full damage.

Combat: Six physical attacks per melee or two by magic.

Damage: Remember, all demons have supernatural P.S., but jinn tend to prefer to use magic and magic weapons.

Bonuses: +2 on initiative, +4 to strike, +3 to parry and dodge, +4 to dodge in flight, +5 to pull punch, +4 to roll with impact, +4 on all saving throws, in addition to attribute bonuses. **Note:** Remember to reduce bonuses by one-half during the daytime.

Magic: P.P.E. 1D6x100. *Black Jinn:* All earth elemental magic levels from 1-8. *White Jinn:* All water elemental magic levels from 1-7. *Green Jinn:* All air elemental magic levels from 1-7. *Yellow Jinn:* All fire elemental magic levels from 1-8. All at eighth level of proficiency (fourth during the day).

Psionics: I.S.P.: 1D4x10+30. Possess all sensitive and physical psionic powers at fifth level proficiency.

Note: According to legend, the jinn are the children of lust and decadence, spawned by the coupling of demon and deevil high lords long before the coming of humankind. Some believe they are the progeny of the Old Ones. They occasionally wear armor and use a variety of man-made weapons. The jinn *adore* magic items, magic swords, and rune weapons.

Magots

Magots are hideous giant maws set upon three thick legs, with huge, wide teeth, and three eyes set on long tentacle like stalks. These demons roam about in small herds, petrifying and devouring any intruders. Thankfully, it is rare to encounter more than one or two magots outside of Hades. However, Mictla and Modeus have been known to unleash a dozen, sometimes hundreds, into other dimensions to wreak havoc or when invading another world. They are the minions of Mictla the Devourer.

Alignment: 80% diabolic and 20% miscreant.

Attributes: I.Q. 1D6+2, M.A. 1D6+2, M.E. 1D6+10, P.S. 1D6+40, P.P. 1D6+12, P.E. 1D6+16, P.B. 1D6, Spd 1D6x10+60 running; cannot fly.

Size: 20 feet tall (6 m) and weighs two tons.
Natural A.R.: 14
Hit Points: 2D4x10
S.D.C.: 6D6x2
Average P.P.E.: 1D6x100
Horror Factor: 16

Equivalent O.C.C. Skills: Track animals 35%, track humans 45%, wilderness survival 90%, land navigation 80%, swim 80%, climb 60%/20%, demon & monster lore 50%, faerie lore 30%.

Levels of Experience: Not applicable.

Natural Abilities: Nightvision 120 ft (36.6 m), see the invisible, turn into mist at will, dimensional teleport 25%, bio-regeneration 6D6 S.D.C. or hit points per minute, impervious to fire (even magic fire does no damage), magically knows all languages, and can leap 40 feet (12.2m).

The eyes of the Magot: Each eye fires a beam of light that temporarily (1D6 minutes) turns its victims to stone. The eye beams do not strike automatically and a roll to strike must be made for each attack. A saving throw vs magic of 13 or higher means the character is not turned to stone; roll to save against each eye beam strike. The spell stone to flesh will instantly restore the victim of petrification.

Combat: Six attacks per melee. May combine physical attacks and eye beam attacks.

Damage: Remember, all demons have supernatural P.S.; the following are in addition to the supernatural P.S. damage: running body block 4D6 damage and has a 85% chance of knocking opponent off his feet and 20 feet (6 m) away from the impact point. The victim looses two melee attacks and initiative (counts as two attacks).

Bonuses: +2 on initiative, 3 to strike, +1 to parry, +4 to dodge, +2 to roll with impact, +3 on all saving throws, impervious to horror factor — all in addition to attribute bonuses.

Magic: None

Psionics: None

Note: Never uses weapons or armor, but is a ferocious predator that knows no fear and will often fight to the death once enraged.

Night Owls

The night owl has the body and wings of a giant owl with an ugly, bald, human head and glowing red-orange eyes. These demons of Hades are sometimes seen conducting legions of demons, but they are solitary hunters who prefer solitude. When encountered in the Palladium World, the demon owl will usually be alone, although they are known to frequently ally themselves with evil humanoid sorcerers in the service of advisor and partner. Night owls enjoy the role of counselor to despot kings and other evil people in powerful positions. They also covet gold, gems and magic items.

Alignment: Any evil.

Attributes: I.Q. 2D6+8, M.A. 2D6+8, M.E. 2D6+10, P.S. 1D6+28, P.P. 2D6+8, P.E. 2D6+10, P.B. 2D6+1, Spd 6D6 running or 1D6x10+100 flying.

Size: 4 to 5 ft tall (1.2 to 1.5 m); 14 ft wingspan (4.5 m); weighs 300 pounds (122 kg).

Hit Points: 1D6x10 plus P.E. attribute number.

S.D.C.: 1D6x10

Average P.P.E.: 3D6x10

Horror Factor: 15

Equivalent O.C.C. Skills: Basic math 98%, literate in Dragonese/Elven 98%, intelligence 80%, track humans 80%, wilderness survival 70%, land navigation 80%, prowl 62%, swim 20%, demon & monster lore 90%, faerie lore 80%.

Experience Level: Not applicable.

Natural Abilities: Fly, nightvision 300 ft (91.5 m; can see in total darkness), see the invisible, turn invisible, dimensional teleport 56%, bio-regenerates 4D6 M.D. per minute, fire resistant (magic and M.D. fire does half damage), magically knows all languages.

Combat: Five physical or psionic attacks per melee or two by magic.

Damage: Remember, all demons have supernatural P.S.; the following are in addition to the supernatural P.S. damage: claw strike 1D6, flying claw strike 2D6 M.D. and has a 40% chance of knocking an opponent off his feet (counts as two attacks).

Bonuses: +2 on initiative, +4 to strike and parry, +5 to dodge while in flight, +4 to pull punch, +4 to roll with impact, +4 on all saving throws, +10 to save vs horror factor — in addition to attribute bonuses.

Magic: P.P.E. 3D6xlO. Limited magic powers: Chameleon, globe of daylight, ignite fire, fear, repel animals, animate & control dead, turn dead, exorcism, remove curse, luck curse, phobia curse, and heal wounds. 6th level proficiency.

Psionics: 5D6xlO I.S.P.; has all sensitive and physical psionic powers plus bio-manipulation, hypnotic suggestion, mind bolt, mind block auto-defense, and P.P.E. shield, at sixth level proficiency.

Notes: Never wears armor or uses weapons, other than the occasional scroll or magic item. Loves to torture. Night owls are quiet, observant, and treacherous.

Raksasha

The Shape Shifter

One of the most rare and powerful demons of Hades is the raksasha. The creature's natural form is that of a large, black skinned humanoid, with claw-like nails and the head of a feline, usually a lion or tiger. The raksasha are generally arrogant, cunning creatures with a lust for power. They enjoy toying with all lesser beings, including their fellow demons and supernatural monsters, but humans are particularly intriguing because of their resourcefulness and variety. Still, most raksasha tend to underestimate humans and most other races whom the raksasha considers to be inferior.

The shape shifters are attracted by power and therefore, to the political arena where they can influence the fate of nations. They use their shape changing and disguise abilities, illusions, and psionics to masterfully paint elaborate schemes of deception and tragedy.

Alignment: 55% aberrant, 20% miscreant, 10% diabolic, 15% anarchist.

Attributes: I.Q. 2D6+9, M.A. 2D6+9, M.E. 2D6+9, P.S. 2D6+20, P.P. 2D6+9, P.E. 3D6+9, P.B. 3D6, Spd 1D6x10; cannot fly.

Natural Size: 6 to 10 feet tall (1.8 to 3 m) and weighs 700 lbs (315 kg), but can shape change to as small as one foot (0.3 m).

Natural A.R.: 10

Hit Points: 1D6x10 plus P.E. attribute number.

S.D.C.: 3D4x10

P.P.E.: 2D4x100

Horror Factor: 14

Equivalent O.C.C.: Raksashas can select the O.C.C. skills of the *Wizard (80%)* or *Scholar (15%).* Ignore hand to hand skills (see combat, natural abilities and magic below). Use the experience table for the Wizard. See magic, below, for the full range of spell knowledge.

Average Level of Experience: 1D6+4

Natural Abilities: Nightvision 120 ft (27.4 m), keen normal vision, see the invisible, turn into mist at will, track by smell 45%, bio-regeneration 4D6 S.D.C. per minute, teleport self at will and up to 300 additional pounds (122 kg) up to five miles (8 km) away 93% +1% per level of experience, dimensional teleport 53% +3% per level of experience, resistant to fire and cold (magic fire and cold does half damage), and magically knows all languages.

Metamorph at Will: The demon's most frightful power is the ability to shape change at will into the shape of virtually any living creature no smaller than one foot (0.3 m) and no larger than 10 feet (3 m). The raksasha can also use this power to disguise himself to look exactly like a specific individual.

Shape-changing disguise Skill: 96% if the person being imitated is in his presence. 82% if the raksasha is very familiar with the individual or working from drawings or a painting (or photographs). 40% if working from memory and with little personal knowledge of the subject. Voice imitation is another power that is used in conjunction with disguise. 94% if the raksasha is very familiar with the individual. 80% if working from a good sound recording. 30% if working from memory and with little personal knowledge of the subject.

Note: The raksasha's disguise abilities are enhanced by its psionic powers of total recall and alter aura. If the demon has met and studied the person he is imitating, including having seen/studied the subject's aura, he can alter his own to make the disguise 95% perfect in every way! Also note that the raksasha can use his shape changing abilities to alter or improve the disguise at any time.

Combat: Six physical or psionic attacks per melee or two by magic. Favorite hand to hand weapon is the psi-sword and shield, or other sword type weapons. Otherwise, loves to use his psionics and deception/metamorphosis powers.

Damage: Remember, all demons have supernatural P.S.; the following are in addition to the supernatural P.S. damage: claw strike 1D6, and bite 1D6.

Bonuses: +4 on initiative, +4 to strike, parry, dodge, +4 to pull punch, +4 to roll with impact, +10 to save vs horror factor, +4 on all other saving throws in addition to attribute bonuses.

