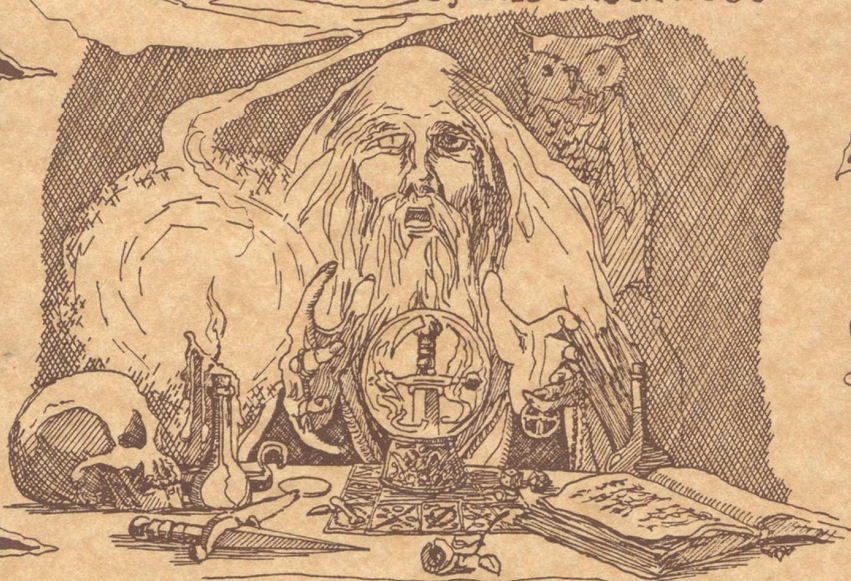


Revised Second Edition

Beasts · Men & Gods

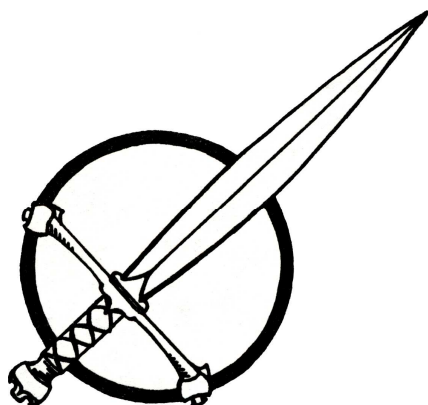
By BILL UNDERWOOD



a fantasy role play system.

THE GAME MASTERS 

Beasts, Men & Gods!



A Fantasy Role Play System

Revised 2nd Edition

This book is dedicated to David Lee
Winsch, without whom I might have
never encountered the mystifying and
exciting world of Fantasy Role-Play.

1st Printing (1st ed.), OCTOBER 1980
2nd Printing (2nd ed.), JANUARY 1982
3rd Printing (2nd ed. revised), APRIL 2011

(c) Copyright 1980-2011 by William Underwood
All Rights Reserved

PRINTED IN U.S.A.

Introduction:

Fantasy Role-Play (or FRP) has been around for years now, and many fine games have hit the market with many more coming out every day it seems. "So, why," you ask, "put out yet another one?"

Because reality (or rather the simulation of it through rules on rolling dice) is NOT just one game company's opinion, and it is not easily defined by one limited view point. FRP games attempt to simulate "real life" in a world where magic exists and enchanted creatures dwell. The argument that most game companies use when players indict their games as being unrealistic is that their game is fantasy, and therefore does not have to be realistic.

This is, of course, simply avoiding the issue, and we all know it. Perhaps the game giants that use this logic are technically right, in that reality in a fantasy world is a contradiction. But when players ask their referees for reality, what they are really calling for is plausibility, and that is a necessary part of every game. So, when magicians forget the spells that they just recited moments ago, or when warriors collapse in battle ONLY when they are dead, showing no signs of injury before that, the enlightened player should scream for plausibility instead of realism. If the referee is willing to admit that his world does not even remotely follow natural laws (such as the law of gravity), then shut up and smile and play in his world without question.

Or go and find a better game to play in.

Although Beasts, Men & Gods is a complete system designed to be played by itself, I strongly encourage players to NOT remain 100% faithful. Once again, reality is NOT just one game company's opinion, not even The Game Masters' opinion. I urge you to go forth and draw concepts and ideas from any other game or piece of fiction that you see, and build your own creative concept of "reality" in a fantasy world.

Bill Underwood
President,
IMAGINATION UNLIMITED, Ltd
The Game Masters

About this "Revised 2nd Edition" BMG

I'm afraid that we need some history here. I'll try to keep it brief.

I wrote Beasts, Men & Gods while I was in college (1977 - 1980). I printed 500 copies, formed a company with a friend of mine, Tom DeGisi, and we called ourselves "Imagination Unlimited, LTD". Somewhat to my surprise, the copies sold out. We printed a "2nd edition" of 1000 more, and produced some related products. We had a BMG module, we printed "blank hex paper" (remember that this was the olden days before computers and ink jet printers), I was a guest at a few conventions, and things looked pretty promising.

Unfortunately, along the way I found out that I wasn't much of a businessman. I scribbled on napkins and threw stuff in shoe boxes. Long story short? The company did not survive.

Now fast forward thirty years (!) or so. Personal computers happen, the Internet happens and, every so often, I encounter someone that *has actually seen* a copy of BMG, or maybe they've even *played* it a few times "with a friend of a friend", typically using 2nd or 3rd generation photocopies. I've been pleasantly surprised by the many kind words. People say nice things in spite of the game's shortcomings.

Over the years I've received different electronic versions of BMG. About 15 years ago a friend gave me a TeX version that had some rule variations. A few years ago, I heard from Patrick Moore. He'd scanned in *the entire book* and cleaned up the tables. He sent me a *Publisher* formatted version. Marty Fitzgerald sent me a *Word* formatted version of the rules that he'd typed in by hand! I thought about publishing again, but never gave it serious thought. This was an *old game*. People were playing these "d20" RPGs now. Folks had "newfangled" ideas about what I was still calling "FRP".*

Then *another* year and more goes by... And, in October 2009, I heard from Matteo (Vault Keeper). He was over in *Italy*, and he asked me about BMG. Of course, I told him much the same things that I told everyone: that "there were hardly any original copies left", and "sadly, no, those copies were *not for sale*", etc. But, I let it slip that an electronic version existed.

Well, it turns out that Matteo's blog focuses on what we now call "old school" RPGs (<http://chateaudessortileges.blogspot.com>). I heard from him a few more times over the next year or so. He was always polite, but persistent. I was reluctant to sell a PDF version. Then, this past month, Matteo emailed me again, and *this* time he told me that he'd started an online petition to encourage me to distribute Beasts, Men & Gods again.

I read the messages from people asking me to consider either "a PDF version" or possibly a "print on demand" version and I was finally persuaded to make an effort to get this published again. The result, of course, is what you see here. This, the revised second edition BMG, is very close to the original text from the second edition published in 1982. This version has some minor editing changes; a couple of things have been moved around just a little bit and made to fit a different layout. I made other very minor formatting changes along the way because, keep in mind that the 1982 version had been typed on a friggin' *Smith Corona electric typewriter* and cut-and-pasted together. I left this version in a typewriter font (Courier New) for most of the text, although this time you'll see some **bold text** here and there. I kept all of the original artwork. Yes, even mine. Yes, I know my artwork isn't all that great. I know I could have left it out. You don't need to remind me. Thanks. :)

So! That's how we got here after thirty-plus years. If you want to see what I've done *since* publishing this book again, <http://wunderwood.com/BMG> should have updated information. I'm thinking that I might republish a BMG module, Ice Tower of the Frozen Wind next. Ice Tower was the BMG tournament scenario at Fool-Con V back in April, 1983.

In the meantime, thank you so much for being a part of this journey. I hope you find great adventures everywhere you go and much joy and happiness in your life.

Bill Underwood
April 9, 2011

*FRP stands for "Fantasy Role Play", ya young whipper-snappers!

T A B L E O F C O N T E N T S

<u>Section</u>	<u>PAGE(s)</u>
Explanation of Statistics.....	1
Getting Started.....	2
Explanation of Hits and Stamina.....	3
Determining Them.....	3
Hit Bonus.....	4
Missile Bonus.....	4
Bow Bonus.....	5
Attack Speed.....	5
Missile Speed.....	5
Bow Speed.....	5
Speed Table.....	5
Saving Throws.....	6
Surprise.....	6
Damage Bonus.....	7
Defense.....	7
Belief Rating.....	7
Carry.....	8
Determination Points.....	9-10
Morals.....	10
Height and Weight.....	11-12
Explanation of Saving Throws.....	13
Surprise.....	14
The Character Classes.....	16-35
The Warrior.....	16
The Thief.....	16
Thieving Abilities.....	16-18
Elves.....	19-20
Dwarves.....	20
The Forester.....	21
Types of Magicians and Priests.....	22-35
Control.....	22
Arcane Lore.....	23
Natural Lore.....	24-25
Illusion.....	25-26
The Elements.....	27-29
Earth.....	27
Air.....	27-28
Fire.....	28
Water.....	29
Necromancy.....	30
Shadow Magic, Shadur.....	31
Exonerous.....	32-33
Sautarius.....	33-34
Rashok.....	34-35
Experience Points.....	36
Advancing Levels.....	36-37
The Buying Lists.....	39-42
Armor & Shields.....	39-40
Weaponry.....	40
Bows & Bow Equipment.....	41
Horses.....	41
Miscellaneous Riding Equipment.....	42
Miscellaneous Equipment.....	42

T A B L E O F C O N T E N T S

<u>Section</u>	<u>PAGE(s)</u>
Combat.....	44-53
Speed.....	44-45
Options.....	45
Attack.....	45-46
Throw.....	46
Fire (a bow).....	46
Defend.....	47
Cast a Spell.....	48
Missile Fire into Melee.....	49
Combat Movement.....	49
Hit Location Chart.....	51
Critical Hits.....	52
Combat Events Table (CETs).....	52
Critical Misses.....	52
The Berserk Option.....	53
Monsters.....	55-67
Natural Weapons.....	56
Monster Stats Table.....	57-58
Monster Descriptions.....	57-67
Spiritual Combat.....	68
Instant Armor.....	70-71
Instant NPCs.....	73-77
Death.....	79
Bandaging.....	79
Healing Up.....	80
Poison.....	81
Loot.....	82
Making Magic Items.....	83-84
The Magic System.....	85-94
Areas of Magic.....	86
Mana.....	87
The Mana Table.....	87
Recovering Mana.....	87
Spell Failure.....	88
Mastering an Area.....	89
Research.....	90
Focuses.....	90-91
Remembering Spells.....	92
Armor Restrictions.....	93
General Spells.....	93-94
Magic System Notes.....	94
Spell Definitions (in Alphabetical Order).....	96-147
Abbreviations.....	148
Conclusion.....	149
Character Sheet.....	151-152

Explanation of Statistics:

The following statistics are used in Beasts, Men & Gods in order to better define the abilities of the characters.

STRENGTH: Strength is the measure of the character's physical power. It is the method of determining the damage capabilities of the character and the method of determining the characters ability to carry great weight. It is abbreviated as "ST".

CONSTITUTION: Constitution measures the physical health of the character, his resistance to diseases and poisons, etc. It is abbreviated as "CN".

INTELLIGENCE: Intelligence measures the "on the spot" reasoning power of the character. It is his inductive logical powers, or his ability "to put two and two together", if you will. Intelligence is thinking ability in the present tense. It is abbreviated as "IN".

WISDOM: Wisdom represents the character's powers of recollection. Using wisdom the character may "recall" certain facts that allow him to reach a decision. Wisdom is thinking ability in the past tense. It is abbreviated as "WS".

DEXTERITY: Dexterity measures the powers of coordination and grace. Dexterity is used in dodging or moving with agility. It is abbreviated as "DX".

BOWSKILL: This statistic defines the character's ability to fire a bow (surprise!). It also defines the character's crossbow accuracy. It is abbreviated as "BS" (no jokes).

CHARISMA: The charisma statistic serves to gauge the "beauty" of the character's voice as well as his ability to persuade. Charisma does NOT have anything to do with Personal Appearance (other than it shares a common die). It is abbreviated as "CH".

PERSONAL APPEARANCE: The "handsomeness" or "beauty" (or "ugliness" or whatever) of the character. It is abbreviated as "PA".

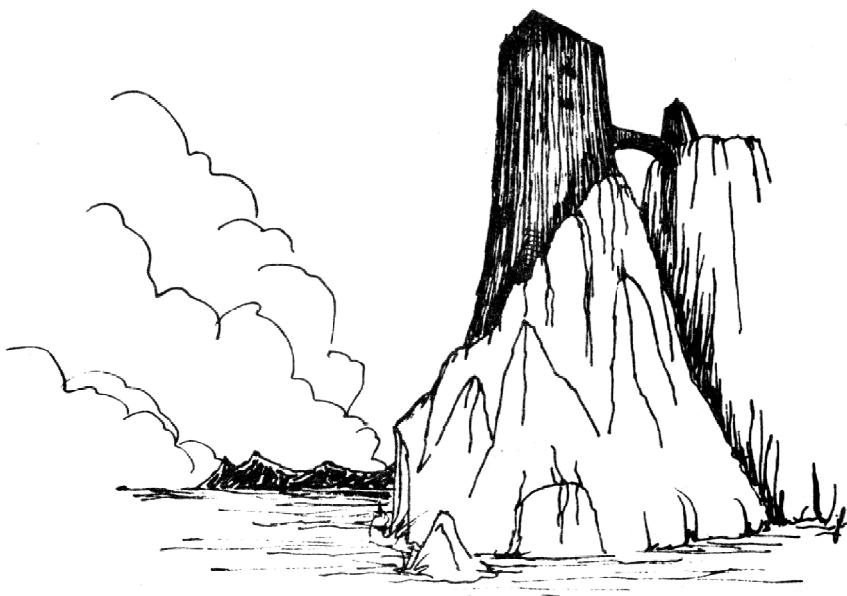
WILLPOWER: Willpower is the ability to "stick your hand in a fire" or endure great emotional or physical hardship. Willpower allows the character to accomplish feats such as research, learning new languages, etc. Determination is based on Willpower. Willpower is important for many saving throws. It is abbreviated as "WP".

Getting Started:

In Beasts, Men & Gods the method of rolling up characters eliminates the strange cases of characters with "18's" on Strength and "3's" on Constitution. Statistics are PAIRED and share a "common die". Thus, the lowest Constitution that can accompany an "18" Strength is an "8". HERE'S HOW TO ROLL IT:

- 1) Roll 1D6 for each pair of stats (i.e. ST & CN, IN & WS, DX & BS and CH & PA). Willpower is not paired with another stat.
- 2) After rolling 1D6 for each "common die", roll 2D6 for each statistic, adding the "common die" to bring the total for each statistic to from "3-18"
- 3) For each statistic that totals "18" (if any) roll 1D6 and subtract "3". If the result is a positive number, ADD it to the "18" to produce a number from "19-21". ADD the same number to the other "partner" statistic as well.
- 4) Roll 3D6 for Willpower. If WP = "18" roll 1d6-3 adding it to WP if it's a positive number.
- 5) Roll 3D6 for silver pieces and multiply it by 10, giving a potential of from "30-180" silver pieces. This number represents the character's beginning wealth (magicians must immediately cross off 50 silver in order to buy their initial focus and spells).

After the player has rolled up his characteristics, he must decide what CLASS of character he desires to be. The options in Beasts, Men & Gods are Warrior, Magician, Priest, Thief, Elf, Dwarf & Forester. The referee may decide to run special character classes of his own design (such as Barbarian, Monk, etc.).



Explanation of Hits & Stamina:

As we all "know" from watching Errol Flynn movies involving a great deal of swordplay, much of the art of sword fighting does NOT involve the letting of blood. Hand-to-hand combat is not merely hack-swing-hack-swing until somebody falls over dead. Skilled warriors tire their opponent until they can find the opening they need to make the telling blow. Usually there is little bloodletting in combat until the bitter end.

That's what Stamina is all about. Stamina is the "lucky" dodges and last minute parries that only the skilled combatant can make. Stamina is the sixth-sense that all adventurers MUST develop in order to stay alive. When a character is "hit" according to the combat tables, he does not necessarily take damage to Hit Points (i.e. bleed) if he has Stamina left. Instead he "jumps out of the way in the nick of time" and is merely tired out a bit (points that are easily recovered by resting).

Hit Points (on the other foot) ARE the actual amount of points in physical punishment that the character can sustain. Usually large monsters (like Dragons) have all Hit Points and no Stamina (after all, can you really see a dragon "jumping out of the way" of a charging knight? Either the knight penetrated the armor or he didn't...). Some monsters will have all Stamina and no Hits. Usually these are undead (like Wraiths) or spirits of some sort.

Determining Them...

All characters start the game with roughly the same number of Hit Points (they start with roughly seven). This number is modified by the character's Constitution.

1. Subtract 1 Hit Point per point of CN below "6".
2. Add 1 Hit Point per point of CN above "12".

All characters start the game with one Stamina Point. This number is modified by the character's Strength.