Magic: P.P.E. 2D4x100. Most have a fascination for magic and are students of *wizardry.* Raksasha wizards will know the following magic spells: all metamorphosis, protection and illusionary spells, including fool's gold, heavy breathing, charismatic aura, multiple image, horrific illusion, apparition, hallucination, anti-magic cloud, protection circle lesser and superior, banish, exorcism, sanctum, and sanctuary. Illusions, deception, and subterfuge are the raksasha's specialties. Plus create magic scroll, remove curse, healing touch, armor of Ithan, charm, escape and six other spells selected from levels 1-4.

Or the demon can study Diabolism or Summoning instead, plus illusionary spells.

Psionics: M.Ex10 I.S.P. plus 10 I.S.P. per level of experience. Possesses all sensitive, healing and physical psionic powers, plus psi-sword, psi-shield, P.P.E. shield, mind block auto-defense, mentally possess others, hypnotic suggestion and four of choice. Considered a master psionic (a wizard and mind mage).

Notes: Occasionally wears armor and uses high-tech weapons depending on the circumstances, but tends to rely on his own magic, psionics and intellect. They covet power above all else. Tend to be aloof and arrogant. Raksasha also have a taste for human blood and love to eat raw humanoid flesh.

Demon Lords

The demon lords of Hades will be presented in the **Dragons & Gods** book. In the meanwhile, players can adapt the stats from the original edition or even *Rifts® Conversion Book (one).*

Deevil Hordes

Lesser Deevils
Deevils
Devilkins
Dire Harpies
Fenry
Fiends
Gorgons
Imps

Greater Deevils
Arch Fiends
Beasts
Horrors
Serpents
Wraiths

Deevil Lords
Supreme Lord Dyval
Sahtalus
Hel
Mephisto
Old Nick
Leviathan
Rhada
Diabolus

Another Horde of Demons: Another realm that contains a group of demonic, supernatural beings is Dyval. Unlike a Hades, this world is covered in forest and glittering citadels dominated by creatures of evil. Like so many supernatural beings, they are dimensional nomads who wander to different worlds to cause trouble and pain, or to hunt and feed.

Deevils are a race of demonic supernatural beings who plague the humans and humanoids of the Palladium World. They are known as "the tempters," corrupting virtue and all that is good. They will make forays from the center and capital of their world, Hel, to have a little fun in the world of men and elves.

Demons are known as the "evil ones" or "masters of darkness." They, like deevils, are a powerful race of supernatural beings whose powers have given them the status of gods. They were firmly entrenched in the Palladium World 50,000 years before the deevils made their appearance, and resent their presence. As a result, terrible feuds have flared up between the two for millenniums before the Age of Elves and continue to this day. This can become very interesting, because not only do the two forces of darkness try to usurp worshippers from one another, through treachery and outright war, they also interfere with each other's plots involving the affairs of men. If one side or the other learns of the other's scheme, they'll try to undermine it. This can put humans, orcs and other mortal beings in the middle of demonic power games. Not a good place to be

Note: Deevil and Demon Lords, alien intelligences, elementals, angels and gods will be described in the **Dragons & Gods** book.

Lesser Deevils

Deevils[1]

Infamous tempters and betrayers, they appear as an ugly fanged humanoid creature with the horns of a ram, the nose of a pig, and the lower body of a goat with cloven hooves. Like their cousins, the Devilkins, deevils try to trick and entice others into evil ways.

Alignments: 65% miscreant, 20% aberrant, 10% diabolic, and 5% anarchist.

Attributes: I.Q. 1D6+6, M.A. 3D6, M.E. 1D6+12, P.S. 2D6+12, P.P. 2D6+10, P.E. 3D6+6, P.B. 1D6+1, Spd 6D6+12

Size: 8 feet tall (2.4 m) and weighs 500 pounds (225 kg).

Natural A.R.: 12

Hit Points: 1D6x10 plus P.E. attribute number.

S.D.C.: 6D6+10

Average P.P.E.: 2D6x10+10

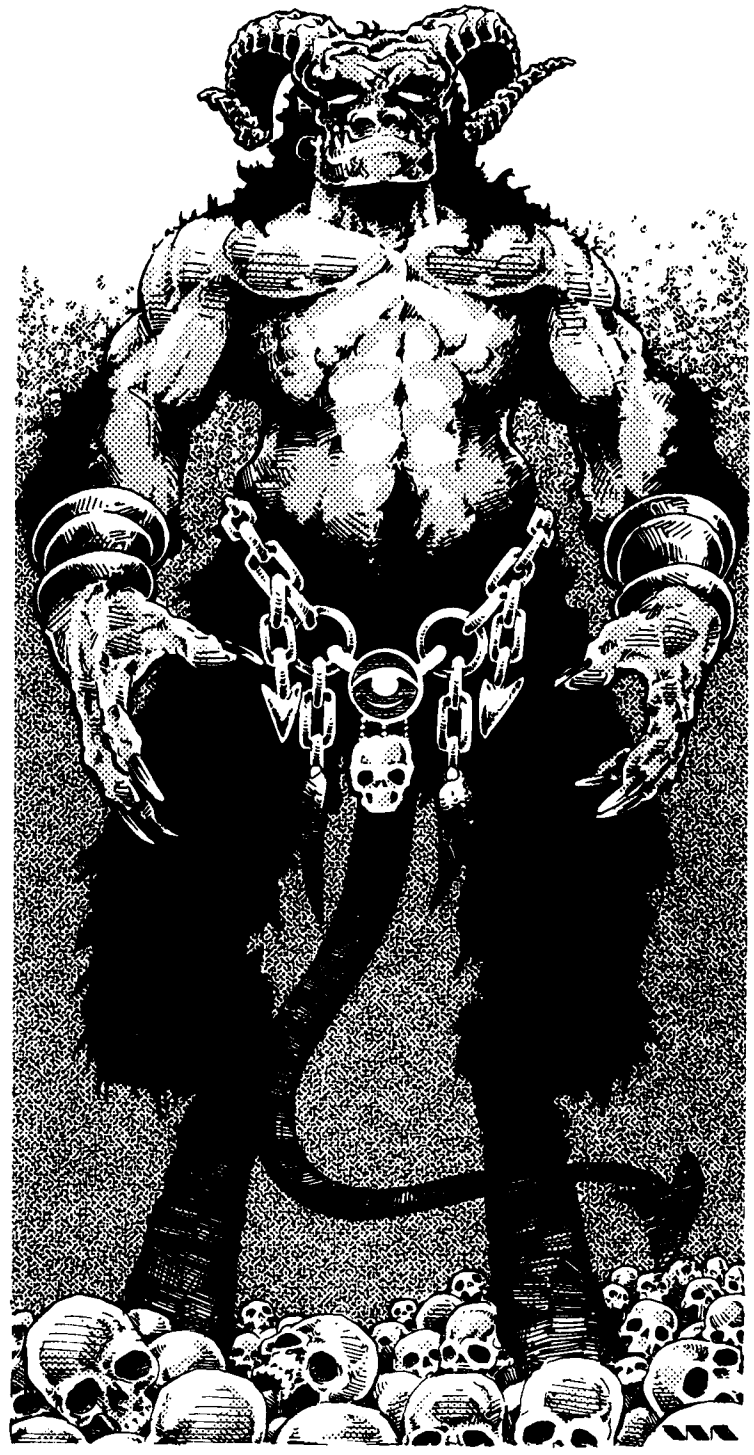
Horror Factor: 14

Equivalent O.C.C.: All the O.C.C. skills of the *Mercenary* or *Assassin*, but only select two O.C.C. related skills and ignore hand to hand skill (see combat and bonuses below). Use the experience table for the Assassin.

Average Level of Experience: 1D4+1

Combat: Four hand to hand attacks per melee round or two by magic.

Bonuses (in addition to attribute bonuses): +2 on initiative, +3 to strike or parry, +2 to dodge, +3 to pull punch, +3 to roll with impact, +2 on all magic saving throws, +6 to save vs horror factor.



Damage: Remember, all deevils have supernatural P.S.; the following are in addition to supernatural P.S. bonus to damage: Claws 1D6 damage and head butt 1D6.

Natural Abilities: Nightvision 60 ft (18.3 m), see the invisible, turn invisible at will, metamorphosis: human, track by smell 55% (roll for every 100 feet/30.5 m), dimensional teleport 63% +2% per level of experience, bio-regeneration 3D6 S.D.C per melee round, magically knows all languages, and can leap 30 feet (9 m).

Magic: 2D6xlO+10 P.P.E. All level one fire elemental magic, plus turn dead, luck curse, phobia curse, compulsion, remove curse, heal wounds.

Psionics: None

Notes: May use any weapons and armor. The deevil and Fenry are the foot soldiers of Dyval.

Devilkins

Devilkins are known as "the tempters," corrupting virtue and all that is good. They will make forays into other worlds to cause turmoil. They resemble the Greek god Pan, with a human upper torso and head graced by black hair and small horns protruding from the forehead. The lower body is that of a goat with cloven hooves. Like the demon succubus, they like to assume the shape of mortal humanoids to lure them into danger and evil ways. However, unlike the succubus, the Devilkins would rather provoke their witless victims into aggression, betrayal, decadence and despair rather than kill him. To do so, they prey on the emotional and mental distress (hate, anger, prejudice, self-pity, etc.) of their victim as well as his sense of righteousness, compassion, and sympathies. People will do foolish, even murderous things in the heat of the moment. The devilkin will try to avoid direct combat, preferring to be the instigator of violence and wickedness behind the scenes.

Alignments: 50% miscreant, 25% aberrant, 20% diabolic and 5% anarchist.

Attributes: I.Q. 2D6+8, M.A. 3D6+8, M.E. 1D6+12, P.S. 2D6+12, P.P. 2D6+12, P.E. 3D6+6, P.B. 4D6+2, Spd 2D6+10

Size: 6 feet tall (1.8 m) and weighs 200 pounds (90 kg).

Natural A.R.: 10

Hit Points: 1D4x10 plus P.E. attribute number.