1. Subtract 1 Stamina Point per point of ST below "6".*
2. Add 1 Stamina Point per point of ST above "12".
3. Add 2 Stamina Points if character in a Warrior.

*Keep a record of Stamina Points that are below zero and apply the demerits to the character when he advances in lvls of experience. ALL characters alert play with a MINIMUM of 1 Stamina Point (the reason for this in due to the way the magic system works - mages MUST have Stamina in order to asst their spells).

EXAMPLE OF THE ABOVE: A Warrior with a ST="15" and a CN="10" would have "7" Hit Points and "6" Stamina Points.

Hit Bonus:

Hit Bonus represents the hand-to-hand combat ability of a character. It is modified by Strength and Dexterity. Strength is required to punch through opponent's defenses and Dexterity is required in order to manipulate weapons to their greatest effect. Warriors should usually end up having the highest Hit Bonus (although some Thieves might), since hand-to-hand combat is their forte. Here's how to figure it:

1. Start with the character's class (or race)

Warrior = +5%
 Dwarf = +4%
 Elf or Thief = +3%
 Magician or Priest = +2%

2. Modify the above number using the character's ST and DX...

ST	Mod	ST	Mod	ST	Mod	DX	Mod	DX	Mod	DX	Mod
3...	-7%	9...	-1%	15...	+5%	3...	-11%	9...	+0%	15...	+5%
4...	-6%	10...	+0%	16...	+6%	4...	-9%	10...	+0%	16...	+7%
5...	-5%	11...	+1%	17...	+7%	5...	-7%	11...	+0%	17...	+9%
6...	-4%	12...	+2%	18...	+8%	6...	-5%	12...	+0%	18...	+11%
7...	-3%	13...	+3%	19...	+9%	7...	-3%	13...	+1%	19...	+13%
8...	-2%	14...	+4%	20...	+10%	8...	-1%	14...	+3%	20...	+15%
				21...	+11%					21...	+17%

3. This number represents the character's Hit Bonus and is used when determining hand-to-hand combat results. It is added to the roll of 1D100 (that's why there's the "%" sign behind each of the numbers).

Missile Bonus:

Missile Bonus represents the accuracy with which a character is able to throw missiles (like rocks, knives, holy water, etc...). It is modified by Strength and Dexterity. Strength is required for distance and impact and Dexterity is required for accuracy. Here's how to figure it:

1. Start with the character's class (or race)

Thief = +4%
 Warrior = +2%
 Other = +0%

2. Modify the above number using the character's ST and DX

ST	Mod	ST	Mod	ST	Mod	DX	Mod	DX	Mod	DX	Mod
3...	-6%	9...	+0%	15...	+3%	3...	-21%	9...	-3%	15...	+10%
4...	-5%	10...	+0%	16...	+4%	4...	-18%	10...	+0%	16...	+13%
5...	-4%	11...	+0%	17...	+5%	5...	-15%	11...	+0%	17...	+15%
6...	-3%	12...	+0%	18...	+6%	6...	-12%	12...	+3%	18...	+18%
7...	-2%	13...	+1%	19...	+7%	7...	-9%	13...	+5%	19...	+20%
8...	-1%	14...	+2%	20...	+8%	8...	-6%	14...	+8%	20...	+23%
				21...	+9%					21...	+25%

3. This number represents the character's Missile Bonus and it is added to the roll of 1D100 whenever the player uses an attack involving throwing (spears, oil and some spells are included).

Bow Bonus:

Bow Bonus represents the character's innate skill with a bow or crossbow.

Here's how to figure it:

1. Start with the character's class (or race)

Elf	= +5%
Warrior or Thief	= +0%
Dwarf	= -5%
Magician or Priest	= -10%

2. Modify the above number using the character's BS

BS	Mod	BS	Mod	BS	Mod	BS	Mod
3....	-27%	8....	-12%	13....	+0%	18....	-15%
4....	-24%	9....	-9%	14....	+3%	19....	-18%
5....	-21%	10....	-6%	15....	+6%	20....	-21%
6....	-18%	11....	-3%	16....	+9%	21....	-24%
7....	-15%	12....	+0%	17....	+12%		

3. This number is added to the roll of 1D100 whenever the fires a bow or crossbow as an attack.

Attack Speed:

Attack Speed (ASp) is the modifier used most often in this game to determine how quickly a character reacts in various situations. For the most part, ASp will be used in hand-to-hand combat. ASp is added to the roll of 2D6. The higher the character rolls, the more quickly he has reacted that round. ASp is determined using the character's ST and DX. Add ST and DX together and divide by 2 (round up). Find the table entitled "Speed Table" to determine the characters Attack Speed (ASp).

Missile Speed:

Missile Speed (MSP) is similar to Attack Speed, only MSP is used when a character launches a non-bow missile attack (like a spear). Only the character's Dexterity (DX) is consulted when figuring Missile Speed. Use the same table (the "Speed Table") that was used to figure ASp, but use only the character's DX.

Bow Speed:

Bow Speed (BSp) is also similar to Attack Speed, but BSp is used to (quite obviously) determine how quickly a character reacts when firing a bow. Use the same table (the "Speed Table") that you used to determine ASp and MSP, but use the character's BS this time.

Preview Mode

...Pages Skipped...

Height and Weight

Height and Weight aren't the most important, things to know about your character, but they do help to add color to the game. If your character meets a man in a bearskin that's 6'10" and weighs over 360 lbs, you can be pretty sure he's not a weakling. Here's how to figure Height and Weights

- 1) Roll 3D6 for size, assigning the number to both Height and Weight (EXAMPLES roll = "15". Height = "15" and Weight = "15")
- 2) If a Dwarf, add +10 to the roll and divide it by 2 (so using the above example, Height = "13", Weight = "13").
- 3) If the character is a human Warrior, add +1 to both.
- 4) Strength modifies Height and Weight.

ST=	HEIGHT	WEIGHT
3-4	+0	+0
5-6	+2	+2
7-8	+4	+4
9-12	+6	+6
13-14	+8	+8
15-16	+10	+10
17-18	+12	+12
19-20	+14	+14
21	+16	+16

- 5) Constitution modifies Height and Weights.

CN=	HEIGHT	CN=	WEIGHT
3-5	-1	3-5	01-50 Skinny (-1D6 Weight)
6-12	normal		51-75 Fat (+1D6 Weight)
13-15	+1		76-00 Obese (+2D6 Weight)
16-18	+2	6-8	01-50 Skinny (-1D3 Weight)
19-21	+3		51-75 Tubby (+1D3 Weight)
			76-00 Fat (+1D6 Weight)
		9-12	normal
		13-15	+1 Weight
		16-18	+2 weight
		19-21	+3 weight

- 6) Race Modifies as well

ELVEN	ST=	Height	Weight	1/2 ELVEN	ST=	Height	Weight
	10-14	-5	-9		6-8	+0	-3
	15-16	-6	-10		9-12	-1	-3
	17-18	-7	-11		13-14	-2	-4
					15-16	-3	-5
					17-18	-4	-6
					19-21	-5	-7
DWARVEN	ST=	Height	Weight	GNOME:	ST=	Height	Weight
	10-12	-18	-6		3-4	-10	-10
	13-14	-16	-6		5-6	-10	-8
	15-16	-15	-7				
	17-18	-14	-8				
	19-21	-13	-8				

- 7) Females are modified differently:

- A. HUMAN FEMALE = -3 Height & -5 Weight
- B. ELVEN FEMALE = -2 Height & -3 Weight
- C. 1/2 ELVEN FEMALE = -2 Height & -3 Weight
- D. DWARVEN FEMALE = -1 Height & -1 Weight
- E. GNOMISH FEMALE = -1 Height & -1 Weight

8) Now take the number for each of the two categories (Height & Weight) and find them on the chart below:

NUMBER	HEIGHT	WEIGHT*	NUMBER	HEIGHT	WEIGHT*	NUMBER	HEIGHT	WEIGHT*
-11	3'2"	20	6	4'7"	75	23	6'0"	180
-10	3'3"	25	7	4'8"	80	24	6'1"	190
-9	3'4"	25	8	4'9"	85	25	6'2"	200
-8	3'5"	30	9	4'10"	90	26	6'3"	210
-7	3'6"	30	10	4'11"	95	27	6'4"	220
-6	3'7"	35	11	5'0"	100	28	6'5"	230
-5	3'8"	45	12	5'1"	105	29	6'6"	245
-4	3'9"	40	13	5'2"	110	30	6'7"	265
-3	3'10"	40	14	5'3"	120	31	6'8"	290
-2	3'11"	45	15	5'4"	125	32	6'9"	310
-1	4'0"	50	16	5'5"	130	33	6'10"	330
0	4'1"	50	17	5'6"	135	34	6'11"	350
1	4'2"	55	18	5'7"	140	35	7'0"	370
2	4'3"	60	19	5'8"	150	36	7'1"	390
3	4'4"	60	20	5'9"	155	37	7'2"	415
4	4'5"	65	21	5'10"	165	38	7'3"	435
5	4'6"	70	22	5'11"	175	39	7'4"	460

ST+CN= Carry=*

6-7	20 lbs
8-9	25 lbs
10-11	30 lbs
12-13	35 lbs
14-15	40 lbs
16-17	45 lbs
18-19	50 lbs
20-21	55 lbs
22-23	60 lbs
24-25	65 lbs
26-27	70 lbs
28-29	75 lbs
30-31	80 lbs
32-33	85 lbs
34-35	90 lbs
36-37	95 lbs
38-39	100 lbs
40-41	105 lbs
421	110 lbs

*Add 5 x Damage Bonus to Carry, but ONLY if it is a positive number.

Warriors have a 10 lbs bonus they may use to wear heavier armor than non-warriors.

MOVEMENT RATES

Humans	"12"
Barbarians	"15"
Elves	"15"
Dwarves	"9"
Gnomes	"12"
1/2 Elves	"12"

7'5" 485

* Add +5 x

Damage Bonus to WEIGHT, but only if it's a positive number (EXAMPLE: Damage Bonus = +3 then add +15 lbs to the character's Weight).

Here's how Carrying Capacity works:

A. A player may carry up to his Carry in encumbrance without penalty to his Movement, Speed, Combat, etc, assuming that he has made some attempt to spread the weight around evenly (like armor, backpack, etc).

B. A player may carry up to TWICE his Carry with the following penalties:

1. His movement is slowed by 1/4. Round up fractions for Dwarves and Barbarians in their favor. Round down fractions for Elves.
2. His speed rolls are at -1 (including spell casting and missile weapons).
3. His combat adds with all weapons are at -5% (Hit Bonus, Missile Bonus and Bow Bonus).

C. A player may carry up to THREE TIMES his Carry with the following penalties:

1. His movement slowed by 1/2.
2. His speed rolls are at -3.
3. His combat rolls are at -15%.
4. He is surprised more often (-10% on save) and surprises others less often (+10% on saves).

D. A player may carry up to FOUR TIMES his Carry with the following penalties:

1. His movement is slowed by 3/4.
2. His speed rolls are at -5.
3. His combat rolls are at -25%.
4. He is surprised 20% more often and surprises others 20% less often.
5. He loses 1 Stamina (or 1 Hit Point if Stamina is depleted) per 30 minutes of continuous movement or 3 rounds of activity / combat.

E. The player may carry up to FIVE TIMES his Carry with the following penalties:

1. He may NOT conduct combat.
2. His movement is "1".
3. He is surprised +20% and surprises -20%.
4. He loses 1 Stamina (or Hit Point) per 10 minutes of continuous movement.

40

Preview Mode

...Pages Skipped...



The Warrior

The Warrior is definitely the easiest class to play in practically any FRP system. He has no spells to get in his way; only a sword and perhaps a bit of armor (or a stone axe and a bearskin). The Warrior begins play with all the advantages given him on the previous pages (higher Hit Bonus, more Stamina, etc). The Warrior also has the following characteristics:

1. He may use any armor and fight with any weapon (save those weapons and armor types where he lacks the necessary ST or DX).
2. He receives +5% to combat adds per level past first (of which +1% MUST go to his Hit Bonus with the other 4% being divided up between Hit Bonus and Bow Bonus however he feels fit)
3. His Missile Bonus goes up +3% per level past first.
4. He adds +10% to his shock and bleeding saving throws at 1st level.
5. The Warrior is the only class allowed to choose the combat option of Berserk (although some Warriors will not wish to do so).

The Thief

The Thief is quite similar to the Warrior in that Thieves also have no spells to aid them in playing FRP. But where Warriors rely upon combat and brawn, Thieves must rely more upon stealth and their keen senses. The Thief has the option to join the Thieves' Guild. Doing so will give the Thief +1% on all his Thieving Abilities each level. There is a membership charge of 10% of all the Thief's earnings for belonging in the guild (plus the Guild has a habit of knocking off non-members that move in on their turf (which they consider to be the whole town)). Guild Thieves are loyal and will report any Thief that attempts to "short" the Guild of their dues by claiming lower earnings. The Thieves' Guild also runs the Assassin's Guild, I might mention. Thieves gain the following benefits:

1. They may wear any armor, but much of the bulky armor types hinder their abilities.
2. They may see 1' x lvl in total darkness (due to a "sixth sense" they develop).
3. They may use any weapons, but they have a -5% detriment when fighting with 2-handed weapons.
4. They receive +4% per level to combat adds (+1% of which must go to Hit Bonus, the other 3% being divided between Hit and Bow Bonus).
5. They add +10% to their Agility saving throw.
6. They add +30% to their Defense when choosing the "Dodge" option.
7. They add +2% per level to their save vs Surprise.
8. They possess Thieving Abilities (see below).

THIEVING ABILITIES:

Thieves may perform the following feats:

CONCEAL	STEALTH	HEAR	LOCK PICK	POCKET PICK	CLIMB	FIND TRAP	REMOVE TRAP
20%	20%	30%	20%	20%	70%	20%	20%

Dexterity Modifiers:

1. Conceal, Stealth, Lock Pick, Pocket Pick, Climb and Remove Trap are all modified with the following table:

DX	Modifier on Abilities			DX MODIFIERS DUE TO ARMOR	
3-7	-20%	to all abilities			
8-9	-10%	"	"	TYPE	DX MODIFIER
10-12	-5%	"	"	No Armor	+2*
13-14	+0%	"	"	H. Cloth	+1*
15-16	+5%	"	"	Leather	+0
17-18	+10%	"	"	Studded	+0
19	+15%	"	"	Ring	-1
20	+20%	"	"	Chain	-2
21	+25%	"	"	Scale	-4
				Banded	-6
				Plate	-8

2. Find Trap is modified as follows:

WS+IN	Ability Modifier	
6-12	-20%	
13-14	-15%	*=Max of "21" DX. If "DX" is less than "3", then NO THIEVING ABILITIES.
15-16	-10%	
17-18	-5%	
19-23	+0%	
24-26	+5%	Note: DX modifiers apply ONLY to THIEVING ABILITIES (not to combat or anything else).
27-29	+10%	
30-32	+15%	
33-35	+20%	
36-above	+25%	

Here are the definitions of the Thieving Abilities:

Conceal: To hide behind curtains, around corners, in nooks and crannies, behind pillars or statues, etc. This ability does NOT grant invisibility to the concealed Thief. If a creature is aware of the possibility of a Thief hanging about, halve the percentage chance for success (suspicious parties must have a reason for suspecting thieves and may not simply turn this ability "on" when they want).

Stealth: This ability allows the Thief to move with total silence at a rate one class slower than they could ordinarily move (due to their encumbrance). This means that if the Thief was human and normally moving "12" (not encumbered at all), he will move "9" when attempting Stealth. Failure to roll the stated chance does NOT mean the party heard the Thief (see the Thieving Ability Hear to find non-thief chances to hear something that occurs quietly). Successfully rolling the percentage means the Thief moved with absolute silence.

Hear: The percentage chance to hear something is obviously going to be heavily modified by referee discretion as to the loudness of the noise (a women screaming 60' away (or even "out of range" at 70') is tough to miss hearing). Here are the chances:

Listener is:	Chance to Hear:	Range:
Human, non-thief with a save surprise of less than 75%	20%	60'
Human, non-thief with a save vs surprise of 75% or greater	30%	60'
Elven or 1/2 Elven	Minimum of 30%	120'
Other (some monsters will have high hearing abilities)	20%	60'
Thief	Varies with lvl	60''*

*Add +5' to range for every +10% above 100% to hear. Halve all chances when listening through a door.

Dexterity Modifiers -Continued-

Lock Pick: Just like it sounds. This ability requires special lock picking tools (available on the buying lists (only Thieves may purchase them)). Locks vary in toughness to pick. If a roll fails to pick the lock, another attempt may be made in 2D10 minutes (but only if the Thief continues to try for the entire time).

Pocket Pick: This ability includes purse cutting and jewelry snatching. Failing to roll the percentage (modified by lvl) by more than 20% means the victim noticed the attempt. Failure to roll by less than (or equal to) 20% means the attempt failed, but the victim didn't notice. A Thief may "fail" in this manner and still take the item, but the victim will be totally aware that the item was filched (and by whom). Subtract 5% for each point of IN or WS the "mark" has above 14.

Climb: "No, you're not Spiderman!" However, dungeons with huge carved blocks set in the walls (with lots of handy grooves to stick fingers in) MIGHT only subtract 10% to 20% (ref discretion, of course). Thief climbs at rate "3" and may not be carrying more than his Carry (i.e. unencumbered). A "00" rolled when climbing means failure (no matter what the Thief's chances are). If the Thief fails to successfully roll his percentage chance to Climb, he must roll a save vs Agility. If the Thief FAILS his save vs Agility, then he doesn't realize his peril until it's too late and he falls to the ground (taking 1D6 per 10' fallen). If the Thief MAKES his save, he realizes the climb is too treacherous and must immediately begin his descent down (unless he WAS climbing down, in which case he must climb back up). The Thief must roll his Climb percentage for every 10' that he climbs. Usually the referee should require the Thief to use a grappling hook or iron spikes.

Find Trap: Roll 1D100 and, if the Thief rolls his percentage for Find Trap, then he has found the triggering device. If he successfully rolls it again, then he may add +20% to any attempt to Remove Trap (on that specific trap). Failure to roll the Find Trap percentage has a 30% chance (ref discretion) of triggering the trap.

Remove Trap: Only small sized traps are removable, although the referee might consider methods the Thief could use to decommission larger traps (like finding the lever the creatures that USE the passageway pull to prevent the damn pit from opening in the first place).

ADVANCING IN LEVELS OF EXPERIENCE AS A THIEF:

Other than the usual bonuses for going up a level of experience (i.e. more Hits and Stamina, higher combat bonuses, etc) the Thief also gains +25% to his Thieving Abilities (total). He may divide this bonus between all of his abilities as he sees fit, putting a minimum of 0% on each one and a maximum of 5%. He gains this +25% at each new level of experience (**Optional:** Give this +25% bonus to level one Thieves in order to allow the player to develop the Thief's own distinct personality).

NOTE: A "96-00" ALWAYS INDICATES FAILURE TO PERFORM ANY THIEVING ABILITY EXCEPT CLIMBING, which is failed on a "00" (see Climb).

Elves

Required: ST="10" CN="*" IN="11" WS="11" DX="11" BS="11" CH="7"
PA="11" WP="*" *=any

Elves are woodland types, very much in touch with nature and natural spirits (like fairies and such). They gain the Thief skills of Stealth, Conceal and Hear at the basic percentages, and are therefore sometimes confused with being Thieves (in some rules). They are excellent archers, gaining +5% initially with Bow Bonus. They gain +7% per level of experience past first, 1% of which MUST go to Hit Bonus and 3% of which MUST go to Bow Bonus. The other 3% is split between Hit and Bow Bonus. Elves Missile Bonus goes up 2% each level past first.

Elves are magical in nature and therefore may "cast" spells just like a magician. They may choose from three different areas of magic, either Natural Lore, Arcane Lore or Sautarius (which is an Elven as well as a Human goddess). Elves are restricted as to how far they may progress in hand-to-hand combat and magical powers:

- 1) Elves may have a maximum Hit Bonus = to 2 x ST.
- 2) Elves may have a maximum Missile Bonus = to 2 x DX.
- 3) Their Bow Bonus is not restricted (and neither is their Defense).
- 4) Elves are restricted in magic as follows:
 - a) IN = 11 to 12 Max Lvl Mage = 6th
 - b) IN = 13 to 14 Max Lvl Mage = 7th
 - c) IN = 15 to 16 Max Lvl Mage = 8th
 - d) IN = 17 to 18 Max Lvl Mage = 9th
 - e) IN = 19 to 20 Max Lvl Mage = 10th
 - f) IN = 21+ Max Lvl Mage = 11th

Other neat facts about Elves:

- 1) Elves receive +4 Stamina per lvl past 1st and +1 Hit Point. After 5th lvl Elves stop adding +4 Stamina and start adding +2 Stamina. After 7th lvl Elves stop receiving additional Hit Points.
- 2) Elves MAY NOT have a Strength of above "18" (period). High ST are reserved for Humans and Dwarves.



Preview Mode

...Pages Skipped...

Natural Lore -Continued-

Power SEVEN:

- 1) Call to Law (-8)
- 2) Resurrection (-30)F
- 3) The Mottled Hand (-4)

Power EIGHT:

- 1) Gift of the Gods (-20)
- 2) Return (-120)

Illusion

SECOND REQUISITE = Dexterity

Illusionists gate in magical forces to simulate various aspects of "reality". These are the forces that the mage masters in order to create illusions:

- 1) **IMAGE**- This force is strictly visual and very delicate. An object will pass through an "image" without resistance (and without destroying it). However, if the "image" is struck forcefully (and damage is inflicted) it will disappear (the spell fails).
- 2) **SOUND**- This force is strictly audio in nature. It appears to originate from wherever the caster desires within his spell range (unless "Performance" is cast).
- 3) **TASTE**- Simulates the sense of taste. Otherwise like "SOUND" above.
- 4) **ODOR**- Simulates the sense of smell. Otherwise like "SOUND" above.
- 5) **PAIN** (and its counterpart, **PLEASURE**)- This simulates the sense of pain and is capable of causing REAL damage if it is believed. An explanation of BELIEF VS. ILLUSIONS follows.

BELIEF VS ILLUSIONS:

- A. Belief in an illusion is assumed to be AUTOMATIC unless noted below.
- B. On any round, a character may choose to stand and DISBELIEVE an illusion (or what he thinks is an illusion). The character then rolls 2D6 adding his base Asp. This is when he will DISBELIEVE the illusion (providing it IS an illusion, and he IS successful in DISBELIEVING it). Any damage to the character AFTER he has successfully DISBELIEVED the illusion is ignored.
- C. When a character attempts to DISBELIEVE an illusion, the mage that created the illusion rolls 1D100. He adds 5% x his lvl, and he adds +5% for each and every point in the illusion spent on aspects OTHER THAN PAIN (i.e. aspects that make the illusion more "believable"). If the modified D100 roll is BELOW the character's Belief Rating, then the character has successfully DISBELIEVED the illusion and it can no longer harm him or influence his actions. If the roll is GREATER THAN or EQUAL TO the character's Belief Rating, then he still believes the illusion this round and any damage done to the character will be real.
- D. PAIN is not automatically believed. In order to cause pain (and damage) to creatures, the mage must roll 1D100 (adding + 5% x lvl + 5% for every point in the illusion spent on aspects other than pain) as though the character had decided to stand and DISBELIEVE, however, if the "Pain" attack fails, the character has successfully DISBELIEVED the illusion ONLY FOR THAT ROUND. If a "Pain" attack fails two rounds in a row in this way, the character is allowed a save vs Magic, and if the character successfully rolls his save vs Magic, he has successfully DISBELIEVED the entire illusion without performing "C" above. If a "Performance" spell has not been cast with the "Pain" spell, then the mage must CONCENTRATE to cause pain. See the "Performance" spell for more details.

Illusion -Continued-

Creating Illusions:

Illusion spells are somewhat unique, because multiple spells may be cast in the same round. The starred (*) spells (on the lists to follow) may be cast with other *'ed spells in order to create illusions involving more than one aspect (such as "Image" and "Sound", or "Image", "Taste" and "Substance", etc). The casting mage loses only ONE Stamina, even if he casts more than one spell. To figure the Casting Speed on multiple spells cast in one round, take the longest delay and increase by "1" for each additional spell cast with it. If an "Image" spell fails (regardless of whether it's due to damage or duration), all other aspects of the illusion fail as well.
HERE ARE THE SPELLS:

Power ZERO:

- 1) Detect Illusion (-1)
- 2) Dispel Illusion I (-3)
- 3) Image I (-3)*
- 4) Pain I (-3)*
- 5) Reflection (-3)
- 6) See Invisibility (-5)
- 7) Simple Sounds (-2)*
- 8) Slight Odors (-2)*
- 9) Slight Tastes (-2)*
- 10) Substance I (-4)*

Power ONE:

- 1) Area of Fear (-3)
- 2) Area of Fog (-4)*
- 3) Complex Sounds (-3)*
- 4) Deafness (-6)
- 5) Disguise (-15)
- 6) Dispel Illusion II (-4)
- 7) Hypnotic Image (-3)
- 8) Image II (-4)*
- 9) Multiple Image (-2)*
- 10) Pain II (-4)*
- 11) Performance (-2)*
- 12) Strong Odors (-3)*
- 13) Strong Tastes (-3)*
- 14) Substance II (-5)*

Power TWO:

- 1) Blindness (-8)
- 2) Dispel Illusion III (-5)
- 3) Familiar (-600)
- 4) Image III (-5)*
- 5) Image IV (-5)*
- 6) Invisibility I (-15)
- 7) Pain III (-5)*
- 8) Perpetual Dark (-10)
- 9) Pleasure (-10)*
- 10) Substance III (-6)*

Power THREE:

- 1) Anarchy I (-5)
- 2) Dispel Illusion IV (-6)
- 3) Image V (-6)*
- 4) Pain IV (-6)*
- 5) Substance V (-8)*

Power FOUR:

- 1) Anarchy II (-10)
- 2) Dispel Illusion V (-7)
- 3) Pain V (-7)*
- 4) Polymorph I (-8)
- 5) Substance V (-8)*

Power FIVE:

- 1) Dispel Illusion VI (-8)
- 2) Pain VI (-8)*
- 3) Substance VI (-9)*
- 4) Summon Shadows (-10)

Power SIX:

- 2) Duration (-30)*
- 3) Invisibility II (-15)
- 4) Pain VII (-9)*
- 5) Polymorph II (-10)
- 6) Substance VII (-10)*

Power SEVEN:

- 1) Pain VIII (-10)*
- 2) Polymorph III (-10)
- 3) Substance VIII (-11)*

Power EIGHT:

- 1) Pain IX (-11)*
- 2) Permanent Illusion (-60)*
- 3) Substance IX (-12)*

The Elements

SECOND REQUISITE = Willpower

There are four individual areas in Elemental Magic. The areas are Earth, Air, Fire and Water (I was considering a fifth area, Ether, but I couldn't come up with enough spells).

EARTH ELEMENTALISTS:

Earth Elementalists are the mages that command the powers of the earth. They are capable of harnessing the forces of gravity. They may command walls to part for them and the very earth beneath their opponents feet to open up and swallow its prey. Earth Elementalists are the masters of mass and density, causing dust motes to swell to boulders, or literally pinning their opponents to the earth with their own weight.

The focus for Earth Elementalists is a stone of some sort (whether it's a valuable gem set in a ring, or a "lucky rock you found at the beach one day" is a matter for your ref to decide).
HERE ARE THE SPELLS:

Power ZERO:

- 1) Control Cloud (-1)
- 2) Control Element (-20)F
- 3) Detect Gems (-20)F
- 4) Detect Metal (-20)F
- 5) Magic Missile (-3)
- 6) Speak w/ Stones (-15)
- 7) Summon Dust (-8)

Power ONE:

- 1) Breakfall (-0)
- 2) Control Weight (-10)
- 3) Levitation (-15)
- 4) Slow (-4)F
- 5) Summon Sand (-8)
- 6) Vault (-8)
- 7) X-Ray Eyes (-30)F

Power TWO:

- 1) Crack Rock (-4)
- 2) Hurl Rock I (-3)F
- 3) Sand Bolt (-4)
- 4) Summon Rock (-8)
- 5) Weight (-6)F

AIR ELEMENTALISTS:

Air Elementalists are lords of the air. They may cause the air to form whirlwinds, snuff campfires, push ships. They may conjure poisonous vapors to kill their opponents, or summon clean air to breath in hostile environments. Air Elementalists command static electricity, allowing them to cast bolts of lightning at their foes.

Air Elementalists use a focus reflecting their area (so do all mages), probably a medallion inscribed with symbols of air (lightning bolts, gusts or clouds, etc). If the referee desires to, he should roll for it on the table in the Magic System.

HERE ARE THE SPELLS

Power ZERO:

- 1) Control Cloud (-1)
- 2) Control Element (-20)F
- 3) Darkness (-3)
- 4) Light (-3)
- 5) Mage Wind (-5)
- 6) Magic Missile (-3)
- 7) Summon Vapors (-8)

Power THREE:

- 1) Hurl Rock II (-5)F
- 2) Remove Earth (-30)
- 3) Stone Storm (-10)
- 4) Wall of Stone (-8)

Power FOUR:

- 1) Earth Force (-5)
- 2) Hurl Rock III (-7)F
- 3) Liquefy Earth (-15)
- 4) Part Rock I (-20)
- 5) Telekinesis (-7)F

Power FIVE:

- 1) Alter Terrain (-60)
- 2) Disintegrate (-5)F
- 3) Endurance (-1)
- 4) Flesh to Stone (-30)
- 5) Melt Rock (-60)

Power SIX:

- 1) Animate Rock (-5)
- 2) Negate Gravity (-8)
- 3) Part Rock II (-10)

Power SEVEN:

- 1) Sink (-1)F

Power ONE:

- 1) Break fall (-0)
- 2) Increase Fire (-2)
- 3) Perpetual Dark (-10)
- 4) Perpetual Light (-10)
- 5) Remove Air I (-4)F
- 6) Slight Odors (-3)
- 7) Wind Bolt (-3)

Preview Mode

...Pages Skipped...

Exonerous

SECOND REQUISITE = Strength

Exonerous is the father-god, creator of all that exists in the universe. He lives in the Pretos, presiding over the other gods of Law. Exonerous is the god of Courage and Chivalry. He is the mightiest of all the gods. The elements involved in his magic are Fire (for his wrath and destruction) and Law (for his courage, bravery, strength and health).

Followers of Exonerous believe in a good clean killing of all the world's evil. Rarely will these types accept surrender from an OBVIOUSLY evil opponent (such as TROLLS, GOBLINS, PRIESTS OF RASHOK or THAUG, etc), nor will they surrender to one (though it means their death). Priests of Exonerous look upon evil as a cancer that must be eliminated for the good of the world. Surrender to save themselves is unthinkable. Surrender to save another is a remote possibility. Don't forget their elements of Chivalry. Followers of Exonerous would NEVER stab an opponent in the back (unless it was to save a fallen ally in battle from an unchivalrous death), and they would NEVER kill a sleeping foe. They respect heroic actions and will sometimes reward them. The only people executed without some sort of "fighting chance" by the church of Exonerous are black magicians and those that claim the "ultimate heresy": that the Holy Priests of Exonerous are merely magicians (priests of ALL religions claim they cast their spells directly through their god's aid).

A Priest of Exonerous begins with Morals of at least "0". They must add +2 to their Morals each level in order to cast the more powerful spells. Priests of Exonerous are highly respected almost wherever they go (save temples of Thaug and Rashok).

The focus for a priest of this religion is a silver medallion of a circle surrounding a sword. Their flag is a similar emblem done in red on a white background (representing "Purity in Battle" or "Unity in Battle", depending on where you ask).

HERE ARE THE SPELLS:

Power ZERO:

- 1) Bless Blade I (-10)
- 2) Call to Courage (-3)
- 3) False Fire (-10)
- 4) Flaming Circle (-6)F
- 5) Protection I (-5)F
- 6) Protection: Fire (-0)
- 7) Protection: Missiles (-0)
- 8) Sheath (-1)
- 9) Shield I (-15)
- 10) Turn Demons (-3)F

Power ONE:

- 1) Alertness I (-20)F
- 2) Bless Journey (-3)
- 3) Detect Enemies (-15)
- 4) Endurance (-15)
- 5) Fearless Steed (-30)
- 6) Healing (-30)F
- 7) Increase Fire (-10)
- 8) Protection II (-15)F
- 9) Protection: Demons (-15)F
- 10) Speed I (-10)
- 11) Stamina I (-15)
- 12) Strength (-120)F
- 13) Touch of Fire (-5)

Power TWO:

- 1) Familiar (-600)
- 2) Parry (-0)
- 3) Protect Steed (-15)
- 4) Protection III (-25)F
- 5) Recruitment (-10)
- 6) Shield II (-30)
- 7) Speed II (-20)
- 8) Stamina II (-20)
- 9) Turn Undead (-6)F

Power THREE:

- 1) Agility (-15)
- 2) Bless Blade II (-10)
- 3) Dome of Fire (-4)F
- 4) Exorcism (-120)F
- 5) Fear (-10)
- 6) Firestorm I (-10)F
- 7) Protection IV (-35)F
- 8) Rally (-10)
- 9) Speed III (-20)
- 10) Stamina III (-25)
- 11) Wall of Fire I (-5)F

Power FOUR:

- 1) Alertness II (-20)F
- 2) Champion (-10)F
- 3) Protection V (-45)F
- 4) Quest (-10)
- 5) Regeneration (-15)
- 6) Resurrection (-3600)
- 7) Shield III (-30)
- 8) Speed IV (-25)
- 9) Stamina IV (-30)
- 10) Vengeance (-5)

Power FIVE:

- 1) Bless Blade III (-15)
- 2) Commune (-120)
- 3) Eternal Flame (-5)
- 4) Fire Shield (-0)F
- 5) Protection VI (-55)F
- 6) Raise Army (-360)
- 7) Speed V (-30)
- 8) Vitality (-30)F

Power SIX:

- 1) Firestorm II (-20)
- 2) Holy Quest (-300)
- 3) Opening the Way (-6)F
- 4) Protection VII (-65)F
- 5) Shield IV (-45)

Power SEVEN:

- 1) Call from Beyond (-240)
- 2) Holy Sword (-600)
- 3) Protection: Magic (-20)F
- 4) Rune: Slay Lycanthropes (-lots)
- 5) Rune: Slay Undead (-lots)
- 6) Wrath of Exonerous (-6)F

Power EIGHT:

- 1) Call to Law (-15)
- 2) Gate (-30)F
- 3) Gift of the Gods (-60)F
- 4) Shield V (-60)

Sautarius

SECOND REQUISITE = Charisma

Sautarius is the goddess of light. She is in all respects a good goddess, living in the Pretos with Exonerous and all the other gods and goddesses of Law. It is said that Sautarius represents pure and radiant light, and that she awakens the world in the morning and puts it to sleep at night. Images carved of Sautarius are in human form and resemble a perfectly formed human being with an "angelic" face.