S.D.C.: 6D6

Average P.P.E.: 3D6x 10+40

Horror Factor: 12

Equivalent O.C.C. Skills: All rogue skills at +10%, sing (+20%), dance (+10), escape artist (+10%), forgery (+10%), intelligence (+10%), interrogation techniques (+10%), surveillance (+5%), land navigation (+15%), gemology (+5%), brewing (+5%), swim (+5%), climb (+5%), demon & monster lore (+30%), basic math (+10%), W.P. knife, W.P. blunt, and two W.P. of choice. Literate in Elven and four others (+20%).

Average Level of Experience: 1D4+2; use the experience table for the Assassin.

Natural Abilities: Nightvision 90 ft (27.4 m), see the invisible, turn into mist, metamorphosis: human or animal, dimensional teleport 66% +2% per level of experience, resistant to fire and cold (attacks do half damage), bio-regeneration 2D6 S.D.C. or hit points per melee round, magically knows all languages, and can leap 30 feet (9 m).

Combat: Three hand to hand attacks per melee round or one by magic.

Damage: Remember, all deevils have supernatural P.S.

Bonuses (in addition to attribute bonuses): +1 on initiative, +2 to strike, parry, or dodge, +3 to pull punch, +3 to roll with impact, +2 on all magic saving throws, +6 to save vs horror factor.

Magic: P.P.E. 3D6x 10+40. All level 1-3 fire elemental magic plus trance, domination, calling, energy disruption, turn dead, luck curse, compulsion, remove curse, cure minor disorders, and heal wounds.

Psionics: None

Notes: Often uses weapons, armor, and devices of man.

Dire Harpies

A demonic looking version of the mortal harpy with huge clawed feet. The skin is a sickly looking, blotchy green, her eyes glow with yellow flame and they drool hot lava! They are cruel, evil creatures who serve as the minions of the greater deevils and deevil lords. They delight in killing and torture and eat the flesh of both the living and dead.

Alignment: 60% diabolic and 40% miscreant.

Attributes: I.Q. 2D6, M.E. 3D6, M.A. 1D6, P.S. 2D6+20, P.P. 2D6+10, P.E. 2D6+10, P.B. 1D6, Spd running: 1D6; 2D4xlO+15 flying.

Size: 18 feet (5.4 m) and weigh 1400 pounds (630 kg).

A.R.: 12

Hit points: 6D6 plus P.E. attribute number.

S.D.C.: 1D4x10

Average P.P.E.: 1D6x10

Horror Factor: 13

Equivalent O.C.C. Skills: Intelligence (+10%), land navigation (+20%), wilderness survival (+20%), track humanoids (+15%), track animals (+15%), military etiquette (+10%), demon & monster lore (+20%), basic math (+15%), climb (+10%). Use the experience table for the Assassin.

Average Level of Experience: 1D4

Combat: Four hand to hand attacks per melee round.

Bonuses (in addition to attribute bonuses): +2 on initiative, +1 to strike, +2 to parry, +5 to dodge while flying, +2 to pull punch, +2 to roll with impact/fall, +1 on all saving throws and +8 to save vs horror factor.

Damage: Remember, all deevils have supernatural P.S.; the following are in addition to supernatural P.S. damage: Claws 1D6 each, bite 1D4.

Natural abilities: Fly, glide, nightvision 220 feet (67 m), see the invisible, spit lava (each spit counts as one melee attack, 4D6 S.D.C. and has 40 ft/12.2 m range), and bio-regenerate 2D6 S.D.C./hit points once every melee round.

Psionics: None

Magic abilities: None

Fenry — Demon Wolf

The Fenry are intelligent supernatural beings who appear as a giant, four-legged, demonic black wolf with glowing red eyes. They are very crafty and intelligent predators skilled in hunting and tracking. They are often used as scouts and protectors by other supernatural beings and powerful practitioners of magic. The Fenry is a supernatural predator that stalks and feeds on human and humanoid prey. Fortunately, they tend to be solitary hunters, so seldom more than one or two are encountered.

Alignment: 40% miscreant, 40% diabolic, 20% aberrant.

Attributes: I.Q. 2D6+2, M.A. 3D6+2, M.E. 3D6+2, P.S. 2D6+20, P.P. 2D6+10, P.E. 3D6+10, P.B. 1D6+4, Spd 2D6xlO+40

Size: 4 feet (1.2 m) tall at the shoulder and 8 feet long (2.4 m).

Weight: 600 pounds (270 kg)

Natural A.R.: 10

Hit Points: 1D4x10 plus P.E. attribute number.

S.D.C.: 6D6+10

Average P.P.E.: 2D4x10

Horror Factor: 14

Equivalent O.C.C. Skills: Streetwise (+30%), intelligence (+20%), land navigation (+25%), wilderness survival (+25%), track animals (+10%), track humans (+20%), identify plants & fruit (+10%), demon & monster lore (+20%), basic math (+10%), prowl, swim, and climb.

Average Level of Experience: 1D4+1; use the experience table for the Assassin.

Natural Abilities: Nightvision 90 ft (27.4 m), excellent day vision, hearing as keen as a dog's, impervious to fire (including magic and flaming swords, the latter does half damage), magically knows all languages, and can leap 30 feet (9 m) high or 50 feet (15.2 m) lengthwise (double with a running start), dimensional teleport 31%, and bio-regeneration 3D6 S.D.C. or hit points per melee round.

Track Blood Scent: A fenry can follow the scent of blood up to 500 feet (152 m) away at 70% +2% per level of experience. Roll once for every 500 feet (152 m) when following a blood trail. A failed roll means the trail is lost.

Recognize Scent of Others: The character can recognize and follow *a familiar* scent up to 50 feet (15m) away at 54% +2% per level of experience. +10% to recognize and follow the scent of a mate or other fenry. Roll once for every 100 feet (30.5 m) when following a scent trail. A failed roll means the trail is lost.

Combat: Four physical or psionic attacks per melee.

Damage: Remember, all deevils have supernatural P.S.; the fenry gets an additional 2D6 damage from his bite,clawed feet and head butt inflict the normal punch damage.

Bonuses (in addition to attribute bonuses): +3 on initiative, +4 to strike, +2 parry or dodge, +1 to pull punch, +2 to roll with impact, +2 on all magic saving throws, and +10 to save vs horror factor.

Magic: None

Psionics: I.S.P. 2D4x10+10. The Fenry has all healing, sensitive and physical powers!

Notes: Never uses weapons or armor. Symbol of lycanthropy and sometimes worshiped by werewolves.

Fiends

The Fiend is another supernatural predator that feeds on P.P.E. energy from its murdered victims similar to the banshee. The frightening monsters seem to be featureless, nothing more than a jet black shadow in the form of a humanoid, except for its glowing yellow eyes and mouth. They are frequently clad in a black or grey hooded robe and may use knives and other weapons. Fiends often assume the guise of other creatures to stalk or mislead their prey. Black-hearted villains, Fiends are sadistic and love to torture and cause sorrow.

Alignment: 30% aberrant, 30% miscreant, 20% diabolic, 20% anarchist.

Attributes: I.Q. 2D6+8, M.A. 3D6+8, M.E. 1D6+12, P.S. 2D6+12, P.P. 2D6+12, P.E. 3D6+6, P.B. 2D6+2, Spd 2D6+10

Size: 15 feet tall (4.6 m) and weigh 1000 pounds (450 kg).

Natural A.R.: 12

Hit Points: 6D6 plus P.E. attribute number.

S.D.C.: 4D6+10

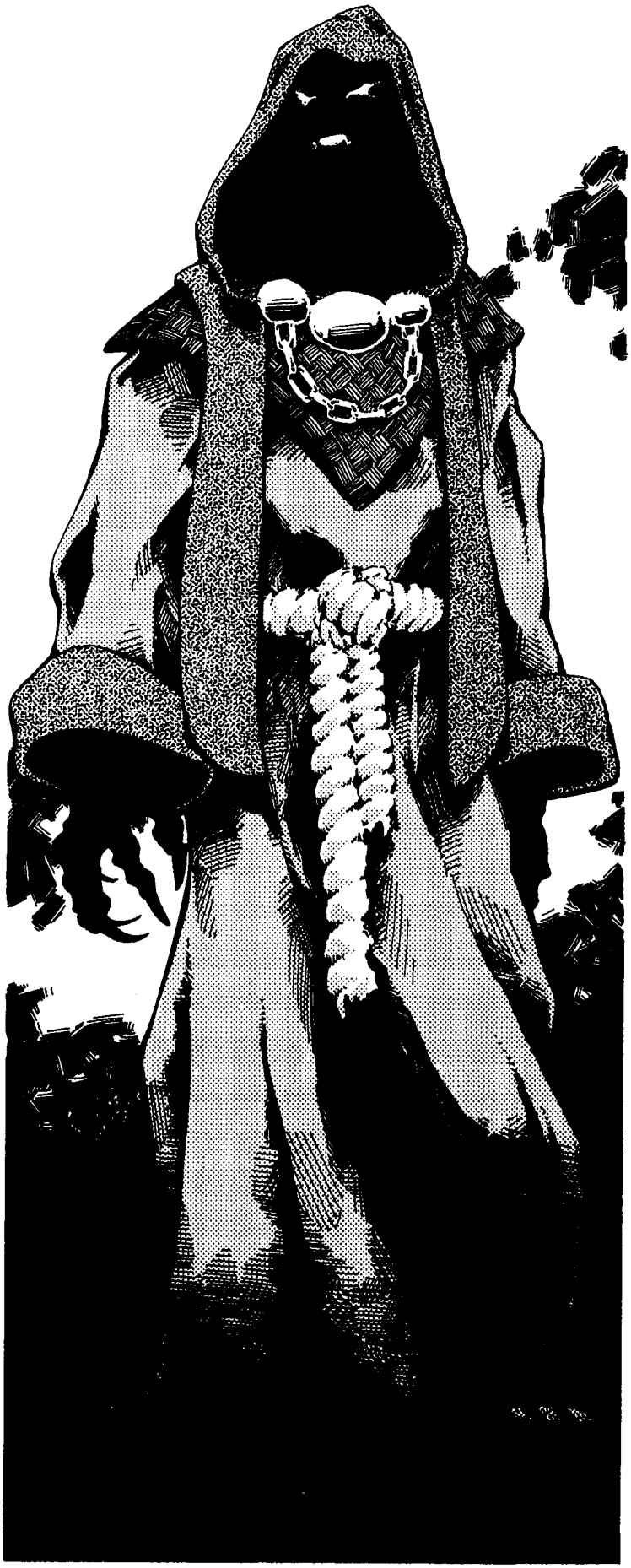
Average P.P.E.: 3D4x10

Horror Factor: 14

Equivalent O.C.C. Skills: Streetwise (+10%), intelligence (+10%), land navigation (+15%), track humans (+10%), escape artist (+10%), pick locks (+10%), palming (+10%), concealment (+5%), locate secret compartment (+5%), demon & monster lore (+20%), basic math (+20%), prowl (+5%), climb (+10%) and two W.P. of choice.