Priests of Sautarius are allowed to begin play wearing any armor and fighting with any weapons (within the restrictions set both by the rules on spell casting and the ST & DX limitations set in the Buying Lists). They must renounce their use of ARMOR before casting their first FOURTH POWER shell. They must renounce their use of WEAPONS before casting their first FIFTH POWER spell (they may continue to wield a staff). They must renounce ALL material possessions (with the exception of three magic items of non-weapon form) before casting their first SIXTH POWER spell. The church of Sautarius will care for the earthly needs of the priest that reaches this stature. In order to cast their first SEVENTH POWER spell the priest must renounce even his three magic items (ref discretion, of course). He must perform a HOLY QUEST for the church of Sautarius (up to the ref) and have a total Morals of AT LEAST "50". At this point the priest is referred to as a "Chosen One" of Sautarius.

HERE ARE THE SPELLS:

Power ZERO:

- 1) Golden Touch (-3)F
- 2) Judgment (-5)
- 3) Light (-1)
- 4) Protection I (-3)
- 5) Protection: Dark (-5)
- 6) Turn Undead (-3)F

Power ONE:

- 1) Blinding Eyes (-1)
- 2) Healing (-15)F
- 3) Perpetual Light (-5)
- 4) Protection II (-6)
- 5) Protection: Undead (-3)F
- 6) See Invisibility (-10)
- 7) Shield of Light(-5)
- 8) Star Sight (-10)
- 9) Turn Curse (-0)

Power TWO:

- 1) Blessing of Light (-30)
- 2) Familiar (-600)
- 3) Glowing Mists (-3)
- 4) Healing Glow (-10)F
- 5) Light Flash (-3)F
- 6) Protection III (-9)
- 7) Remove Curse (-30)
- 8) Turn Demons (-6)F

Power THREE:

- 1) Blinding Light (-3)
- 2) Illusions (-30)F
- 3) Night Sight (-30)
- 4) Protection IV (-12)
- 5) Spears of Light I (-3)F

Preview Mode

...Pages Skipped...

Combat!

Here's how combat works in BMG:

Speed:

- A. All participants roll 2D6 to determine the SPEED with which they react. They must modify the 2D6 SPEED roll with the following:
 - 1) The appropriate SPEED modifier (ASp, MSp, BSp or CSp).
 - 2) The weapon or spell's SPEED modifier (spell SPEED modifiers are in parenthesis to the right of each spell).
 - 3) DRAWING A WEAPON (including a bow) subtracts five from a character's SPEED.
 - 4) NOTCHING AN ARROW or LOADING A CROSSBOW BOLT subtracts three from SPEED.
 - 5) COCKING A LIGHT CROSSBOW subtracts fifteen from SPEED (or the equivalent of one round of combat).
 - 6) COCKING A HEAVY CROSSBOW subtracts thirty from SPEED (or the equivalent of two rounds of combat).
 - 7) LOCATING AN ITEM in a backpack or saddlebags deducts from fifteen to thirty (one to three rounds) depending on referee's discretion.
 - 8) All other bonuses or penalties are up to the referee.
- B. After SPEED is determined, WEAPON LENGTH (or WL) must be taken into account.
 - 1) When characters first become engaged in hand-to-hand combat, the character with the greater WL ALWAYS gets the first attack, causing the shorter weapon to delay its attack until AFTER the longer weapon has attacked.
 - 2) Characters that are already engaged in hand-to-hand combat from the previous round IGNORE the effects of Weapon Length and simply take the higher SPEED roll.
- C. If a character has a high SPEED, he may get two attacks in one round, but only if he is not forced to wait for an attack to be made by a character with a longer weapon and a slower speed.
 - 1) If a character rolls less than a "1" total SPEED, it means that he is UNABLE TO LAUNCH AN ATTACK this round. Add +15 to his speed (advancing him forward one round). If his SPEED is now positive, he may attack, if not, repeat this process over and over, adding +15 each round until the character's SPEED is finally positive.
 - 2) If a character has rolled above a "12" SPEED, but below a "16" SPEED (i.e. "13-15"), he is allowed to make TWO ATTACKS, making one attack with each hand. His first attack occurs on his roll for SPEED. His 2nd attack occurs on his SPEED minus "12".
 - 3) If a character has a SPEED of above "15" (i.e. "16+"), he may make TWO ATTACKS, making each with the same hand (or one with each hand if he prefers). His first attack occurs on "15" of that round. His 2nd attack occurs on his roll for SPEED minus "12".
 - 4) NOTICE that it is possible for a player with a very short and fast weapon (like a dagger WL=3, ASp=+4) to roll a high SPEED and achieve the status of TWO ATTACKS, but have to wait until a slower SPEED to strike (losing the two attacks) because a long and slow weapon (like a 2-hand sword: WL=15, ASp=-4) stole INITIATIVE from it.

EXAMPLE: Two "average" level one Warriors are battling it out (their Attack Speeds are both +0). One Warrior is armed with only a dagger (ASp +4 WL 3) while the other one wields a two-hand sword (ASp -4 WL 15). The Warrior with the dagger rolls a "12" on 2D6 when determining SPEED (adding +4 for his dagger makes it a "16").

The Warrior with the 2-hander rolls a 7" (making it a "3" after deducting -4 for the sword). Clearly the dagger has the higher SPEED and will get TWO ATTACKS since he rolled above a "15". But let's say that the two Warriors have just closed distance with each other and that they JUST NOW engaged in combat. In that case, the two-hand sword would attack first, making the man with the dagger wait until "3" to make his attack after the two-hand sword has had a swing at him.

Options:

- A. The combatant with the fastest INITIATIVE chooses his ACTION. He may decide to:
 - 1) ATTACK
 - 2) THROW (a missile)
 - 3) FIRE (a bow or crossbow)
 - 4) DEFEND
 - 5) CAST A SPELL
- B. Note that Weapon Length only matters when combatants are engaged in hand-to-hand combat. In cases where hand-to-hand combat is not relevant, ignore rules on Weapon Length and simply go in order of highest to lowest SPEED.

Attack:

- A. The attacker rolls 1D100, adding Hit Bonus. If the roll is greater than or equal to his foe's Armor Rating, then the attack hit, scoring 1D6 damage plus damage modifiers.
 - 1) If attacking from the side, add +5% to the roll.
 - 2) If attacking from the rear, add +10% to the roll.
 - 3) Add +20% if opponent is off his feet.
 - 4) Subtract -25% if opponent is invisible and the attacker knows the opponent's GENERAL location. EVEN SO, the attack will only hit on the ADDITIONAL ROLL of a "4+" (on a D6).
 - 5) Subtract -50% if opponent is invisible and the attacker does NOT know the opponent's general location (but the opponent is within striking range). EVEN SO, the attack will only hit on the ADDITIONAL ROLL of a "4+" (on a D6).
 - 6) Referee discretion applies (as always).
- B. Unless otherwise noted, damage is always scored against the defending creature's Stamina first. When Stamina is depleted, the remaining damage is scored vs Hit Points.
- C. Whenever damage is scored vs Hit Points against a humanoid creature, HIT LOCATION is rolled-for.
- D. Any attack that rolls a "0" on the ones die of the D100 and hits the opponent's Armor Rating is considered as a CRITICAL HIT (see the CRIT-HIT TABLE). Damage on "Crit-Hits" is scored directly off of Hit Points (unless otherwise noted).
- E. Any attack that rolls a "0" on the ones die of the D100 and misses the opponent's Armor Rating is considered as a CRITICAL MISS (see the CRIT-MISS TABLE). "Crit-Misses" are bad news for the attacker if he fails to save vs Agility.
- F. Any attack that rolls a "9" on the ones die of the D100 and hits the opponent's Armor Rating is considered as a "CET" (see the COMBAT EVENTS TABLE).
- G. When a creature has sustained three or more Hit Points of damage, he must make a save vs Bleeding each time he is hit. Once he fails to save he does not need to roll again (see the explanation of bleeding in the Explanation of Saving Throws).

Preview Mode

...Pages Skipped...

Monsters!

The following pages will give the referee examples of several "traditional" monsters. This gathering is NOT exhaustive NOR comprehensive. It includes only enough monsters to give the referee his foundations for building his own. I find it disgusting that characters are allowed by some referees to consult their rulebooks for various aspects of the monsters they are engaged in combat with. I strongly recommend that referees deny players access to their rules regarding monsters during the course of play (unless the ref wishes to allow the characters to make some sort of Wisdom Check allowing them access).

More monsters will be given in future publications of rules (if any), but until that time I recommend the ref come up with his own "creature features". Here are guidelines on how to create your own:

- 1) First you must decide how many "levels" the creature will have. "Levels" for monsters correspond roughly with levels for characters. They gauge the relative "toughness" of the beast.
- 2) After the number of levels is determined, everything else (almost) will be based upon that.
 - A. Hit Bonus (and Missile and Bow (if they apply)) Monsters will have a Hit Bonus of roughly $5\% \times \text{lvl}$. Bow Bonus won't apply for most monsters (if it does, make it up yourself), and Missile Bonus (if they need it) will be roughly $4\% \times \text{lvl}$.
 - B. Attack Speed (and Missile and Bow (if they apply)) Monsters will have an ASp of roughly +1 per odd lvl (counting first). Same for MSp and BSp. If the referee feels the monster is more agile than your "run of the mill" monster, he should adjust it accordingly with the DEXTERITY modifiers on the SPEED TABLE.
 - C. Weapon Length- If the monster is not employing a man-made weapon, consult the NATURAL WEAPONS chart (listed right after this sub-section) to give you some sort of idea.
 - D. Damage Bonus- Once again, if the monster is not employing a man-made weapon, consult the NATURAL WEAPONS chart to help your decision.
 - E. Armor Rating- Well? How hard is it to hit in your opinion? Is it a soft hide (like a horse's)? If so, its Armor Rating should be around 55-60%. If it has an armored hide (like a giant beetle's exoskeleton), make the Armor Rating resemble plate (i.e. around 85-90%) and have it even absorb from the damage it takes to Hit Points. Be sure not to get carried away. It should be somehow possible to hit even the toughest monsters.
 - F. Movement- This is entirely referee discretion. If it's a slow creature (like a snake) it will move about "3". If it's speedy (like a gazelle) make it move "24" or even "36". Perhaps it flies rapidly, but walks very slowly (or vice versa, or not at all). Once again, don't get carried away. Humans should NOT be constantly outclassed by "fast moving" monsters.
 - G. Saving Throws- For MY monsters, their saving throws are listed to the right of their description (or is it left?). Their saving throws are based ROUGHLY on the followings

Agility	= 30 + 5 x lvl	Bleeding	= 50 + 5 x lvl
Magic	= 20 + 5 x lvl	Poison	= 50 + 5 x lvl
Shock	= 60 + 5 x lvl	Stress	= 30 + 5 x lvl
Unconscious	= 40 + 5 x lvl	Surprise	= 70 + 1 x lvl
Belief Rating	= 55 + 5 x lvl		

These saves are to be HEAVILY modified by the ref. For example, the save vs Magic is LOWER than average for a creature of average human intelligence (I assumed monsters (for the most part) to be slower than men mentally). Since intelligent monsters DO exist (like vampires) they would have higher saves vs magic than listed above (and higher Belief Rating, etc).

Natural Weapons:

Natural weapons include claws, horns, teeth, etc. Even Humans may employ natural weapons. A humanoid is defined as a "Medium Sized" creature for the purposes of this chart. Creatures the size of horses are considered "Large". Creatures, the size of Elephants are classified as "Huge", with creatures the size of adult Dragons being listed in the "Tremendous" category. Humans may not use the "claw" attack, for they are civilized and keep their claws (nails) trimmed.

Weapon Types	Weapon Length	Attack Speed	Damage Bonus
Small Claws	0	+6	1D3 Damage
Medium Claws	3	+4	1D5 Damage
Large Claws	6	+2	+0
Huge Claws	9	+0	+3
Tremendous Claws	12	-2	+6
Small Bite	0	+4	1D2 Damage
Medium Bite	0	+3	1D3 Damage
Large Bite	2	+2	+0
Huge Bite	4	+1	+1D6
Tremendous Bite	6	+0	+2D6
Small Kick	4	+2	1D3 Damage
Medium Kick	6	+0	1D5 Damage
Large Kick	8	-1	+0
Huge Kick	10	-1	+2
Tremendous Kick	12	-2	+4
Small Fist	0	+5	-3 Minimum of 1
Medium Fist	2	+4	-2 Minimum of 1
Large Fist	4	+3	+0
Huge Fist	6	+2	+2
Tremendous Fist	8	+1	+4
Small Sting	0	+4	1D2 Damage
Medium Sting	3	+4	1D3 Damage
Large Sting	6	+3	+0
Huge Sting	9	+3	+1
Tremendous Sting	12	+2	+3
Small Horns	3	+3	1D3 Damage
Medium Horns	6	+2	+0
Large Horns	9	+1	+2
Huge Horns	12	+0	+1D6
Tremendous Horns	15	-1	+2D6+2
Small Tentacle/Hug	0/0*	+2	1D2 Damage
Medium Tentacle/Hug	3/0*	+2	1D3 Damage
Large Tentacle/Hug	9/0*	+0	+0
Huge Tentacle/Hug	15/0*	+0	+2
Tremendous Tentacle/Hug	21/0*	-2	+4

* The number before the "/" indicates the WL for a tentacle, and after the "/" for a hug.

Preview Mode

...Pages Skipped...

Powers of Animated Dead:

LEVEL POWERS

1-2	+1 <u>Damage Bonus</u> . <u>Armor Rating</u> = 50%
3-4	+2 <u>Damage Bonus</u> . 1/2 damage when hit with normal weapons. Silver and magic still score full. <u>Armor Rating</u> = 60%.
5-6	+3 <u>Damage Bonus</u> . 1/2 damage when hit with normal OR silver weapons. Magical attacks still score full. <u>Armor Rating</u> = 70%.
7-8	+4 <u>Damage Bonus</u> . 1/4 damage when hit with normal weapons, 1/2 damage from silver weapons, full damage from magical attacks. <u>Armor Rating</u> = 80%.
9-10	+5 <u>Damage Bonus</u> . 1/4 damage when hit with normal OR silver weapons. 1/2 damage from +1 or less magical attacks or spells involving 2 or less mana pts. <u>Armor Rating</u> = 90%.
11-up	+6 <u>Damage Bonus</u> . NO DAMAGE when hit with normal weapons, 1/4 damage from silver, 1/2 damage from +1 or +2 weapons or spells that involve 4 or less mana. <u>Armor Rating</u> = 100%.

Animated Dead have the statistics for "AVERAGE, ABOVE AVERAGE or SUPERIOR WARRIORS" (whichever your fair and impartial ref feels applies). All Animated Dead take double damage from fire. They must save vs Stress if "attacked" by fire (even if from a torch). The character that desires to launch an "attack" using his torch must swing his torch at the undead and successfully roll an attack vs Armor = 60% (in order to stick the torch in the Animated Dead creature's face). If the Animated Dead FAILS to save vs Stress, they will retreat 10'. Any Animated Dead that retreats more than 30' from a fire must save vs Stress or flee (unless guarding home territory or under the direct control of a Necromancer).

Animated Dead may NEVER cast spells (even if they were a magician of great power in former life). The ref MIGHT loosely run the "Return" spell for Necromancy as a "back from the dead" type of Animated Dead (in which case they WOULD be able to cast spells).

ONLY Animated Warriors may employ weapons. All other animated creatures will use fists or other natural weapons.

Animated Dead must be controlled with a "Control Undead" or similar type spell (otherwise they will simply stand there as they have no will of their own). Mummies are an exception to this rule since a different kind of "magic" powers them (namely their own supernatural wills).

GOULDS:

Level = 3

Ghouls are cursed ghastly creatures that crave dead flesh from human bodies (but they'll stoop to Elves and Dwarves if nothing better is around). They are only semi-intelligent humanoids, having green skins and reddish glowing eyes. They will NOT attack a party unless they outnumber it by at least 50% (unless commanded by their master Necromancer or facing the opponents on home ground (usually a graveyard)). They fight with medium claws (up to two attacks per round if they roll well on Speed). Ghouls involved in close combat may choose to bite their opponents instead (+5 ASP, WL=0, Damage = 1D3), attempting to grapple with them and pull them to the ground (if possible). Ghouls are resistant to the effects of normal weapons, regenerating the damage caused by them at a rate of 1 point per round. Any damage caused by silver or magic is permanent (healing at a rate of 1 pip per day). Any living creature struck by a Ghoul (for Hit Points damage) must save vs Poison (unmodified) or be paralyzed for 2D6 x 10 minutes. Even if they MAKE the save, they will be slowed like the "Slow" spell (a save vs Magic is allowed vs this as well).

LESSER WRAITHS:

Level = 3

Lesser Wraiths are disembodied spirits from the realm of the undead. They are "ghosts" or "spooks" that haunt old castles or graveyards. They are composed entirely of Stamina Points that they use to generate magical effects (the Stamina functions kind of like mana). Lesser Wraiths are entirely unaffected by normal attacks (save fire which does 1/2 normal damage to them). Silver and Magical attacks do standard damage to them. When a Wraith casts a spell, it loses Stamina Points. When the Wraith reaches "0" or less Stamina, it is dead. A Wraith loses one Stamina per day without food (stolen souls) and 1 Stamina Point per hour they spend in light. They are fearful of fire (just like Animated Dead are), but receive +10% on saves vs stress. Wraiths resting in their graves or at the place of their death do not lose Stamina. Here are the spells for Lesser Wraiths:

Power ZERO:

- 1) Area of Fear (-1)
- 2) Animation (-30)
- 3) Control Undead (-3)
- 4) Levelloss I (-1)

Power ONE:

- 1) Area of Gloom (-30)
- 2) Locate Living (-15)

"Levelloss" spell gives undead 1D6
Stamina & "Levelloss II" gives 2D6.

Power TWO:

- 1) Sleep I(-5)
- 2) Open (-1)
- 3) Close (-3)

GREATER WRAITHS:

Level = 5

Greater Wraiths are tougher Lesser Wraiths. They are "ghosts" or "spooks" as well, but are more terrifying. Any creature with fewer than 4 levels of experience must make a save vs Stress before being able to muster the necessary courage to attack. They are unaffected by normal or silver weapons. Fire does 1/4 damage to them (magical fire does standard damage), and causes them to save vs Stress (+20% to their save) or retreat 10'. If pressed with fire (as Animated Dead) they will flee. A Greater Wraith loses 1 Stamina per 24 hours in darkness and 1 per hour of light, unless resting in their graves or place of death. Greater Wraiths usually use long swords. Here are the spells for Greater Wraiths:

Power ZERO:

- 1) Darkness(-8)
- 2) Area of Fear(+1)
- 3) Animation(-28)
- 4) Control Undead(-1)
- 5) Levelloss I(+1)

Power ONE:

- 1) Locate Living(-13)
- 2) Area of Gloom(-28)
- 3) Madness(-1)
- 4) Withering(-1)

Power TWO:

- 1) Sleep I(-3)
- 2) Blindness(-5)
- 3) Open(-1)
- 4) Close(-1)

*This spell does not require the
subject to be under "Hypnosis".
"Madness" functions like the
"Levelloss I" spell.

Power THREE:

- 1) Teleport I(-5)
- 2) See Invisibility(-1)

SPECTRES:

Level = 7

Spectres are tough Greater Wraiths. They're sometimes mounted upon great winged reptiles similar to pterodactyls, but I'm going to let you work out the stats for those yourselves ("Gee, thanks Bill!"). Spectres aren't affected by silver or normal weapons and laugh at normal fire (it doesn't harm them). Spectres lose one Stamina per 24 hours of darkness or hour of light. Spectres don't lose Stamina when resting in their graves (or at their place of death). They fight with great maces doing +3 damage. Here are the spells for Spectres:

Power ZERO:

- 1) Darkness(-6)
- 2) Area of Fear(+2)
- 3) Area of Gloom(-6)
- 4) Control Undead(+2)
- 5) Animation (-25)

Power ONE:

- 1) Levelloss I(+2)
- 2) Locate Living(-6)
- 3) Madness(-1)
- 4) Withering(-1)
- 5) Strength(-1)
- 6) Sleep I(-1)

Power TWO:

- 1) Blindness(-3)
- 2) Close(+1)
- 3) Open(+3)
- 4) Levelloss II(-1)
- 5) See Invisib.(-1)

Power THREE:

- 1) Teleport I(-3)
- 2) Charm I(-3)
- 3) Astral Aid(-120)

Power FOUR:

- 1) Sleep II(-5)
- 2) Control Winds(-10)

Preview Mode

...Pages Skipped...



Death:

A humanoid character is defined as DEAD when he has ZERO STAMINA and LESS HIT POINTS THAN -1 x HIS HIT POINTS WHEN FULLY HEALED. Monsters are defined as DEAD when they reach -10 Hit Points, and Undead are "dead" when depleted of both Hits and Stamina.

Example: Joe Warrior has Hits = "10" and Stamina = "10" when he is fully healed. He will be dead if he takes 31 points of damage without armor, because that will first drop his Stamina to zero, and then reduce his Hits to -11. If Joe takes 25 points of damage, then he is severely wounded with zero Stamina and -5 Hits.

NEGATIVE HITS WITH POSITIVE STAMINA:

It is possible that a character could be hit with an arrow or other missile, or perhaps "Critically Hit" and be dealt more Hits damage than he can withstand and still have some Stamina remaining. When this happens, subtract 1 Stamina Point for each negative Hit Point the character has. Example: Joe (from above example) is critically hit to the torso for 11 points damage (without armor). He now has "9" Stamina and "-1" Hit Point.

Any character with "-1" or less Hit Points is automatically considered to have FAILED his save vs Bleeding (i.e. he starts Severely Bleeding). Characters in this state will lose 1 Stamina Point each round EVEN IF THEY REMAIN STATIONARY. When their Stamina reaches zero they begin bleeding to death.

BLEEDING TO DEATH:

Once a character has reached a state of zero Stamina and zero or less Hits, he begins bleeding to death. He will lose 1 Hit Point each round until he has reached the conditions for DEATH described above.

BANDAGING:

The way to prevent all of the above is to BANDAGE the character. Bandaging takes 1D6 rounds to perform. There are two different types of bandaging:

- 1) **MINOR BANDAGING:** Anyone can perform this type. Minor Bandaging prevents further bleeding, taking a character from a state of Seriously Bleeding to Slightly Bleeding or Slightly Bleeding to Not Bleeding. More information on bleeding is in the section on EXPLANATION OF SAVING THROWS.
- 2) **MAJOR BANDAGING:** Anyone may attempt to do Major Bandaging, but it is a skilled procedure and difficult to perform. With Major Bandaging the recipient regains 1D3 Hit Points, not including the final point of damage for that wound (i.e. there still has to be a wound left).

SUCCESS = 10% x lvl of character attempting to do bandaging.

ADD:

- +10% if WS of character is 13+.
- +20% if character has skill with Natural Lore or Arcane Lore.
- +10% if the character is a priest of Sautarius or Necromancy.
- +10% if the character is an Elf (cumulative with the above).

A Major Bandaging will naturally stop bleeding as well (changing a character from Seriously Bleeding to Slightly Bleeding).

Either form of bandaging will turn a character that is Slightly Bleeding into Not Bleeding (see the Explanation of Saving Throws).

Healing Up Wounds:

In order to regain lost Stamina, a character must rest (not moving) 10 minutes for each Stamina Point. A drink of water (or similar drink) will replenish 1D3 Stamina without the 10 minutes rest, but only once per hour. In order to regain Hit Points the character must rest one entire day. Each subsequent day of rest will return 1 Hit Point. If a character has sustained over 1/2 his total Hit Points damage and he does not rest, he must roll a save vs Shock each day. If he FAILS to save vs Shock, he will lose 1 permanent point (from Stamina). As long as the character has healed at least one point that day (such as magically) he need not roll the save vs Shock.

In order to regain negative Hit Points the character must rest (obviously) AND he must successfully roll a saving throw vs Shock. Roll each day in negative Hits. If the character FAILS his save vs Shock he will die. Even characters that are magically healed from negative Hits to positive Hits must roll a save vs Shock or die.

Poison:

There are four different speeds for poisons:

- 1) **SLOW:** Slow Poisons do 1/2 their damage in 1/2 a day. They do 1D3 more every 1/2 hour until all dice have been rolled.
- 2) **MODERATE:** Moderate Poisons do 1/2 their damage in 1/2 an hour and do 1D3 more every 10 minutes until all dice have been rolled.
- 3) **FAST:** Fast Poisons do 1/2 their damage in 10 minutes and 1D3 more every 1D6 rounds.
- 4) **VERY FAST:** Very Fast Poisons do 1/2 their damage in 1D6 rounds and 1D3 more every round thereafter.

There are different *intensities* for poisons:

- A. Poison intensity ranges from 1 to 20.
- B. Roll 1D3 damage for every level of Intensity (the damage is deducted from first Stamina then Hits).
- C. In order to affect something or someone, a poison must reach the bloodstream. This means the poison must be administered through a wound, inhaled, or fed to the intended victim in a belladonna pizza. It also means that poison will NOT affect creatures that don't HAVE a circulatory system (like spiritual forces (demons) as well as elementals and undead).

POISONS SUBTRACT THEIR INTENSITY FROM SAVING THROWS!!!

COST OF POISON (in populated areas):

TYPE	COST	TYPE	COST	TYPE	COST	TYPE	COST
1	5	6	150	11	1000	16	7000
2	10	7	250	12	1500	17	9000
3	20	8	400	13	2500	18	11500
4	50	9	600	14	4000	19	15000
5	90	10	800	15	5500	20	18500

Poisons are usually created by Alchemists. Why don't I have Alchemists in this book? Good question. They're scheduled to appear in a future publication. The cost listed above is for SLOW poisons. Double it for MODERATE poisons. Triple it for FAST poisons and QUADRUPLE it for VERY FAST poisons. Poisons above intensity "10" are so rare as to be considered non-existent. The amount given will cover 5 arrows (or) 2 daggers (or) 1 sword. It's up to ref discretion as to when the poison wears off.

Loot:

Loot is a very tough item to deal with in FRP, and it is with great hesitancy that I place any tables on loot within this book. Remember that just because you rolled a "00" when seeing what kind of magic item the Goblins have, you don't have to give them a Holy Sword (or whatever your roll happens to be). Magic Items should be worked out well in advance of the encounter so that the NPCs may USE the item against the players! The types of treasure listed are for use with the LOOT column on the table listing MONSTERS!

TYPE	Copper	Silver	Gold	Gems	Jewelry	Magic*
I	50% 2D6	50% 1D6	10% 1D2	-	-	1/2%
II	50% 3D6	50% 2D6	10% 1D3	10% 1D3	-	1%
III	-	-	-	10% 1D6	20% 1D3	2%
IV	75% 1D100	75% 2D20	50% 2D6	20% 2D6	20% 1D3	5%
V	50% 2D100	75% 1D100	50% 2D10	50% 2D10	10% 1D6	13%
VI	20% 1D100	30% 1D100	40% 1D20	50% 2D20	20% 12D10	10%
VII	-	50% 2D6	50% 1D10	20% 1D6	10% 1D2	10%
VIII	-	-	50% 2D10	30% 2D6	30% 1D10	15%
IX	75% 6D100	75% 6D100	75% 1D100	50% 6D6	50% 2D10	25%
X	50% 1D100	50% 1D100	50% 5D10	50% 2D20	50% 2D6	25%
XI	-	-	50% 4D10	50% 2D20	50% 1D10	15%
XII	-	50% 2D100	50% 6D10	75% 2D20	50% 2D6	15%

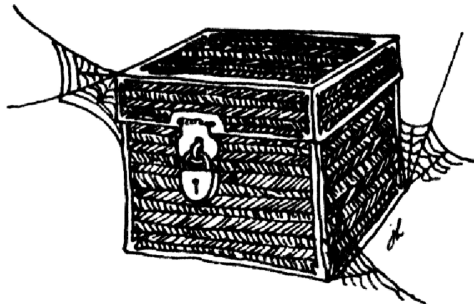
Amount of loot shown is "per monster" encountered.

GEMS: Roll	Resulting Value of Gem
01-10	10 silver pieces
11-20	50 silver pieces
21-50	100 silver pieces
51-80	500 silver pieces
81-90	1000 silver pieces*
91-00	5000 silver pieces**

JEWELRY PIECES ARE MADE OF A PRECIOUS METAL WORTH 1D100 x 1D6 silver pieces. They will have 1D6 gems embedded in. them

- * There is a 5% chance this gem has a magical enchantment upon it.
 ** There is a 10% chance this gem has a magical enchantment upon it.

NOTE: 1 Gold Piece = 10 Silver Pieces = 100 Copper Pieces



Making Magic Items:

There are two types of magical items. There are *Continuously Functioning* magic items and there are *Charged* magic items. In order to make a *Continuously Functioning* magic item the mage must select the spell he wishes to embed into any object. The spell may not be a limited "one-shot" type spell (like a "Fireball" or a "Magic Missile"). The mage must have been able to cast the spell for FOUR levels of experience. The mage must permanently embed the mana (losing it forever!) necessary to cast the spell. Embedding a spell in an item, even a *Charged* one, costs a mage 100 Experience Points times the spell's mana cost, so a Power TWO spell would cost 400 Experience Points. The mage must labor over the item for twice the time it took to research the spell. Then, whenever the item is worn, touched, looked into, or whatever the mage decides will trigger it, the spell will begin to function (and will continue to function for as long as the item is worn).

In order to make a *Charged* item the mage must first select the spell he desires to embed. The spell may be of any type, including limited "one shot" types. Then the mage must labor for an amount of time equal to the time it took to research the spell, enchanting the item. To charge an item the mage must cast mana at it, at a maximum rate of 1 times his mana point total for each full day spent charging it. Each mana charge drains the mage of 25 Experience Points. Every time the item "casts a spell" it will drain the proper amount of mana. When it is depleted of mana it may be recharged in order to function again. Only a mage that knows all the spells in an item may recharge it. If the mage desires, he may PERMANENTLY expend the mana points into the item. The item will "recharge" its spent mana at a rate of 5 mana points per hour (just like a Wizard sleeping). The mage must have had the spell for TWO levels in order to make it "recharge". Any level mage may make a *Charged* magic item. Mana spent charging an item may be regained with rest.



When assigning magic to your creatures, roll on the tables below.

Roll: Magic item is:

01-20 Magic Weapon
21-40 Magic Armor
41-80 Misc. Magic Item

Roll: Magic Item is:

81-90 Combination "01-20" & "41-80"
91-00 Combination "21-40" & "41-80"

Weapon Types:

Roll: Result:

01-25 Longsword
26-50 Broadsword
51-65 Two-Hander
66-75 Bastard Sword
76-00 Miscellaneous

Misc. Weapons:

Roll: Result:

01-10 Mace (light)
11-20 Mace (heavy)
21-30 Short Sword
31-40 Hand Axe
41-50 Large Axe
51-60 Great Axe
61-80 Staff
81-90 Morning Star
91-00 Dagger

Misc. Armor:

Roll: Result:

01-04 Heavy Cloth
05-08 Leather
09-12 Studded
13-17 Ring Mail
18-24 Scale Mail
25-32 Chain Mail
33-40 Banded Mail
41-50 Plate
51-00 Shield

Runes on Weapons

Roll: Result:

01-50 Rune of Combat I
51-80 Rune of Combat II
81-92 Rune of Combat III
93-97 Rune of Combat IV
98-99 Rune of Combat V
00 HOLY SWORD

Miscellaneous Item:

Roll: Result:

01-17 Ring/Skull
18-22 Medallion
23-28 Cloak/Robe
29-35 Wand
36-50 Staff
51-56 Book/Scroll
57-59 Helm
60-75 Gem/Jewelry
76-85 Weapon
86-90 Armor
91-00 Ref's Decision

Other Misc Items:

scepter, mirror,
belt, chime/gong,
chalice, boots,
gauntlets, horn,
pipe/pipes, cap,
crystal ball,
boots, figurine,
crown, statue,
bag of dust, etc.

Miscellaneous Magic Items

Roll: Result:

01-30 Item is *Continuously Functioning*
31-70 Item is *Charged* and it does not recharge
71-00 Item is *Charged* and recharges itself at 5 mana/hour

After rolling to see what type of powers the item contains (i.e. whether it's "Continuously Functioning" or "Charged"), and what the item is (i.e. Wand, Dagger, Gem, etc), the ref should roll on the following tables to see what powers the item has.

Type of Magical Power:

Roll: Result:

01-06 Earth
07-12 Air
13-18 Fire
19-24 Water
25-30 Natural Lore
31-40 Arcane Lore
41-48 Illusion
49-56 Control
57-66 Necromancy
67-72 Exonerous
73-78 Sautarius
79-84 Rashok
85-00 Defensive Spell

Defensive Spells:

Roll: Result:

01-20 Shield I
21-30 Shield II
31-35 Shield III
36-38 Shield IV
39-40 Shield V
41-60 Protection I
61-70 Protection II
71-75 Protection III
76-78 Protection IV
79-80 Protection V
81-82 Protection VI
83-84 Protection Aura
85 Protection/Animals
86 Protection/Charms
87 Protection/Cold
88 Protection/Dark
89 Protection/Demons
90 Protection/Fear
91-92 Protection/Fire
93 Protection/Lightning
94 Protection/Lycanthropes
95-96 Protection/Magic
97 Protection/Missiles
98 Protection/Sleep
99 Protection/Traps
00 Protection/Undead

Number of Charges in the Item:

The number of charges in the item is entirely a matter for your referee to decide (sorry!)