Average Level of Experience: 1D4+1; use the experience table for the Assassin.

Natural Abilities: Nightvision 90 ft (27.4 m), see the invisible, metamorphosis at will (human and animal), dimensional teleport 60% +1% per level of experience, resistant to fire and cold resistant (half damage), bio-regeneration 3D6 S.D.C. or hit points once per melee round, and magically knows all languages.



Combat: Four physical attacks per melee or two magic.

Damage: Remember, all deevils have supernatural P.S.

Bonuses (in addition to attribute bonuses): +2 on initiative, +2 to strike, parry, or dodge, +3 to pull punch, +3 to roll with impact, +2 on all magic saving throws, +7 to save vs horror factor.

Magic: P.P.E. 3D4x10. All level one spell magic plus chameleon, shadow meld, multiple image, fear, escape, circle of flame, turn dead, animate & control dead, exorcism, and heal wounds.

Psionics: None

Allies: Fellow demons of Dyval, but may join forces with other beings, including evil humans, to cause carnage and suffering.

Notes: Often uses weapons, armor, and the devices of man.

Gorgons

This is the classic Medusa of Greek myth: an ugly man or woman with serpents for hair. Gorgons are dull-witted, evil, foul-tempered beings who hate humans and all that is beautiful. They take great pleasure in causing the ruin or death of beautiful people, places and things, and will turn things of beauty as well as those who dare annoy them, into stone (petrification)! The gorgons are native to Dyval, but are dimensional travelers who traverse the multiverse causing sorrow and death.

Alignment: 80% diabolic and 20% miscreant

Attributes: I.Q. 1D6+2, M.A. 1D6+2, M.E. 2D6+10, P.S. 2D6+20, P.P. 2D6+10, P.E. 3D6+6, P.B. 1D6, Spd 4D6

Size: 12 feet tall (3.6 m) and weighs 600 pounds (270 kg).

Natural A.R.: 10

Hit Points: 6D6 plus P.E. attribute number. Each of its 8+1D6 snakes has 8 hit points (no S.D.C.); regenerate.

S.D.C.: 4D6+20

Average P.P.E.: 1D6x10+40

Horror Factor: 16

Equivalent O.C.C. Skills: Streetwise (+6%), land navigation (+10%), track humans (+5%), palming (+10%), concealment (+10%), recognize and use poison, demon & monster lore (+15%), basic math, prowl, climb, and two W.P. of choice.

Average Level of Experience: 1D4; use the experience table for the Assassin.

Natural Abilities: Nightvision 90 ft (27.4 m), see the invisible, keen vision plus the vision of its many serpents making it impossible to blind or surprise attack a Gorgon. Dimensional teleport 54% +2% per level of experience, resistant to fire and cold (half damage), bio-regeneration 3D6 S.D.C. per melee round, snakes regenerate within one hour, and the Gorgon completely regenerates within 24 hours (full hit points and S.D.C.) unless its head is severed and burnt. Magically knows all languages.

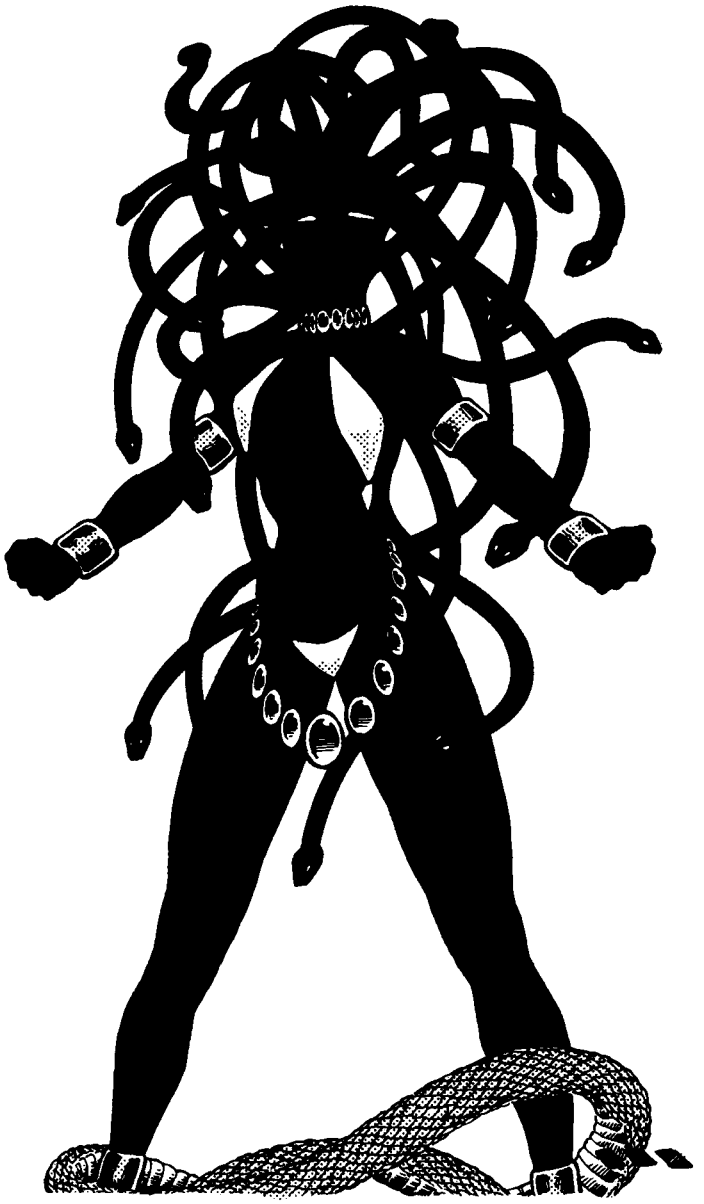
Petrification (special): To look into the eyes of a gorgon or one of her snakes is to suffer petrification! Victims must roll to save vs magic (14 or higher). Approximate range: 200 feet (61 m). Avoiding looking at the monster will safeguard against petrification, but all the character's combat rolls suffer a penalty of -5! Petrified victims are *permanently* turned to stone unless restored by the Gorgon or by a stone to flesh spell.

Combat: Eight physical attacks per melee round by hand to hand combat or by petrification.

Bonuses (in addition to attribute bonuses): +4 on initiative, +2 to strike and dodge, +5 to parry, +3 to pull punch, +3 to roll with impact, +2 on all magic saving throws, +8 to save vs horror factor.

Damage: Remember, all deevils have supernatural P.S. The 8+1D6 snakes only inflict 2D6 damage from a bite and 1D6 damage from a whipping strike or jab. Each has a 10 foot (3 m) reach and are +2 to strike and dodge, and +5 to parry.

Magic: P.P.E. lD6x10+40. Spells are limited to death trance, turn dead, animate & control dead, spoil, stone to flesh, and exorcism.



Psionics: None

Allies: Fellow demons of Dyval, but may join forces with other beings, including evil humans, to cause carnage and suffering.

Notes: Often uses weapons, armor, and the devices of man.

Imps

Imps are strange little, pot-bellied deevils with tiny bat wings, tail, horns, and cloven feet. They are deceptively innocent, almost cute looking and are masters of lies and deception. They enjoy robbing, over-eating, drinking heavily, debauchery, torturing others and getting humans into as much trouble as possible. They are the symbol of mischievousness and excessiveness.

Alignment: 50% anarchist, 30% miscreant, 10% diabolic, 10% aberrant.

Attributes: I.Q. 1D6+8, M.A. 3D6+8, M.E. 2D6+6, P.S. 2D6+6, P.P. 2D6+6, P.E. 3D6+4, P.B. 2D6+2, Spd 2D6+6

Size: Three feet tall (0.9 m) and weigh 100 pounds (45 kg).

Natural A.R.: 10

Hit Points: 4D6 plus P.E. attribute number.

S.D.C.: 20

Average P.P.E.: 2D4xlO+P.E. attribute.

Horror Factor: 10

Equivalent O.C.C. Skills: Streetwise (+10%), intelligence (+10%), land navigation (+10%), escape artist (+10%), pick locks (+10%), palming (+10%), concealment (+5%), locate secret compartment (+5%), demon & monster lore (+10%), basic math (+20%), brewing (+15%), gemology (+20%), recognize and use poison (+6%), prowl (+5%), climb (+10%), W.P. knife and one of choice.

Average Level of Experience: 1D4; use the experience table for the thief.

Natural Abilities: Nightvision 90 ft (27.4 m), see the invisible, resistant to fire and cold resistant (half damage), bio-regeneration 1D6 S.D.C. or hit points once per melee round, and magically knows all languages. Fly at will; Spd. 27 (18.5 mph/30 kmph).

Combat: Three physical attacks per melee or one magic.

Damage: Remember, all deevils have supernatural P.S.