Miscellaneous Item Powers Table

Roll: Result:

01-05	Cursed	(see sub table)	
06-35	1 Spell	(Power 1D3-1)	
36-50	1 Spell	(Power 1D3)	
51-57	1 Spell	(Power 1D3+1)	
58-67	1 Spell	(Power 1D6-1)	
68-75	1 Spell	(Power 1D6)	
76-80	1 Spell	(Power 1D6+1)	
81-84	2 Spells	(Power 1D6-1)	
85-86	2 Spells	(Power 1D6)	
87-88	3 Spells	(Power 1D3-1)	
89-90	3 Spells	(Power 1D6-1)	
91-92	1 Spell	(Power 1D6+1)	
93-94	1 Spell	(Power 1D6+2)	
95-96	2 Spells	(Power 1D6+2)	
97-00	Roll Twice!		

After rolling to see how many spells (and what Power are placed in the item, roll to see what kind of spells they are. If they are spells from an AREA of magic, flip to the lists on that area and dice randomly. If the spells are "Defensive Spells", roll from the appropriate table.

Roll: Resulting Cursed Item:

01-10	Save vs <u>Magic</u> or take 1D100 points of damage when you touch this item.
11-20	Save vs <u>Stress</u> or go insane for 1D100 days.
21-30	This item is infested with an "Entity of Evil" spell.
31-40	Change <u>Morals</u> as though affected with a "Call to Law/Chaos" spell (depending on your <u>Morals</u>).
41-55	Take 1D6+2 damage to <u>Hit Points</u> when you touch this item.
56-60	Take 2D6 damage to <u>Hit Points</u> when you touch this item.
61-65	Causes hallucinations (20% chance per hour).
66-68	Affects the person that touches it with a "Leveloss I" spell (no save)!
69-75	Save vs <u>Magic</u> or go into "Sleep Eternal".
76-85	Lose one point of RANDOM requisite PERMANENTLY when you touch this item.
86-90	Causes you to go into berserker fury when ever you are engaged in hand-to-hand combat.
91-95	Lowers your <u>Armor Rating</u> by 10% when item is on person.
96-00	Every time you are hit with this item on your person you take double damage.



The Magic System:

Minimum Requirements for both Priests and Magicians

ST="*" CN="*" IN="11" WS="11" DX="*" BS="*" CH="*" PA="*" WP="*" * = any (although it is helpful to have a high "2nd requisite")

In BMG magicians and priests will follow almost exactly the same rules, because they cast their spells using almost exactly the same methods. The only true difference between magicians and priests is that priests claim to gain the ability to cast "miracles" from their gods. It is high sacrilege to say publicly that this is untrue (the church of Exonerous sentences such persons to death (as witches) in the towns that they control).

Spell casting requires three necessary ingredients: (1) Concentration, (2) Chanting and (3) Gesturing. Sometimes not all three are required, but for the most part they are (exactly when they are not required is a matter for your referee to decide).

When the term "mage" is used within these rules it means either magician or priest (or both), depending on the context. Mages (both) are required to do a lot of arduous research and study (therefore the mental requirements). Their Intelligence is a reflection of their magical strength, and their Wisdom is a reflection of their powers of recollection. The higher the IN of the mage, the greater the magical "power" (hereafter called "mana") they will possess. The higher the WS of the mage, the greater number of spells he or she will be able to remember.

A BRIEF HISTORY OF MAGIC:

Magic has been around a long time. According to the historians, the men before the War of the Dark Lords were mighty wizards that built cities in the sky and tamed the cosmos with their magic. The war wiped out most of their works, but fragments of books containing their spells still survive.

"Priests" were the men that rebuilt order from the chaos. They claimed to be divinely inspired by deities even more powerful than they. The priests assembled the works of their gods into great books containing many of the mighty spells from eons ago. Aspiring young priests are tutored from these books and learn the spells of progressing power. When a priest feels he has gained the necessary "enlightenment" (i.e. experience) to cast the more powerful miracles, he returns to his temple where they happily teach him more to enable him to further their cause (at least, that's the way it works in most temples). Each religion has a different god (or goddess) and different spells based upon the nature of that god. Some religions are united in worship of a pantheon of gods (of which the mighty Exonerous reigns). Other religions are monotheistic (worshipping only one god and refusing to acknowledge others).

"Magicians" (on the other hand) are another story. Magicians are renegade spell casters, refusing to pledge total allegiance to any specific god or set of gods. They are therefore shunned by the majority of organized religions, and must practice their magic on the sly. Priests claim their magic is different from that of the common magician (although they make no attempt to deny that the common magician does have his "somewhat limited" powers). When magicians grow great in power, it is usually the influence of some god or goddess acting through the mage (according to the priests).

Magicians do not have their spells handily provided for them by an organized group, but must conduct research in order to piece together their spells from fragments of forbidden books (forbidden by organized religion). For this reason, it is easier for magicians to confine their studies to one specific area of research rather than attempting to confront all the varied types of magic at once. An analogy to this would be the modern day college student, for he/she does not study all areas at once, but specializes in one particular field of study (or major). The type of knowledge involved in the various areas of magic is so complex and so different that to learn from more than one area without totally understanding the first area would be a mind breaking feat. Once a magician has gained a strong mastery over one area he may turn his attentions to another area (studying them both at once). If he manages to master that area, he may go on to another (and so on and so forth).

Below is a list of the various areas of magic:

Areas of Magic:

AREA:	TITLE OF MAGE:	SECOND REQUISITE:
Control	Enchanters	Charisma
Arcane Lore	Sorcerer/Sage	Wisdom
Natural Lore	Druids	Wisdom
Illusion	Illusionists	Dexterity
Earth	Elementalists	Willpower
Air	Elementalists	Willpower
Fire	Elementalists	Willpower
Water	Elementalists	Willpower
Necromancy	Necromancers	Wisdom
Shadow Magic	Shadow Mage	Dexterity
Exonerous	Priest	Strength
Sautarius	Priest	Charisma
Rashok	Priest	Charisma

As mages progress in levels of experience, the spells that they are capable of casting without fear of Spell Failure (explained later) become more and more powerful (and so cost more and more mana to perform). On the next page is a chart listing the highest castable spell the mage may perform at any given level of experience. If a mage wishes to perform a spell ABOVE the limits set on this chart, he may do so only by risking Spell Failure (sounds pretty ominous!).

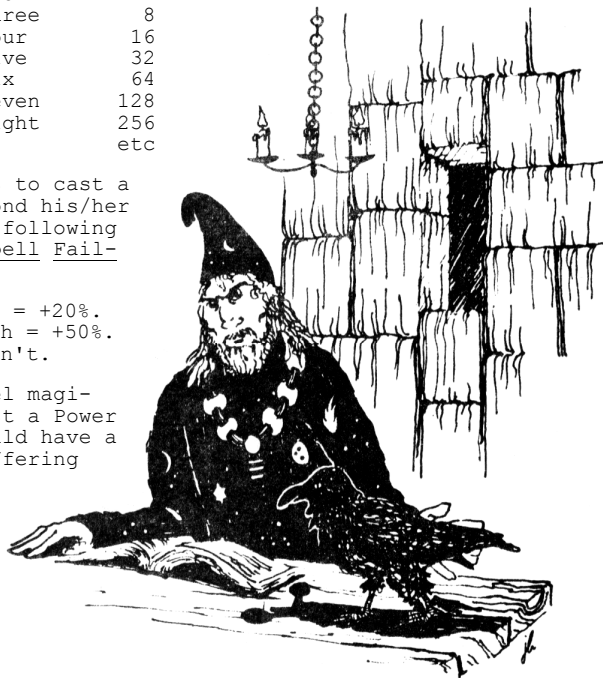
Casting Limitations Due to Level:

Level of Mage	Highest Spell Castable Safely	Mana Cost
1st-2nd	Power Zero	1
3rd-4th	Power One	2
5th-6th	Power Two	4
7th-8th	Power Three	8
9th-10th	Power Four	16
11th-12th	Power Five	32
13th-14th	Power Six	64
15th-16th	Power Seven	128
17th-18th	Power Eight	256
etc	etc	etc

If the mage wishes to cast a spell that is beyond his/her capacity, use the following probability for Spell Failure:

- 1 Power Too High = +20%.
- 2 Powers Too High = +50%.
- 3+ Too High = don't.

So if a 5th level magician wished to cast a Power Four spell, he would have a +50% chance of suffering Spell Failure.



Mana:

As stated earlier, mages must concentrate, chant and gesture in order to generate magical effects. The most important of all is concentration. As a mage gains skill at casting spells, he/she attains higher and higher degrees of concentration. To reflect this, spells are based on points rising exponentially with the powers of difficulty (spell points are based on powers of "2"). Each mage has a specific number of mana points allotted to him/her. These points are expended whenever the mage casts a spell. All spells cost not only mana points to cast, but also one Stamina Point (due to physical drain). If a mage attempts to cast a spell without Stamina, he will lose 1D6 Hit Points instead. A mage may not cast spells without mana points. See the MANA POINT TABLE to find out how many mana points the mage has at any given level of experience.

Mana Point Table:

LEVEL OF MAGE																			
IN	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	+1 lvl
21	4	6	8	12	16	24	32	48	64	96	128	192	256	384	512	768	1024	1536	+300
20	4	6	8	12	16	24	32	48	64	96	128	192	256	384	512	768	1024	1536	+300
19	4	6	8	12	16	24	32	48	64	96	128	192	256	384	512	768	1024	1536	+300
18	3	4	6	8	12	16	24	32	48	64	96	128	192	256	384	512	868	1024	+200
17	3	4	6	8	12	16	24	32	48	64	96	128	192	256	384	512	768	1024	+200
16	3	4	6	8	12	16	24	32	48	64	96	128	192	256	384	512	768	1024	+200
15	2	3	4	6	8	12	16	24	32	48	64	96	128	192	256	384	512	768	++00
14	2	3	4	6	8	12	16	24	32	48	64	96	128	192	256	384	512	768	+100
13	2	3	4	6	8	12	16	24	32	48	64	96	128	192	256	384	512	768	+100
12	1	2	3	4	6	8	12	16	24	32	48	64	96	128	192	256	384	512	+50
11	1	2	3	4	6	8	12	16	24	32	48	64	96	128	192	256	384	512	+50

When closely examined (or even distantly examined if you're far-sighted) the astute reader quickly notices that the MANA POINT TABLE grants magicians (and priests) more power than the CASTING LIMITATIONS TABLE permits them to cast in one spell. Be sure to roll for Spell Failure if a mage attempts to cast a spell that is too powerful for his level of experience.

Regaining Mana:

When a mage expends mana points, they are not lost and gone forever. They do not return SUDDENLY at the crack of dawn, but over a period of hours. Here's the rate:

MANA POINTS RETURN

- 1 per hour of normal activity (walking, talking, et cetera).
- 3 per hour of resting quietly (NO actions).
- 5 per hour of sleep (a "tired" mage may fall into a magical sleep that lasts for as long as he desires - past eight hours).

Spell Failure:

When Spell Failure occurs, roll on the table: given below (based on the Power of spell the mage was attempting to cast):

POWER	POWER	POWER	POWER	POWER	POWER	POWER	POWER	POWER	POWER	RESULT
ZERO	ONE	TWO	THREE	FOUR	FIVE	SIX	SEVEN	EIGHT		
01-30	01-25	01-20	01-20	01-15	01-15	01-10	01-10	01-10		Nothing
31-50	26-40	21-35	21-35	16-25	16-25	11-20	11-15	11-15		Blackout
-	41-55	36-50	36-50	26-35	26-35	21-30	16-25	16-20		Amnesia
51-70	56-75	51-65	51-65	36-50	36-50	31-45	26-35	21-30		Backfire
71-90	76-90	66-80	66-75	51-65	51-60	46-55	36-45	31-40		Trance
91-00	91-00	81-90	76-85	66-75	61-70	56-65	46-55	41-50		Experience
-	-	-	86-90	76-85	71-80	66-75	56-70	51-65		Coma
-	-	91-00	91-00	86-95	81-90	76-85	71-80	66-75		Insanity
-	-	-	-	96-00	91-95	86-95	81-90	76-85		Death
-	-	-	-	-	96-00	96-00	91-95	86-95		Drain
-	-	-	-	-	-	-	96-00	96-00		Destruction

NOTHING- Nothing happens (the spell doesn't go off). The mage is UNAWARE that nothing happened unless (of course) the spell had obvious visual effects.

BLACKOUT- Mage falls unconscious (no save) for 2D10 x 1 minute. He also forgets all his highest power spells that he has memorized.

BACKFIRE- This is pretty nebulous. If the spell is an attack spell fired at opponents, it will hit the mage or his party. If it is a defensive spell (like "Shield I"), it will have a REVERSE effect (subtracting the protection instead of adding it). All of these are up to the referee.

TRANCE- Causes the mage to fall into a semiconscious state, unable to act, even to defend himself against attacks. The mage will remain in this trance for a period of time equal to that of "Hypnotism". It may be removed with a "Remove Curse" or by "Hypnotizing" the mage and commanding him to awaken from his trance.

EXPERIENCE- Mage must roll a save vs Magic. If he SUCCESSFULLY rolls his save, he GAINS 1D100 x the mana invested in the spell (he learned from his mistake). If he FAILS to roll his save, nothing happens treat as "Nothing".

AMNESIA- The mage will forget all information gained in the past week. He will also forget ALL memorized spells, having to re-learn them (NOT re-research, just re-learn).

INSANITY- Causes the mage to go insane for 1D100 days (if the failed spell is over 3rd power the insanity is permanent). A "Remove Curse" will cure this insanity. Nothing else will, except for (perhaps) a Wish.

COMA- The mage affected by a "coma" will fall unconscious, and perhaps die. There is a 10% chance per day that the mage will die (roll each 24 hour period, starting immediately). The only way to negate a "coma" is with a "Remove Curse" or with a "Wake" spell.

DEATH- The mage immediately dies (no save). He may be brought back from the dead (with a "Resurrection" or similar spell), but the chances for success are at -10%.

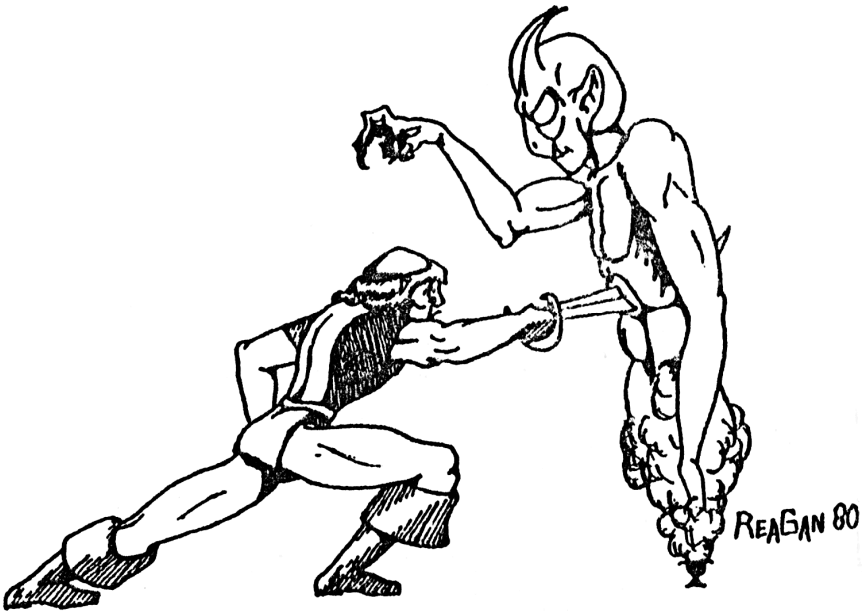
DRAIN- The mage immediately loses one full level of experience points and the corresponding abilities that went with the level. The only way to regain the level is with new experience.

DESTRUCTION- Mage is reduced to a heap of ashes (or equivalent). He is not recoverable by ANY means (including WISHES and ACTS OF GODS)!

Mastering an Area:

A mage is said to have mastered his area of specialty when he has learned how to successfully cast ALL of the first four powers of spells (up to Power THREE). When he has done this he may pick up another area (EXCEPTIONS: (A) Priests do NOT change specialties. (B) Elementalists need only to have up to Power TWO spells mastered if they intend to go into another Element). When a magician does begin a new specialty, he writes down a new experience column, starting at zero experience. This is his experience with the new area. Each time a magician gains experience, he writes it under his old experience total and his new one (he does NOT divide experience). So if a magician got 100 experience points for killing a giant spider, he'd write 100 under the old and 100 under the new. The mage may draw power from his mana under the old area (i.e. he doesn't get more mana), but for all other purposes (including maximum Spell castable) he is considered a first level mage when he begins a new area. Here are the benefits for mastering an area

- 1) Mastering an Element gives the mage 2000 exp x the number of Elements he has mastered (so a magician that had mastered three Elements would gain 8000 experience when he mastered the fourth).
- 2) Arcane Lore and Natural Lore masters gain 2500 experience.
- 3) All other areas gain 2000 experience when they are mastered.
- 4) You can't master a religious area.



Preview Mode

...Pages Skipped...

Spell Definitions:

- Agility-** This spell adds +10% to the recipient's save vs Agility. It also adds +5% to his Hit Bonus, +10% to his Missile Bonus, and +1 to both his ASp this MSP. It adds +5 -to his Defense (NOT in addition to the adds for Hit Bonus). It also adds +3% to any DX-based Thieving Abilities the recipient might have (In other words, NOT Hear and NOT Find Traps). Range = touch. Duration = 1 min x lvl.
- Alertness I-** This spell adds +15% to the recipient's save vs Surprise. Range = touch. Duration = 30 minutes.
- Alertness II-** As "Alertness I", but adds +30%.
- Alter Memory-** With this spell the mage may cause creatures to remember events that never occurred, forget events that actually did, etc. Range = 10'. Duration = Until dispelled, regardless of any duration limits imposed by "Hypnotism" or similar spells for mages of "Control".
- Alter Shape-** Allows mage to assume the shape of any animal, reptile or bird (only one of each per day) from as small as a sparrow to as large as a grizzly bear. The mage will have all the physical attributes of the animal (including Armor Rating and Hits and Stam). This spell drains the casting mage of only one mana point (and one Stamina). Duration is 8 hours (mage may alter shape up to three times).
- Alter Terrain-** Up to a 50'x50' area of earth may be remolded at the caster's whim. Delay = 1 hour. Range = 100' to edge. Duration = permanent.
- Anarchy I-** This spell affects one person x lvl of caster. It causes creatures that fail to save vs Magic to become uncertain as to who is friend and who is foe. It causes paranoid delusions. Roll 1D100 for each affected creature each round and check the table below:
- 01-30 Attacks any enemy around him.
 - 31-70 Stands around in a daze (or swings at creatures that only he "sees").
 - 71-00 Attacks any ally around him.
- Duration = 1 round x lvl +1D6 rounds. Range = 10' x lvl.
- Anarchy II-** As "Anarchy I", but affects ALL creatures within a 30'x30' area except the casting mage (saves allowed). Range = 10' x lvl. Duration = 1 round x lvl +1D6 rounds.
- Animate Rock-** Any single stone object may be given "life". This is a tough spell to detail due to its variability. The ref must decide the object's Armor (somewhere around 100%), its movement (quite slow), its Speed (zero or less), its Damage (a stone statue might do 2D10), its Hits (3 Hits x lvl of mage), and so on. The animated rock could ONLY be hit with enchanted weapons and would remain animated for 3D10 rounds + lvl or until destroyed. Range = 50'
- Animation-** This spell allows a Necromancer (or other mage) to bring the dead back to "life" to some degree. The animated dead will have no will of their own and must be controlled with a "Control Undead" (or similar spell). The mage must keep mana points tied up in the animated dead to keep them functioning (i.e. he can't rest and get the points back after animating something). At any time the mage may "pull the points" on an animated dead creature, but he must still rest to get the points back. See the section on "Animated Dead" in the Monster chapter of this book. Range = 30' Duration = as above.
- Anoint-** This spell may be used to amplify the effects of a "Salve of Healing" spell. It causes the points to heal at rate 1 per 10 minutes instead of one per hour. Also, multiply the number of points ordinarily healed by 1D6 (so if 3 points were normally healed, roll 3D6 instead). Range = touch. Notes This spell is worthless w/o "Salve of Healing".
- Antidote-** This spell allows the mage to create antidotes for poisons. He must spend one day x antidote intensity, and an amount of silver equal to the amount listed beside the intensities of

poisons on the poison chart. The mage may create an antidote for any poison up to his level in intensity. A strong antidote will also remedy weaker intensity poisons. Lasts 2D6 weeks.

Area of Death- This spell fills a sphere of radius 5'x lvl with a grayish light. Any within the sphere (except the casting mage) are subject to its effects. All with 3 or less levels are instantly killed. All with 4 to 6 levels are allowed a save vs Magic to survive (if they save they take 3D6 damage). All with 7 levels up to the level of the casting mage are allowed a save vs Magic +20% to survive (if they save they take 3D6). Creatures with more levels or hit dice than the casting mage are not affected. Range = centered on the casting mage. Duration = 1D3 rounds.

Area of Fear- This spell surrounds the casting mage in a sphere of radius 10' x lvl. All unintelligent creatures or intelligent ones below 4th lvl must save vs Stress or flee. All intelligent creatures 4th lvl or above must save vs Stress too, but if they fail to save they must subtract 10% from all attacks made by them against the mage, and subtract 2 from any SPEED rolls made with the intent to attack the mage. Duration = 1 min x lvl.

Area of Fog- Summons in a large area of fog (dimensions 10' high, 10' x lvl long and 10'x lvl wide). Creatures inside subtract 10% from Hit Bonus and 20% from Missile and Bow Bonus. If cast underground or at night, double the penalties. If the casting mage is above level six the combat penalties do not apply to him. Range = 10'x lvl to edge. Duration = 1 day (however winds can dispel it). Illusionists that cast this spell may pick what color fog they wish to have.

Area of Gloom- This spell fills a large area with murky gloom. If cast in daylight it will create dark shadows and limit vision to 30' (60' w/Star Sight, 120' w/Night Sight). If cast at night (or underground) it will limit normal vision to 10' (20' with torches) and limit Star Sight to 30' and Night Sight to 60'. It also has the following effects, -1 to morale for 3 hours after passing through, -5% to all saves for 1/2 hour after passing through, -5% with all magic (i.e. +5% on victims' saves) for 1 hour after passing through. This spell affects only creatures with Morals of ABOVE +5. Range = 30' to edge. Dimensions = 30'x30'. Duration = 10 min x lvl.

Area of Shadows- This spell creates a 100'x100'x20' area of mists and shadows. The mage has complete control over the shadows and may make any sound or image within them that he desires. The images are strictly images (no form or substance). Range = surrounds mage (he's at the center) but doesn't move. Duration = 10 min x lvl.

Astral Aid- Using this spell the mage places his consciousness onto the Astral Plane where there dwell beings of Total Knowledge. Unfortunately, the journey is stressful to the mind of the mage, for during the spell his mind is overcome with infinite knowledge. His mind will shut out all information upon returning to this plane with the exception of only a few facts that he has prepared himself to remember. He may remember the answer to one question if he has a "6" or less WP, two questions with a WP of up to "12", three questions with a WP of up to "18" or four questions with a "19+" WP. There is a 50% chance -5% per level past 10th that the mage must save vs Stress or go insane for 1D100+??? days. Range = ??? Duration= 1D6 hours.

Aura of Sautarius- This spell surrounds the caster with a miniature "Temple of Light" spell that moves around with him. It is invisible until it is required to function. It is 10' in radius. Duration = as for "Temple of Light".

Binding Spell I- Casting this spell on any unmoving creature will create magical bonds that prevent all action. Creatures above 4th level are allowed a save vs Magic. There is 5% chance per point above 15 ST of breaking the bonds (roll once every 1D6 rounds of continued trying). Range = 10' + 2' x lvl. Duration = 30 min x lvl (add +10 min per additional mana point invested). The victim of this spell is allowed another save vs Magic to

Preview Mode

...Pages Skipped...

to be as explicit as he feels is fair. Gods (and goddesses) don't have infinite knowledge. They can't see very well into the future and they can't see certain areas of this and other planes (such as opposing temples). The mage falls into a deep death-like coma for 2D6 x 10 min. The answers will very rarely be incorrect, but even the gods are misled sometimes.

Complex Sounds- This spell is an improved "Simple Sounds" spell that creates the illusion of clear speech, loud noises, beautiful music, etcetera. Volume = anything up to as loud as a rock concert. Range = 10' x lvl to point of origin. Duration = 2 hours x lvl.

Conceal- Allows the mage to conceal a small object beneath his cloak (or on his person). The object must not exceed one cubic foot in volume or 2' in length. He may also use this spell to conceal a doorway (thus creating a secret door). The spell lasts until the object is used or brought forth into light, or until the magic is dispelled. Range = touch. Duration = as above. One "object" may be concealed (using additional spells) for each level of experience the mage possesses.

Concealment- This spell is identical to "Blend w/Shadows", except that it allows the mage to pass unseen within a forest (or forest-like terrain). The mage may cast this spell on another (range = touch), but only for 1/2 duration. For other aspects of this spell see "Blend w Shadows".

Control Cloud- This spell allows the mage to move a summoned cloud (such as a cloud of fog, vapors, dust, etc). The controlled cloud will move at rate "9" (unless affected by wind or another mage with a "Control Cloud" spell). If two magicians both attempt to control a summoned cloud, roll 1D6 for each magician and add +1 for each level of experience within that area of magic and +1 for each point of WP. The high scorer has control over the cloud, and may make it move at rate "6" in any direction he desires (that round). **OPTIONAL:** Add +1 to the D6 roll for each point of mana the mage invests in his "Control Cloud" spell. More points may be invested each round to improve control. Range = 10' x lvl. Duration = until concentration is broken, or 5 rounds x lvl (whichever is shorter).

Control Evil- A "Charm I" spell that affects a number of levels equal to the caster's own (so if the caster was 9th level, he could influence 9 1st level types, 4 2nd lvls and 1 5th lvl type, etc...). Characters under 5th level are allowed a save vs Magic at -20%, from 4th to 5th save at -10%, and 6th level and above save as normal. This spell affects ONLY characters with Morals of -5 or less.

Control Element- This spell allows the casting mage to assume control of a quantity of his area element and turn it into a semi-living creature with NO intelligence. The elemental will have NO will of its own and follow the mage's will to the letter (unless another mage attempts to rob control). If two mage's (of the same element) both attempt to control the same elemental, treat it as in "Control Cloud". The conjured elemental will have the following statistics (provided the referee rules that the body of element from which the elemental is drawn is able to support that "big" of an elemental)

FIRE:

Hit Bonus: 3% x lvl

ASP: mage's CSP

WL: lvl

Damage: 1D6/rnd/3 lvls

Armor: 40% +5% x lvl

Movement: "12"

Hits: 1D6 x lvl

Fire Elementals will also be capable of the following:

1) They may cast any fire spell the mage knows, drawing power from the mage at 1/2 usual cost (so the 1st point is "free")

2) Fire Elementals function with a continuous "Cloak of Fire" spell (but the damage done by bodily contact is that listed above).

3) Fire Elementals above 5th lvl may cast "Firebolt" 1 per 3 rnds.

EARTH:

Hit Bonus: 4% x lvl
Asp: mage's CSp-2
WL: lvl
Damage: 1D6+1/rnd/3 lvls
Armor: 70%+5% x lvl
Movement: "6"
Hits: 1D6 x lvl

Earth Elementals will also be capable of the following:

- 1) They may cast any earth spell the mage knows (see "Fire" above).
- 2) They may cast "Remove Earth" spells once every 10 min after 5th lvl at no cost.
- 3) Earth Elementals may "Hurl Rock I" (after reaching lvl 5 at no cost to the mage).

WATER:

Hit Bonus: 3% x lvl
Asp: mage's CSp
WL: lvl
Damage: 1D6/rnd/4 lvls
Armor: 50%+5% x lvl
Movement: "9"
Hits: 1D6 x lvl

Water Elementals will also be capable of the following:

- 1) They may cast any water spell the mage knows (see "Fire" above).
- 2) They may cast "Water Bolt" Once per two rounds of combat.
- 3) Water Elementals above 12th lvl may create huge whirlpools capable of sinking ships (Galley = 30%, Merchant ship = 20%, Sm. Warship = 20%, Lg. Warship = 10%). Roll each 5 minutes of continued effects.

AIR:

Hit Bonus: 3% x lvl
Asp: mage's CSp + 2
WL: mage's lvl
Damage: 1D6/rnd/4 lvls
Armor: 60%+5% x lvl
Movement: "15"
Hits: 1D6 x lvl

Air Elementals will also be capable of the following:

- 1) They may cast any air spell that the mage knows (see "Fire" above).
- 2) They may cast "Wind Bolt" once per 2 combat rounds.
- 3) Air Elementals that are above 7th level may assume the form of a large whirlwind (see "Control Winds") in 1D6 rounds.

ALL Elementals are harmed ONLY by enchanted weapons of +1 or greater value. Elementals are neutralized when entirely surrounded by their counter element (example: lifting an earth elemental into the air). Range = 30'+10' x lvl. Duration = Concentration or 10 min x lvl (take the shortest of the two). The mana point cost for controlling an element is equal to the highest power spell the mage is capable of casting (so a 7th lvl mage casting this spell would lose 8 mana points (a 3rd power spell)). If the mage wishes to invest less mana, he may summon a proportionately weaker elemental.

Control Flyer- A "Charm I" spell that affects all flesh and blood creatures capable of flight. A saving throw is allowed unless the creature has just been summoned with a "Summon Flyers" spell. Range = as "Charm I". Duration = 1 day (+1 day for each level the mage has over the flyer).

Control Foes- A lock of hair or some other personal item is necessary in order for this to work. The mage must concentrate on an image of his intended victim in this spell (usually a small doll). During the spell the mage enters his intended victim's dreams and casts a "Charm I" spell on him. If the victim saves vs Magic he will wake up and realize that the attempt was made. In order to make a 2nd attempt a new lock of hair or personal item is needed. The casting mage really burns mana both for the "Control Foes" and for the "Charm I" spell, so if he doesn't have a "Charm I" spell this spell is worthless to him. Range = 1000' x lvl.

Control Undead- This spell allows the mage to assume control over any dead that he has animated, plus it allows him to attempt to steal control of animated dead outside the controlling range of the mage that animated them. Success Rate = For animated dead that were created by the casting mage (and under no one's control) the rate is 100%. For animated dead outside the other controlling mage's range of control the rate is 50%+10% x the difference in the two mage's levels. A mage may attempt to control an animated dead that is inside its master's range of influence, but the success is only 25% +1 x the difference in the two mage's levels. So if a 5th lvl Necromancer tried to rob

Preview Mode

...Pages Skipped...

Protection VI- As "Protection I", but minimum Armor for non-magical or silver weapons is 125%. Minimum Armor for magical weapons is 90%. Duration = 1 hour x lvl

Protection VII- As "Protection I", but minimum Armor for non-magical weapons or silver is 150%. Minimum Armor for magical weapons is 100%. Duration = 2 hours x lvl, (All evil religions)- Accompanied by a Human Sacrifice performed at a Black Mass, Duration is forever.

Protection VIII- As "Protection VII", but magical weapons of a non-HOLY nature are grouped with silver and non-magical weapons.

Protection Aura- This spell is cast over any article of clothing, including armor, giving it a faint glow visible only in total darkness. It causes the item to become enchanted to +1 protection (+5% to Armor Rating, and +1 to Absorb when hit in that location). This particular enchantment also adds +10% to all saves made against creatures that are nocturnal in nature (including undead). Range = touch. Duration = 1 week (may be made permanent if the mage invests 2 mana pts into the object PERMANENTLY).

Protection: Animals- This spell creates a 10' radius sphere that prevents animals from entering. However, any solid object or magical force that penetrates the sphere from the inside will destroy it. Range = surrounds mage. Duration = 10 min x lvl.

Protection: Charms- This spell gives the recipient a 50% resistance to "Hypnotism" and similar spells (if he FAILS to resist he is STILL allowed a saving throw). Range = touch. Duration = 10 min x lvl.

Protection: Cold- This spell totally protects the recipient from the effects of non-magical cold and cold spells cast by the mage casting this spell. It will totally protect the recipient from the effects of magical cold cast by outside forces for 1D3+3 rounds and will subtract -1 damage from each die of magical cold damage that occurs after that (for the length of the spell). Range = touch. Duration = 30 minutes.

Protection: Dark- This spell protects the recipient from attacks made by nocturnal creatures (including supernatural ones), subtracting 10% from their attacks and adding +10% to any saves the recipient must make vs their attacks. Range = touch. Duration = 1 hour +10 min x lvl.

Protection: Demons- This spell creates a sphere of protection that surrounds the casting mage, preventing any demon of lvl less than or equal to that of the mage from passing through. Demons of greater lvl than that of the mage must save vs Magic -10% to pass through. Until the mage reaches 7th lvl he must paint a magical circle upon the ground around him (the sphere doesn't move). 7th lvls and up merely chant and form an invisible circle around themselves. The invisible circle may move "6". Range = about the mage. Duration = 10 min x lvl. Sphere is radius 10'.

Protection: Fear- This spell surrounds the mage with a sphere of 10' radius that totally stops all "Fear" and "Fear" type spells from affecting creatures inside. It may be cast upon another creature (by touch) but it won't have the radius of effect then. Duration = 10 min x lvl.