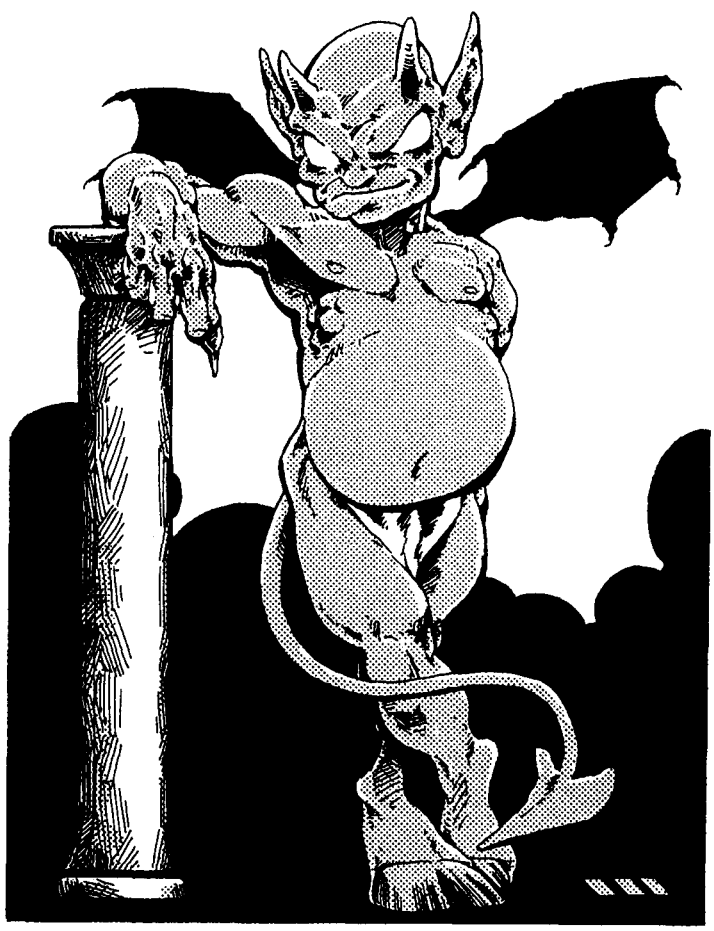
Bonuses (in addition to attribute bonuses): +1 to strike and parry, +3 to dodge, +2 to pull punch, +4 to roll with impact, +2 on all magic saving throws, +4 to save vs horror factor.

Magic: P.P.E. 2D4x10 +P.E. attribute. All level one spell magic.

Psionics: None

Allies: Fellow demons of Dyval, but frequently associates with humans and most humanoids of the Palladium World — imps make treacherous partners who will ultimately lead to their associates' ruination.

Notes: Often uses weapons, armor, and devices of man. Covets magic items, gems and gold.



Greater Deevils

Arch Fiends

Virtually identical to the Fiend, except more powerful, cunning and deadly. These are one of the few deevils who will associate with evil humans, dragons, the demons of Hades and other supernatural beings to get what it wants. Although the Arch Fiend is often a highly regarded officer of Dyval, they frequently operate independently and enjoy causing trouble in the world of mortals.

Alignment: 35% aberrant, 25% miscreant, 15% diabolic, 25% anarchist.

Attributes: I.Q. 2D6+10, M.A. 3D6+10, M.E. 1D6+14, P.S. 2D6+14, P.P. 2D6+12, P.E. 3D6+10, P.B. 2D6+6, Spd 2D6+20

Size: 15 feet tall (4.6 m) and weigh 1000 pounds (450 kg).

Natural A.R.: 14

Hit Points: 6D6 plus P.E. attribute number.

S.D.C.: 4D6+30

Average P.P.E.: 3D4x10+40

Horror Factor: 15

Equivalent O.C.C. Skills: Streetwise (+16%), intelligence (+15%), land navigation (+15%), track humans (+15%), escape artist (+15%), pick locks (+10%), palming (+10%), concealment (+10%), locate secret compartment (+5%), demon & monster lore (+20%), basic math (+30%), prowl (+5%), climb (+10%), literate in Elven and two others (+20%).

Average Level of Experience: 1D4+3; use the experience table for the Assassin.

Natural Abilities: Nightvision 90 ft (27.4 m), see the invisible, metamorphosis at will (human and animal), dimensional teleport 70% +2% per level of experience, resistant to fire and cold resistant (half damage), bio-regeneration 4D6 S.D.C. or hit points once per melee round, and magically knows all languages.

Combat: Five physical attacks per melee or two magic.

Damage: Remember, all deevils have supernatural P.S.

Bonuses (in addition to attribute bonuses): +3 on initiative, +4 to strike, +2 to parry and dodge, +5 to pull punch, +3 to roll with impact, +2 on all magic saving throws, +10 to save vs horror factor.

Magic: P.P.E. 3D4x10+40. All level one spell magic plus chameleon, shadow meld, multiple image, fear, escape, mystic portal, magic net, circle of flame, fire ball, fiery touch, repel animals, turn dead, animate & control dead, exorcism, banishment, and heal wounds.

Psionics: None

Notes: Often uses weapons, armor, and devices of man.

Horrors

The Horror is a hideous monstrosity with dripping mouth and wicked claws, many eyes and gaping maw. It lives to inflict pain and suffering on all living things and is used as a threat to keep the lesser deevils and other minions and devotees in line. Horrors love to torture almost as much as hunting and killing, with wholesale slaughter their specialty. They are savvy warriors and often eat their opponents (sometimes alive!). Despite the monsters' gruesome appearance and savage nature, they are surprisingly intelligent and work well in a group. Thus, they are often put in charge of armies of lesser minions and special missions of destruction or murder. The Horror is the symbol for war and destruction.

Alignment: 50% aberrant, 25% miscreant, 5% diabolic, 20% anarchist.

Attributes: I.Q. 2D6+8, M.A. 1D6+3, M.E. 2D6+12, P.S. 6D6+14, P.P. 2D6+12, P.E. 3D6+12, P.B. 1D4, Spd 4D6+20 running; cannot fly.

Size: 16 to 20 feet tall (4.9 to 6 m) and weighs 2000 pounds (900 kg).

Natural A.R.: 16

Hit Points: 1D6x10 plus P.E. attribute number.

S.D.C.: 4D6+10

Average P.P.E.: P.E.x9

Horror Factor: 17

O.C.C. Equivalent Skills: Streetwise (+6%), intelligence (+15%), land navigation (+20%), track humans (+30%), recognize weapon quality (+15%), military etiquette (+10%), demon & monster lore (+20%), basic math (+30%), climb (+20%), swim (+10%), one W.P. of choice (typically uses claws and bite), literate in Elven and two others (+20%).

Average Level of Experience: 1D4+2; use the experience table for the wizard.

Natural Abilities: Nightvision 120 ft (36.6 m), see the invisible, turn invisible at will, keen vision plus its many eyes make it impossible to blind or attack from behind or by surprise, can leap 100 feet (30.5 m), dimensional teleport 74% +2% per level of experience, impervious to poison, impervious to normal fire and cold (magic fire and cold does half damage), bio-regeneration 4D6 S.D.C. or hit points once per melee round, and magically knows all languages.

Combat: Five physical attacks per melee or two magic.

Damage: Remember, all deevils have supernatural P.S.; the bite of the Horror inflicts full punch damage +1D6, clawed hands do an extra 2D6.

Bonuses (in addition to attribute bonuses): +5 on initiative, +3 to strike, parry and dodge, +6 to pull punch, +2 to roll with impact, +3 on all magic saving throws, +12 to save vs horror factor.

Magic: P.P.E.: P.E. number x9 (135 minimum). All level one air elemental spell magic, plus call lightning, turn dead, exorcism, banishment, and heal wounds.

Psionics: None **Notes:** Rarely uses weapons and never wears armor.

Serpents

Deevil Serpents appear as a beautiful but frighteningly huge, golden serpent with warm brown eyes. They speak in a soft, deep voice that is almost hypnotic in quality. These are the master plotters and tempters of the deevils, skilled in manipulation, blackmail and terror. They usually pull the strings from behind the scenes, but won't hesitate to fight if they have to or think it will be fun.

Alignments: 50% miscreant, 25% aberrant, 20% diabolic and 5% anarchist.

Attributes: I.Q. 3D6+8, M.A. 3D6+12, M.E. 2D6+12, P.S. 3D6+12, P.P. 2D6+8, P.E. 3D6+6, P.B. 4D6+6, Spd 2D6+10

Size: 20 feet long (6 m) and weighs 1000 pounds (450 kg).

Natural A.R.: 14

Hit Points: 1D4x10 plus P.E. attribute number.

S.D.C.: 6D6x3

Average P.P.E.: 1D4x100

Horror Factor/Awe: 15

Equivalent O.C.C. Skills: All rogue skills at +20%, escape artist (+10%), intelligence (+10%), interrogation techniques (+20%), surveillance (+10%), land navigation (+20%), gemology (+20%), swim (+20%), climb (+5%), demon & monster lore (+30%), basic and advanced math (+30%), two lore of choice, and literate in Elven and six others (+20%).

Average Level of Experience: 1D4+3; use the experience table for the Wizard.

Natural Abilities: Nightvision 90 ft (27.4 m), see the invisible, turn into mist, metamorphosis (human) at will, dimensional teleport 80% +2% per level of experience, resistant to fire and cold (attacks do half damage, magic does full), bio-regeneration 4D6 S.D.C. or hit points once per melee round, magically knows all languages.

Combat: Three hand to hand attacks per melee round or two by magic.

Damage: Remember, all deevils have supernatural P.S.

Bonuses (in addition to attribute bonuses): +1 on initiative, +2 to strike, parry, or dodge, +4 to pull punch, +4 to roll with impact, +2 on all magic saving throws, +12 to save vs horror factor.

Magic: P.P.E. 1D4x100. All level 1-4 earth elemental magic plus trance, compulsion, calling, energy disruption, turn dead, minor curse, remove curse, cure minor disorders, and heal wounds.

Psionics: None

Notes: Uses people, not their toys.

Wraiths

Ghostly apparitions of great psionic ability, sometimes called the black specters. Normal weapons cannot harm them; only magic or magic weapons affect them. The Wraith serves as a master spy and interrogator for its evil masters.

Alignments: 50% miscreant, 30% diabolic and 20% aberrant.

Attributes: I.Q. 3D6+8, M.A. 3D6+12, M.E. 2D6+12, P.S. 3D6+12, P.P. 2D6+8, P.E. 3D6+6, P.B. 4D6+6, Spd 2D6+10

Size: 12 feet tall (3.6m)

Natural A.R.: None, ethereal.

Hit Points: 6D6 plus P.E. attribute number.

S.D.C.: 6D6x2

Average P.P.E.: 1D4x100

Horror Factor: 15

Equivalent O.C.C. Skills: Streetwise (+10%), intelligence (+20%), interrogation techniques (+20%), surveillance (+30%), land navigation (+20%), heraldry (+10%), locate secret compartments (+20%), recognize weapon quality (+10%), gemology (+20%), demon & monster lore (+30%), two lore of choice, basic and advanced math (+20%), and literate in Elven and six others (+20%).

Average Level of Experience: 1D4+3; use the experience table for the Wizard.

Natural Abilities: Nightvision 100 ft (30.5.4 m), see the invisible, dimensional teleport 70% +2% per level of experience, bio-regeneration 2D6 S.D.C. or hit points once per melee round, magically knows all languages.

Ethereal By Nature (special): This means it can walk through solid matter like walls, while physical attacks, like arrows, swords, fire and energy blasts, do no damage — pass right through.

Combat: Three psionic only.

Damage: Psionic only

Bonuses (in addition to attribute bonuses): +3 on initiative, +2 on all magic saving throws, +12 to save vs horror factor.

Magic: None.

Psionics: I.S.P. M.E.x10 plus 10 points per level of experience. Possesses all sensitive and physical powers, plus detect psionics, mind bolt, telekinesis (super), telekinetic force field, P.P.E. shield and seven of choice.

Notes: Can use weapons via telekinesis and ectoplasm.

Beasts

The Deevil Beast is one of the most ferocious and powerful of all the greater deevils. The massive creature loves to fight but is intelligents cunning and a good strategist. The visage of the beast is second only to that of the demon Baal-Rog; a towering, red skinned humanoid with bulging muscles, giant crimson bat wings, dark eyes and a head crowned with a pair of large ram-like horns. The upper torso is human-like while the lower body is like that of a goat with cloven hooves.

The Beast serves as the lieutenant of the deevil lords and is charged with commanding squadrons to armies of lesser deevils and Dire Harpies, as well as special missions into the world of mortals. One might think of these demonic henchmen as the loyal enforcers of the Deevil Lords and Arch Fiends. Their intelligence and resourcefulness makes them dangerous opponents. Renegades have even been known to establish lairs and entire kingdoms of their own on other worlds, especially among the so-called monster races of Palladium. Beasts also consort and ally themselves with powerful practitioners of magic, dragons and other powerful and sinister beings.

Alignment: 50% aberrant, 25% miscreant, 5% diabolic, 20% anarchist.

Attributes: I.Q. 2D6+10, M.A. 3D6+4, M.E. 1D6+14, P.S. 5D6+14, P.P. 2D6+12, P.E. 3D6+12, P.B. 2D6+4, Spd 2D6+20 running; 3D4x 10 flying.

Size: 16 feet tall (4.9 m) and weighs 2000 pounds (900 kg).

Natural A.R.: 15
Hit Points: 2D4x10 plus P.E. attribute number.
S.D.C.: 4D6+40
Average P.P.E.: P.E.x9
Horror Factor: 15
Equivalent O.C.C.: All the O.C.C. skills of the *Knight or Assassin*, but only select four O.C.C. related skills and ignore hand to hand skill (see combat and bonuses below). Use the experience table for the Knight regardless of which is chosen.
Average Level of Experience: 1D4+3
Natural Abilities: Nightvision 120 ft (36.6 m), see the invisible, metamorphosis at will (humanoid or bull), dimensional teleport 70% +2% per level of experience, resistant to fire and cold resistant (half damage), bio-regeneration 4D6 S.D.C. or hit points once per melee round, and magically knows all languages.
Combat: Five physical attacks per melee or two magic.
Damage: Remember, all deevils have supernatural P.S.
Bonuses (in addition to attribute bonuses): +2 on initiative, +4 to strike, +2 to parry and dodge, +6 to pull punch, +4 to roll with impact, +3 on all magic saving throws, +10 to save vs horror factor.
Magic: P.P.E.: P.E. number x9 (135 minimum). All level 1-3 spell magic plus domination, multiple image, magic net, circle of flame, fire ball, energy disruption, call lightning, turn dead, animate & control dead, exorcism, banishment, and heal wounds.
Psionics: None

Notes: Often uses weapons and the devices of man; never wears armor except as a disguise when metamorphed as a human.

Deevil Lords

Deevil Lords of Hel, along with demon lords, alien intelligences, gods and others, will be presented in the Palladium RPG sourcebook, **Dragons & Gods.** Also see **Monsters & Animals** for other monstrous additions to a campaign.

True Giants

True giants are hulking creatures that stand 16 to 20 feet tall (4.9 to 6 m), sometimes bigger. Ogres, Wolfen, Coyles and even trolls are not considered to be "true" giants. True giants are a dying breed, because their immense size places huge demands on them and their environment. For example, giants cannot easily hide from enemies and, even though they are physically powerful, they have fallen victim to the assaults of a dozen different races who fear and attack them. In addition, They require three to six times more food than a human and a much larger supply of resources to sustain their existence. However, it is the genetic make-up of the true giants that has hurt them most. True giants have a long life span, often equal to that of the elf, but like most long-lived creatures, they don't reach child bearing age till late in life (typically 30-50 years old) and can only bear a single offspring once every three or four years. The typical term of pregnancy for a giant is two or three years. By comparison, human females can bear offspring at a young age every 10 or eleven months, while Wolfen females give birth to 1D4 young after only eight months of pregnancy! Giants just can't successfully compete with the smaller, more productive and resourceful races.

Giants are usually feared by most humanoids. Their size, fearsome appearance and history of atrocities and crimes make them the target of many (sometimes unjust) accusations and brutal punishments. Many a crusade has been launched to force giants from territories being settled by "civilized" people (usually by destroying them). Giants are also sometimes hunted for sport. Until 1000 years ago, knights and nobles of the Western Empire regularly hunted and slew giants to bolster their reputation as warriors and defenders of the land as well as for fun. Such inhumane acts were justified by declaring giants to be dangerous mon-

sters and enemies of the Empire. Giants have also fallen to invaders, particularly elves and humans. Even a few thousand giants are no match against an army of 20,000 to 60,000 elven or human conquerors convinced they were liberating the land from monsters or intent on expanding their landholdings. Consequently, most giants have retreated to remote and inhospitable wilderness regions.

True giants can be found anywhere throughout the known world, but are most commonly encountered and found in greatest numbers in the mountainous regions of the Old Kingdom, Baalgor Wastelands, Timiro, Great Northern Wilderness and the hilly, remote regions of the Eastern Territory (northern half).

The Isle of the Cyclops and the Islands of the Four Sisters have been an independent kingdom populated by the Cyclops and other monster races for thousands of years. They have managed to prosper because the Cyclops have avoided campaigns into human or elven dominated lands and have supported a number of Western Empire Kings throughout history. See *Palladium RPG Book III* for more details about this and other island kingdoms.

The Baalgor Wastelands are one of the most infamous modern land of giants. It is populated by several thousand Nimro fire giants living around Mounts Nimro and Nimrod, plus tribes of Gigantes, Jotans, trolls, a number of Cyclops and several tribes of ogres, as well as orcs and goblins. Rumor has it that the Nimro are striving to create a new kingdom for giants. This has started the Western Empire talking about launching a military assault against these dangerous beings, even though the giants have not raised a hand against the Empire in four hundred years!

Before you shed a tear for giants, know that they are not innocent victims. The Gigantes, Jotan and Nimro have a particularly long bloody history of terrorizing countrysides, laying siege to towns and cities, agitating and leading members of the monster races against innocent folk, massacring entire villages, enslaving people of all races, ruling domains as tyrants, and alliances with dragons, demons, dark gods and the forces of evil. Most trolls and ogres are no better. Thus, there is a circle of hate that has existed for thousands of years and good reasons for humans to fear them.

True Giants as player characters: Giants make great villains, monsters and NPCs, however, they can also be fun player characters *if* the Game Master allows it. They can also be a bit difficult to play. Most smaller people are terrified of giants and are likely to run in terror or attack out of fear. Even those who prove themselves to be friendly and caring are likely to be shunned and viewed with great suspicion. Many people of all races, including humans, elves, gnomes, orcs, goblins, kobolds, and others regard all giants, except titans, as bloodthirsty monsters up to no good. This also means that some people will not be able to overcome their fears and prejudice and will not allow giants (or his no good, low-life friends) into their community. To force the issue is likely to lead to panic and combat. Furthermore, the giant and his associates will fall under suspicion for every crime and trouble that occurs while they hang around the area (and local criminals will take advantage of them to divert attention away from the real culprits). Hatred and fear can run so hot that a priest of a good alignment may refuse to heal an injured giant who just fought on the church's or town's behalf.

The fear that giants evoke may also keep away people who might otherwise help or befriend the player group. This will isolate the entire player group (can the friends of a giant be trusted?) and may make gathering information and even supplies difficult. A giant in the group is also likely to be viewed as one of the most dangerous people in the band and one of the first to be neutralized.

Another problem will be the character's immense size, which is likely to require custom-made clothes, armor and weapons at two to four times the usual cost. Not to mention needing four to five times the amount of food as a human and finding accommodations at a hotel or boarding house virtually impossible and unacceptable.

G.M. Note: A giant may also imbalance the playing group or cause too many hardships for the entire group. The inclusion of a giant or any other exotic race is left entirely to the discretion of the G.M., players should try to accept the decision without fuss or complaint.

Algor: Frost Giants

The legendary frost giants of Palladium's past are a fading race found almost exclusively in the Great Northern Wilderness. Their greatest numbers are found in the sacred mountains that bear their name. The Algor are extremely hostile toward elves and dwarves because it was their involvement in the Elf-Dwarf War that led to obliteration of three quarters of the Algor race to be obliterated; they sided with the elves. Feeling used and manipulated by elven-kind, they hate them above all others. Dwarves are the next most hated because they were responsible for the wholesale slaughter of the Algor people.

Over the last seven thousand years, Algor around the world have worked to undermine and destroy elves, dwarves and humans. Unfortunately, their animosity is extended to include humans because of man's strong alliance to both elf and dwarf. Thus, it is no surprise that the Algor actively support the Wolfen Empire and agitate for war. In an earlier day, frost giants were worshipped by all the canine races as gods. Today the giants are still highly regarded and occasionally hold office in Wolfen cities.

Algor tend to be a simple, wilderness people who prefer to live a quiet and secluded life away from other humanoids, with the exception of Wolfen, Kankoran and Bearmen. They tend to be excessively hostile and intolerant of humans, elves and dwarves. Most wear armor only when entering battle.

Jotan, Earth Giants

The largest and most powerful giants of the Palladium World are the Jotan, masterful metal workers and swordsmen. They are frequently employed to create weapons and armor for the other giant races, particularly for Cyclops and Nimro. The craftsmanship of the Jotan's work is second only to that of the dwarves and easily the equal of the kobold. The Jotan are extremely aggressive and war-like. They are bitter toward affronts against their people (usually well deserved) at the hands of humans, elves and dwarves, so they are the focus of most or their ire. However, these irritable giants savagely lash out at any non-giant race they may happen upon. One or more frequently lead or serve in groups of bandits and evildoers, and have been known to command armies of orcs and goblins. Jotan, Gigantes and trolls are largely responsible for the bad reputation assigned to giants as a whole.

Jotan are not the smartest of the giants and actually prefer a life of labor, usually as men of arms, bandits, miners, excavators of mountains, and manufacturers of weapons and armor. Like dwarves, the Jotan seem to have an aptitude for the mechanical and working with metals. They tend to keep to themselves, largely because their numbers are small, but are quite aggressive toward smaller or weaker beings

Cyclops Lords of Lightning

The cyclops are said to have walked the Palladium world when the Old Ones ruled and the planet was young. If true, they are one of the very few surviving races from that turbulent era of eons past. Titans, dragons, changelings and elves are the only known survivors of that period.

Only the cyclops possesses the mystic knowledge to create lightning bolt javelins and arrows, a form of magic rumored to have been created during the Time of a Thousand Magicks and lost to all other races (and carefully guarded by the Cyclops). These powerful weapons are molded by combining ground dragon bone, demon blood, and arcane magic. Scholars believe that the magic invoked to produce these lightning

shafts actually calls upon the power of the Old Ones and only the Cyclops can cast it without retribution. Indeed, should any creature other than the Cyclops learn and use the ancient magic, 2D6 greater demons appear, seize the weapons, torture and/or slay the creator, and disappear. If the demons should allow that person to live, his tongue is removed and hands crippled!

A cyclops can amass great wealth and power by creating and selling the lightning shafts to powerful kings, warlords, clergy, wealthy adventurers and practitioners of magic. On the Palladium World, it is said that even the gods are willing to grant favors to acquire them. The Western Empire is the only human nation that has regularly made secret arrangements to get vast quantities of these weapons during several wars and internal power struggles. Exactly what the rulers of the Western Empire have offered in exchange remains a matter of rumor and speculation. However, the Empire has *never* attacked or threatened to attack the Isle of the Cyclops, and on three occasions, has come to the kingdom's defense, once against fellow humans!

Cyclops tend to be surprisingly civilized though aggressive toward smaller or weaker beings. They prefer their own lightning weapons but love rune weapons, magic armor, and magic items of all kinds. Most tend to be self-serving, greedy and covet vast wealth and prestige, if not power.

Height: 14 to 18 feet (4.2 to 5.5 m); 14 feet +1D4 additional feet.

Weight: 600 to 1000 pounds (270 to 450 kg)

Average Life Span: 600 years, but some have lived to 1000!

Natural Abilities: Superior physical strength and endurance. Nightvision 60 ft (18.3 m; can see in total darkness), good over-all vision and hearing, impervious to lightning/electricity (including magic electricity; no damage) and resistant to all other forms of energy except kinetic energy (all others, including lasers, inflict half damage).

The Cyclops' Lightning Shafts (magic): Many Cyclops (33%) can create four types of lightning javelins and two types of arrows. The damage and average cost for each type is included.

Javelins: Light: 4D6 damage (cost 650-1000 gold), medium: 7D6 damage (1000-1500 gold), heavy: 1D6x10 (cost 1600-2400 gold; rare), or super: 2D4x10 (cost 2000-5000 gold; super rare). The magic javelins appear to be jagged rods pointed at both ends and range from six to ten feet (1.8 to 3 m) long. Effective range thrown (magically enhanced): 1000 feet (305 m); only a cyclops can hurl the lightning javelins 2000 feet (610 m). Limitation: The javelin or arrow can only be used once because it turns into a real lightning bolt in midair and disappears after it strikes. Roll to strike as usual; enjoys a bonus of +1 to strike.

Arrows: Light: 3D6 damage (300-500 gold) or heavy: 6D6 damage (800-1200 gold; usually long bow size); both light and heavy arrows can be designed to fit short bows, long bows, or crossbows. Like the javelins they appear crooked. Effective range: 200 feet (61 m) farther than the normal bow weapon, 600 feet (183 m) farther for a cyclops.

Nimro, Fire Giants

The Nimro are the legendary fire giants of the south. The volcanic Mount Nimro and Mount Nimrod are both named after the fire giants, and also serve as the base of their fledgling kingdom of giants. Like so many others, they resent elves, dwarves and humans. The Nimro sometimes rule over villages of humans or other races and have been known to gather and command small armies of orcs, goblins, and occasionally, ogres and other giants. They are especially friendly with the Jotan.

Nimro are clever schemers, good strategists, surprisingly organized and socially active with other giants, including trolls and ogres. The Baalgor Nimro dream of establishing a kingdom of giants where they and their kind can live in relative peace and away from the tiny humanoids who fear them. They are actually much more united and farther along toward this goal than humans suspect.

Gigantes

Perhaps the most feared and bizarre of all the Palladium giants is the Gigantes. They are undoubtedly mutants plagued by an unstable and ever changing genetic structure that is responsible for a host of monstrous deformities, features and powers. The gigantes are ignorant, aggressive misanthropes with a lust for bloodletting. Although humans and elves are their primary victims, the other non-human races, and occasionally the other giants, also fall prey to their aggression and insanities.

Gigantes are wild, daring and merciless fighters. They are extremely hostile, aggressive, cruel, and given to berserker rage and wholesale slaughter. They are especially murderous toward non-giant races and eat the flesh of their enemies. Titans and Rahu-Men are their arch-enemies and villainous Gigantes will attack them on sight. Gigantes often work with other giants, trolls, ogres, powerful sorcerers, dragons, creatures of magic and supernatural beings.

These giants possess a host of powers and abilities which vary greatly from individual to individual. Insanity also plagues these monsters. They are found throughout the Palladium world but are most numerous in the Yin-Sloth jungles, Baalgor Wastelands and the Northern Mountains. Thankfully, their simple-mindedness, senseless savagery, and low numbers keep them from becoming a serious threat to humans. Still, they are attracted to diabolical creatures and frequently ally themselves to Priests of Darkness, evil wizards, dragons, Nimro fire giants, and other powerful beings. Gigantes are favorites in the Western and Wolfen Empires.

Titans

The most famous and glamorous of the Palladium giants is the noble warrior known as the titan. These renowned champions of justice, wander the world like knights-errant, seeking adventure, combating evil and righting wrongs. They often travel alone or in pairs and regularly join mixed groups of adventurers for brief periods. When a titan finds a group he really connects with, he may stay with them for years. Some such groups have become legendary. Titans have become such symbols of strength, honor, and courage that both humanoids and giants alike consider them to be demigods.

The titans are one of the archaic races that survived the battle with the dreaded Old Ones. Until the Elf-Dwarf War, titans were the elves' greatest ally. The two had faced the Old Ones together and fought at each other's side for the tens of thousands of years that followed. Sadly, during the Age of Elves, the noble giants saw their old friends change. They recognized and spoke against the injustices and degradation committed by the elves of the New Kingdom, but elves would not listen and continued their crimes against dwarves and other races. Unable to bring themselves to act against their beloved allies, the titans abandoned the Elven Empire and stayed out of the Great War. Even so, the fallout of the war would cause the demise of 20% of the titan people as they tried to rescue gnomes, Algor and others from the holocaust that the two insane combatant races rained down upon each other. Since that day few titans have called an elf friend.

Titans are intelligent, compassionate people with their own agenda in the war against evil. Their exact numbers are unknown even to them, but most believe there are fewer than 10,000 in the world. Their never-ending quest to combat evil and injustice has compelled them to travel far, even to other worlds (including Rifts® Earth).

Assassin & Diabolist

1	0,000-2,180
2	2,181-4,360
3	4,361 -8,720
4	8,721 - 17,100
5	17,101-26,200
6	26,201 - 36,300
7	36,301-51,400
8	51,401-74,500
9	74,501-98,600
10	98,601 - 137,700
11	137,701- 184,800
12	184,801 -233,000
13	233,001 -284,200
14	284,201 - 336,300
15	336,301 - 396,400

Mercenary Warrior

1	0,000-1,900
2	1,901-3,800
3	3,801 - 7,600
4	7,601 - 12,000
5	12,001 - 20,000
6	20,001-30,000
7	30,001 -45,000
8	45,001 - 55,000
9	55,001 - 75,000
10	75,001-110,000
11	110,001 - 140,000
12	140,001 - 180,000
13	180,001-240,000
14	240,001 - 300,000
15	300,001 -350,000

Monk & Summoner

1	0,000-2,300
2	2,301-4,600
3	4,601 - 9,200
4	9,201 - 17,000
5	17,001-28,000
6	28,001 - 36,000
7	36,001-51,000
8	51,001 - 73,000
9	73,001-98,000
10	98,001 - 139,000
11	139,001-189,000
12	189,001-239,000
13	239,001 - 289,000
14	289,001 - 349,000
15	349,001 -409,000

Thief & Merchant

1	0,000-1,850
2	1,851-3,700
3	3,701-7,400
4	7,401-13,000
5	13,001 - 22,000
6	22,001 - 33,000
7	33,001 - 47,000
8	47,001 - 66,000
9	66,001 -91,400
10	91,401 - 131,500
11	131,501-171,600
12	171,601-221,700
13	221,701-272,800
14	272,801 - 326,900
15	326,901 - 378,000

Soldier & Scholar

1	0,000-2000
2	2,001 -4,000
3	4,001 - 8,000
4	8,001 - 14,000
5	14,001 - 22,000
6	22,001 - 32,000
7	32,001 - 47,000
8	47,001 - 67,000
9	67,001 - 92,000
10	92,001 - 120,000
11	120,001- 150,000
12	150,001-200,000
13	200,001-265,000
14	265,001 - 320,000
15	320,001-375,000

Knight & Noble

1	0,000-2,200
2	2,201 - 4,400
3	4,401-8,800
4	8,801 - 16,500
5	16,501 - 25,000
6	25,001 - 35,000
7	35,001 - 50,000
8	50,001-71,000
9	71,001-96,500
10	96,501 - 135,500
11	135,501-180,500
12	180,501 -230,500
13	230,501 - 280,500
14	280,501 - 335,500
15	335,501-400,500

Palladin

1	0,000-2,400
2	2,401-4,800
3	4,801-9,600
4	9,601 - 17,000
5	17,001 - 28,000
6	28,001 - 38,000
7	38,001 - 53,000
8	53,001 - 75,000
9	75,001 - 100,000
10	100,001 - 140,000
11	140,001-190,000
12	190,001 - 240,000
13	240,001 - 290,000
14	290,001 - 350,000
15	350,001 -410,000

Long Bowman & Squire

1	0,000-2,100
2	2,101-4,200
3	4,201 - 8,400
4	8,401 - 15,400
5	15,401 - 23,400
6	23,401-33,400
7	33,401-48,400
8	48,401 - 68,400
9	68,401 - 93,400
10	93,401 - 133,400
11	133,401-173,400
12	173,401 -223,400
13	223,401-273,400
14	273,401 - 323,400
15	323,401 - 373,400

Priest (Light & Dark)

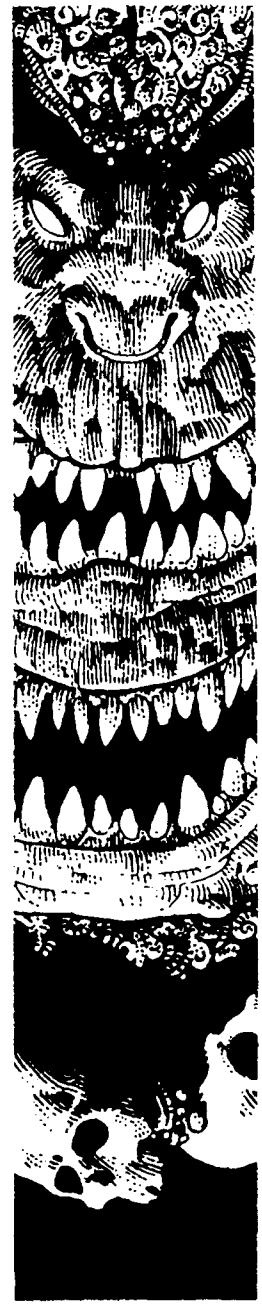
1	0,000-1,970
2	1,971-3,840
3	3,841 - 7,640
4	7,641 - 15,840
5	15,841 - 25,400
6	25,401 - 35,800
7	35,801 -51,200
8	51,201-72,400
9	72,401 - 96,600
10	96,601 - 132,200
11	132,201 - 184,600
12	184,601-234,800
13	234,801 - 284,200
14	284,201 - 346,400
15	346,401 -406,600

Psi-Mystic & Warlock

1	0,000-2,100
2	2,101 -4,200
3	4,201 - 8,440
4	8,441 - 17,480
5	17,481-25,500
6	25,501 - 35,800
7	35,801 -51,000
8	51,001-71,200
9	71,201-96,400
10	96,401 - 131,600
11	131,601-181,800
12	181,801 -232,000
13	232,001 -290,200
14	290,201 - 350,400
15	350,401 -412,600

Witch

1	0,000-1870
2	1871 - 3740
3	3741 - 8480
4	8481 - 16,900
5	16,901 - 24,900
6	24,901 - 36,800
7	36,801-54,700
8	54,701 - 75,600
9	75,601 - 100,500
10	100,501 - 140,400
11	140,401 -190,300
12	190,301 - 250,200
13	250,201-300,100
14	300,101 - 370,200
15	370,201-430,300



Ranger, Psi-Healer & Psychic Sensitive

1	0,000-2,060
2	2,061 -4,120
3	4,121 -8,240
4	8,241 - 15,100
5	15,101-23,100
6	23,101 -33,100
7	33,101 -48,200
8	48,201 - 68,300
9	68,301 - 93,400
10	93,401 - 133,500
11	133,501 - 175,600
12	175,601-223,700
13	223,701-273,800
14	273,801 - 325,900
15	325,901-385,100

Druid & Cobbler

1	0,000-1,860
2	1,861-3,720
3	3,721 -7,440
4	7,441 - 14,880
5	14,881-23,880
6	23,881 -34,880
7	34,881-48,880
8	48,881 -68,880
9	68,881 -92,880
10	92,881 - 124,880
11	124,881 - 166,880
12	166,881 -212,880
13	212,881 -272,880
14	272,881-324,880
15	324,881 -384,880

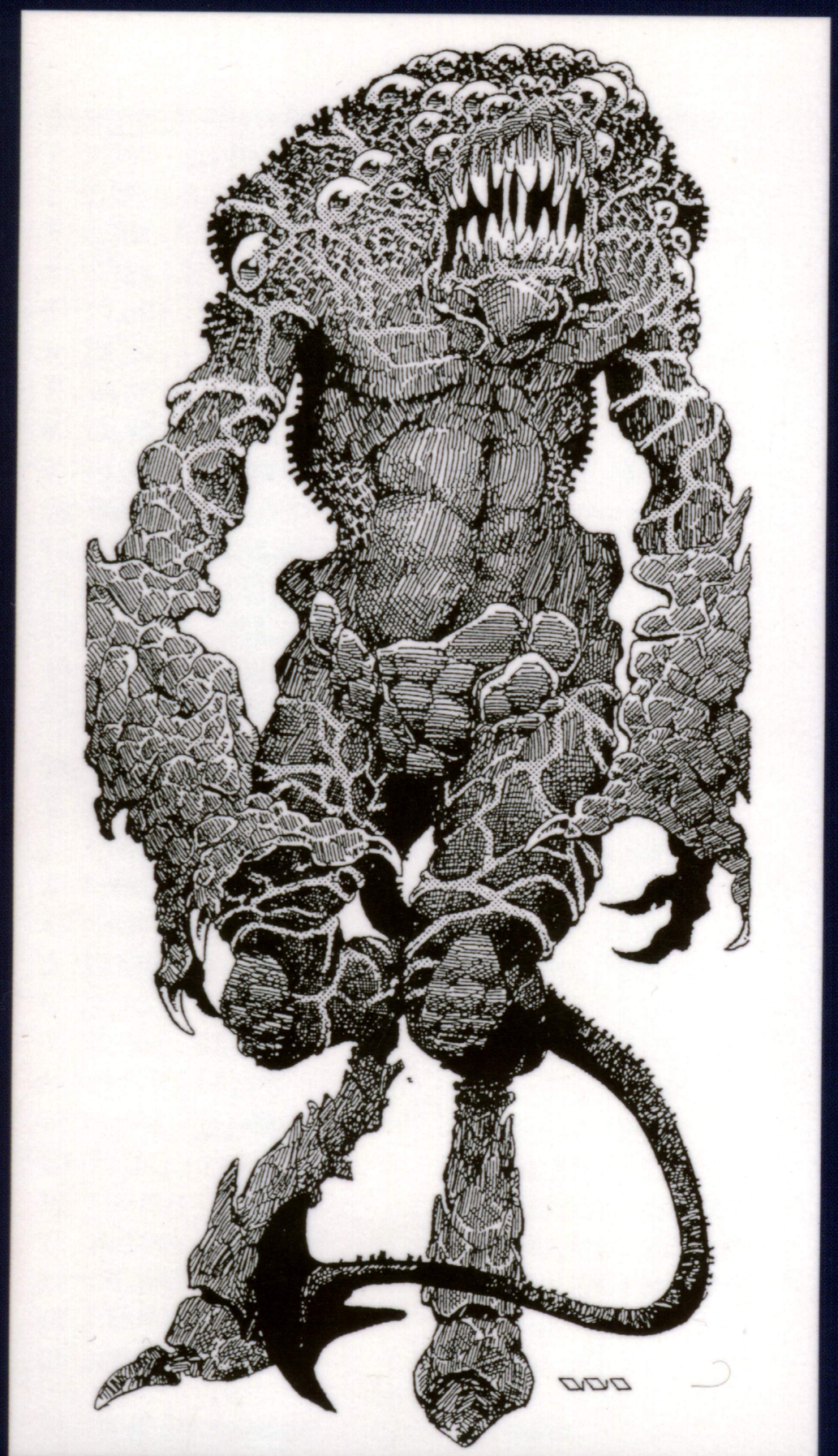
Vagabond/Peasant/Farmel

1	0,000-1,800
2	1,801-3,600
3	3,601 - 7,200
4	7,201 - 11,000
5	11,001-19,000
6	19,001-29,000
7	29,001 -44,000
8	44,001 - 54,000
9	54,001 - 74,000
10	74,001 - 108,000
11	108,001 - 138,000
12	138,001 - 175,000
13	175,001 -235,000
14	235,001 - 290,000
15	290,001 -340,000

Mind Mage & Wizard

1	0,000-2240
2	2,241 -4,480
3	4,481 -8,960
4	8,961 - 17,920
5	17,921-25,920
6	25,921 - 35,920
7	35,921 -50,920
8	50,921 -70,920
9	70,921 -95,920
10	95,921 - 135,920
11	135,921 - 185,920
12	185,921 -225,920
13	225,921 -275,920
14	275,921 -335,920
15	335,921 -375,920

Experience Levels



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