Protection: Fire- This spell totally protects the recipient from the effects of non-magical fire and from fire spells cast by the mage casting this spell. It will totally protect the recipient from the effects of magical fire cast by outside forces for 1D3+3 rounds and will subtract -1 damage from each die of magical fire damage that occurs after that (for the length of the spell). Range = touch. Duration = 30 minutes.

Protection: Lightning- This spell totally protects the recipient from the effects of any form of electricity for 10 min x lvl of mage or until the recipient has been protected from a number of dice equal to the lvl of the mage (so if the mage is 10th lvl, it will protect the recipient from 10 dice of damage before ending). Range = touch.

- Protection: Lycanthropes**- This spell is exactly like the spell "Protection: Demons" (above) but protects the mage from Lycanthropes.
- Protection: Magic**- This spell totally protects its recipient from the effects of "Hypnotism" and similar spells. It adds +15% to the character's save vs Magic and deducts 3 points per die of magic damage done. Range = touch. Duration = 10 min x lvl or protection from 100 mana points.
- Protection: Missiles**- This spell causes missile damage to score off the character's Stamina first (instead of Hits). If cast on a Warrior or Thief that successfully "Dodges" vs a missile attack, then the damage is not scored at all. Range = touch. Duration = 2D6 + lvl rounds.
- Protection: Sleep**- Gives the recipient a 50% resistance to "Sleep" spells, failing that he still gets a save sometimes. Range = touch. Duration = 10 min x lvl.
- Protection: Teleport**- Causes all "Teleport" type spells to have a +50% chance failure and "Safe Teleport" to have a +25% chance failure. Costs 1 permanent mana for the mage to cast. Area of Effect = 100'x100'x100' area. Range placed on a gem worth min of 5000 sp. Duration = forever!
- Protection: Traps**- This spell prevents traps from triggering on its recipient (does NOT give immunity from trap effects). Range = touch. Duration = 6 traps or 30 minutes.
- Protection: Undead**- This spell is identical to "Protection: Demons" on the preceding page except that it works vs undead.
- Quest**- As the spell "Geas", except that failing to carry out the demands of the casting mage causes the spell victim to lose -1% from his saving throws each day (all saves). The saves will continue to drop -1% each day until the quest is fulfilled. This spell can only be negated by the casting mage and does not die when he does.
- Raise Army**- This spell allows the casting mage to be able to raise and train men from the surrounding populated areas to serve in a religious endeavor (they will serve at 1/2 the normal costs in wages, upkeep of equipment, etc). The mage may influence 50 men x his lvl in this way. A 10th lvl mage could influence up to 500 men to serve him for 1/2 the normal costs. Area of Effect = 5 miles x lvl. Duration = 1 week (after which the spell must be recast).
- Rally**- This spell instills bravery in the hearts of men, allowing the caster to negate the effects of fear and broken morale and rally up to 10 men x lvl around him. Men so rallied will ignore future calls to check morale and fight to the death so long as the casting mage fights with them. Individuals (players) that wish to save vs Magic on this enchantment are allowed to do so, but must do so when the enchantment is cast (not ten minutes later in the fight) and risk being branded as cowards or traitors if they choose to flee. Area of Effect = a sphere of radius 20' x lvl (surrounding the mage) Duration = 15 min x lvl.
- Realm of Darkness**- This spell creates a 400' diameter sphere of evil darkness. It acts just like "Perpetual Darkness" with the following exceptions: 1) Characters with Morals of +5 or greater will have -5% modifiers applied to their Hit Bonus, Missile Bonus, Bow Bonus, Defense and Armor Rating. 2) Creatures with Morals of -4 to +4 must save vs Stress to enter into the dome and take 1D6 and be driven back if they fail (a "Hide Location" spell prevents this). This spell is stationary and MUST be cast on ground deemed "holy" to the church of Rashok (i.e. no fair casting it in city streets). Duration = one week (or permanent if 4 permanent mana, points are cross off). The spell must be cast upon a key religious object within the church.
- Recruitment**- This spell allows the casting mage to go out into the streets of any basically "good" city and find willing Warriors for the church of Exonerous. These Warriors will only serve the mage if his quest is religiously oriented. This spell will bring 1D6 Warriors. Roll 1D6 for each one: "1-2" means the Warrior is 1st lvl. "3-4" means the Warrior is 2nd lvl. "5" means

the Warrior is 3rd lvl. "6" means the Warrior is 4th lvl. If the mage's CH is "15+" he may recruit +1 Warrior. If the mage's CH is "6-" he recruits -1 Warrior. Level "1" or "2" Warriors will be "average" Warriors, but level "3" or "4" Warriors will be "superior" Warriors. This spell may only be cast 1 time per month and a maximum number of Warriors equal to the level of the casting mage may be maintained. Support and upkeep is up to the casting mage. Delay = 1 day. Duration = 1 week (after which this spell must be cast again).

Reflection- This spell surrounds the caster with an "Image" that resembles the creature that looks at him (must be approximately humanoid size), causing it to believe that it sees itself instead of the casting mage. The victim of this spell must save vs Magic in order to attack the caster (after which the spell is broken). Duration = 1 round x lvl + 1D6 rounds.

Regeneration- This spell will return Hit Points at rate 1 per 2 min or Stamina at 1 per min. It will restore lost limbs at "1 limb" per 150 mana, spent and lost eyes at "1 eye" per 300 mana spent (mana may be spent over days of time). Any wounds incurred while or before this spell is in effect will be cured, except those caused by fire or acid. It is possible to regenerate back to life, but only if the spell was thrown before the recipient died. Range = touch. Duration = 10 min x lvl.

Remove Air I- This spell removes the air around 1 creature, causing it to save vs Unconsciousness or faint for 2D10 rounds. Range = 30' x lvl. There is a 60% chance it will also snuff the torch the creature is carrying.

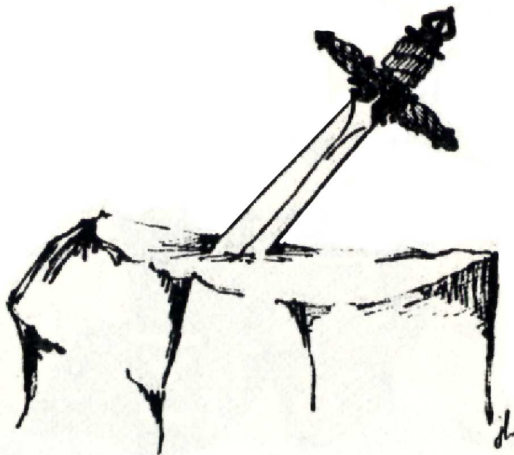
Remove Air II- As "Remove Air I", but affects a 10' x 10' area.

Remove Air III- As "Remove Air I", but works over a 30' x 30' area.

Remove Air IV- As "Remove Air I", but the save is -10% and torches are snuffed 75% of the time. Area of Effect = 60' x 60'.

Remove Curse- This incantation removes, dispels or banishes any curse of any sort including delusions, insanity (ref discretion), etc. It does NOT cure "Possession", which must be cured by an "Exorcism". Success = 35% +5% per lvl of mage. May be attempted only once. Range = 30' (A "Curse" spell (Arcane Lore) must be faced and commanded to leave this plane).

Remove Earth- This spell will remove 200 cu. ft of stone, 1000 cu. ft. of earth or 2000 cu. ft. of sand. The removed material will pile up on each side of the hole made by this spell (at 11th lvl the mage may choose to have it "Disintegrate" at no extra cost). It does not affect magical substances (like "Wall of Stone"). This spell takes 2D6 rounds to take effect. Range = 20' + 2' x lvl. If cast on walls there is a 50% chance (ref's discretion) that part of the roof will collapse.



Resurrection- This spell sends the recipient to the shadow lands to search for the soul of a dead friend or ally. If the mage desires to go he may do so, but usually he will send a substitute. If the recipient of this spell is successful in his quest, the body is returned to life. If the recipient fails, he must roll on the Quest Failure table below. **Success** = $10\% \times \text{lvl of recipient} - 5\% \times \text{number of days the deceased person has been deceased}$. Maximum allowed percentage for Success is 90%.

Quest Failure Table:

1D100	Results
01-30	Recipient takes 01-100 points of damage and if he lives then he did not fail!
31-40	Recipient takes 6D6 damage (save vs <u>Magic</u> allowed for 1/2 damage).
41-45	Recipient loses 1D6 levels from a "Levelloss" spell.
46-60	Recipient loses 1D3 levels from a "Levelloss" spell.
61-65	Recipient saves vs <u>Stress</u> or goes insane forever.
66-75	Recipient saves vs <u>Stress</u> or goes insane for 1D100 days.
76-95	Recipient succeeds but must save vs <u>Shock</u> or lose 1 point of WP permanently.
96-00	Roll Twice (taking both effects)

Return- If the mage dies with this spell in effect he will return to the living within 1D10 days (his body vanishes from its resting place). He will have +1 on all stats. This spell may be cast as often as the mage desires, but it is only USUABLE once per level (i.e. once at 13th, once at 14th etc.). Duration = 24 hours (one day and one night). These mana points do not return until the spell has expired.

Rule Undead- This spell is an improved "Control Undead" spell, allowing the caster to add +25% to his Success Rate, and allowing him to control up to twice his lvl in undead.

Rune of Combat I- After painting this mystic rune on a weapon it becomes enchanted to +1 (whenever the mage expends 1 mana point on it). The weapon will add +5% to its wielder's Hit Bonus and +1 to his Damage Bonus. The mage may (of course) choose to permanently embed 1 mana, point into the sword (after he's had this spell for 4 levels), making the sword (or other weapon) into a continuously functioning one. Duration = 1 min x lvl.

Rune of Combat II- As "Rune of Combat I", but this rune is placed on a +1 enchanted weapon, changing the weapon to +2 enchantment. It has NO EFFECT on non-magical weapons. The mage must invest 3 more mana points into this weapon to make it continuously function (as per the rules on making magic items).

Rune of Combat III- This one makes the weapon +3 enchantment (+15% Hit Bonus, +3 Damage) and it must be cast upon a weapon having a "Rune of Combat I" and a "Rune of Combat II" on it. It is made continuously functioning by investing 12 mana, into it permanently.

Rune of Combat IV- As "Rune of Combat III" (sigh), but relies upon the weapon containing Runes of Combat I-III", and enchants the weapon to +4 (+20% Hit Bonus, +4 Damage). Made permanent with the loss of 48 mana.

Rune of Combat V- As "Rune of Combat IV", but needs "Runes of Combat I-IV" in order to function. Enchants the weapon to +5 (+25%, +5 dam). This rune may only be cast upon weapons that are highly moral in nature or highly immoral. May be made continuously functioning by investing 192 permanent mana into the weapon.

Rune: Slay Lycanthropes- This rune will cost the mage 32 mana points to make (and place on a weapon). After that, whenever that weapon hits a lycanthrope (for Hit Points damage) it will do 1D100 points to it (NST). The inks for this rune are very expensive, costing 2D6 x 250 sp to buy.

Rune: Slay Undead- This rune will cost the mage 64 mana points. After that, whenever the weapon hits an undead having 10 or

Preview Mode

...Pages Skipped...

Summon Demon I- Using this spell (plus opening a demonic portal), the mage may summon a lesser demon from the realm of Gorth. The mage must know the name of the demon and call it out when casting the spell. The mage has a Success Rate of $15\% + 5\% \times \text{lvl}$. Add $+5\%$ for an animal sacrifice. Add $+10\%$ for a humanoid sacrifice. Add $+5\%$ more if female (and the demon is male) or male (and the demon is female). Add $+10\%$ more if virgin (either sex). The demon will have 3 to 4 lvls and an approximate Armor Rating of 80%. The specifics on this demon should be worked out by your referee as no two demons are exactly alike. The demon appears through the "Demonic Portal". The mage must successfully roll a "control check" (same chance as he had to summon it) in order to command the demon (hell, just to keep it from killing the first 20 things it sees). 10% is deducted from the mage's success with control each DAY the demon is maintained on this plane (so a mage with a 105% chance for control could almost guarantee control for 1 day (don't forget a "00" always fails)). The same demon may be summoned more than once.



Summon Demon II- As "Summon Demon I" with the following changes:

- 1) Success Rate $= -5\% + 5\% \times \text{lvl}$. 2) Subtract 10% from control chances for each 12 HOURS the demon spends on this plane.
- 3) The demon will have around 5 to 6 lvls or hit dice and an Armor of 90%. The other details (such as limited special abilities) are to be worked out by your friendly referee.

Summon Demon III- As "Summon Demon I", with the following changes:

- 1) Success Rate $= -25\% + 5\% \times \text{lvl}$, but control is $-35\% + 5\% \times \text{lvl}$. 2) Subtract -10% from Control for each HOUR the demon is on this plane. 3) Human Sacrifice adds $+15\%$ ($+10\%$ more if opposite sex, $+10\%$ more if virgin). 4) The demon will have from 7 to 8 lvls and an Armor of 100%.

Summon Demon IV- As "Summon Demon I", with the following changes:

- 1) Success Rate $= -35\% + 5\% \times \text{lvl}$. Control is $-45\% + 5\% \times \text{lvl}$. 2) Subtract -10% from Control for each 30 MINUTES the summoned demon spends under the mage's will. 3) Human Sacrifice adds $+15\%$ to success and control ($+15\%$ more if opposite sex, $+10\%$ more if a virgin). 4) The demon will have 10 to 11 lvls and an Armor Rating of 110%.

Summon Demon V- As "Summon Demon I" with the following change

- 1) Success Rate = $-45\% + 5\% \times \text{lvl}$. Control is $-65\% + 5\% \times \text{lvl}$.
- 2) Subtract 10% from control every 20 minutes. 3) Add +20% for human sacrifice (+15% more if opposite sex, +15% more if virgin).
- 4) The demon will be 12th to 13th lvl and have an Armor of 120%. The further gross abilities are left up to the devious mind of your ref.

Summon Dust- This spell conjures either a layer of dust (10' x 10' area) or a cloud of swirling dust (10' radius). Beings inside the dust cloud must save vs Magic or begin choking (-4 Speed, -10% combat bonuses). Choking lasts 1D6 rounds. They must save vs this each round they're inside the cloud. Any movement through a layer of dust has a 10% chance of stirring it up into a cloud (20% if it's sudden movement like running or combat). The cloud is STATIONARY unless moved by spell or wind. Range = 20' +10' x lvl. Duration = 1 day (cloud settles to layer in 1D10 x 1D6 rounds). Strong winds will dispel this spell.

Summon Fire- This spell summons a normal fire in a 10' x 10' area. Combustibles will ignite (40% chance per round). Delay = Fire will appear 1 round after the spell's completion. This spell does 1D6+1 per round NST, but victims may move out of harm's way during the round delay. This spell may be reversed to become "Kill Normal Fire" Range = 5' x lvl. Duration = 10 rounds.

Summon Flame- This spell conjures a small ball of flame in the palm of the mage's hand. It illuminates a 30' radius of light, and will ignite combustible materials (like straw, oil, hair, etc). It will not harm the mage's palm (of course). It may be thrown 30'. Duration = 20 min +10 min x lvl (if thrown it will go out in 1D6 rounds).

Summon Flyers- This spell summons a single flying creature from the surrounding area (referee consult your encounter tables). Such a summoned animal will have a 100% chance of being controlled by a control spell like "Control Flyers". There is a delay on "Summon Flyers" of 1D10 minutes.

Summon Fog- This spell summons either a sheet of fog (1' x 20' x 20') or a cloud of fog (10' in diameter). The fog will obscure vision to 10' in darkness and 10' to 30' in light (if the die roll (D3) indicates that the vision exceeds the boundaries of the fog, then DOUBLE the range). All hand-to-hand combat in fog is at -10%. The sheet of fog is handy for hiding irregularities in the floor! Duration = 1 day (cloud settles to sheet in 1D10 x 1D6 rounds...). Range = 30' +10' x lvl. This spell is STATIONARY but may be moved by spell or wind.

Summon Heat- This spell summons a cloud of heat 10' in diameter or a concentrated sphere of heat 1' in diameter. The cloud may be used to provide warmth (+10 degrees F. per point invested (max of +10 degrees x lvl)), and may only be cast on willing recipients. The sphere does 1D3 per mana, invested (max of 1D3 per lvl) and does not allow a save. The mage must roll an attack adding Missile Bonus and hit Armor = 50%, and may only use the sphere as an attack device if he has cast "Control Cloud" for both the sphere and the cloud of heat are STATIONARY. The sphere may be used for cooking (of course). Range = 10' +10' x lvl. Duration = 10 min x lvl, or until mage breaks concentration.

Summon Imps- This spell allows the caster to summon and control a number of Imps equal to 1 x his lvl. The caster must expend 1 mana point for each Imp that he wishes to summon and control. There is a basic Success Rate of 60%, plus 20% for each lvl of experience the caster has above 1st. The caster has a chance to Control the Imps equal to his Success Rate on summoning them. His chances for control decrease by -10% each day that the Imps are detained after the initial summoning (roll at the start of each day). When control is lost, the Imps will have grown restless, wishing to return from this cold land back to the warmth of good old Gorth. They have a 50% chance of attacking the mage, otherwise they will depart at the first crucial moment.

Preview Mode
...Pages Skipped...

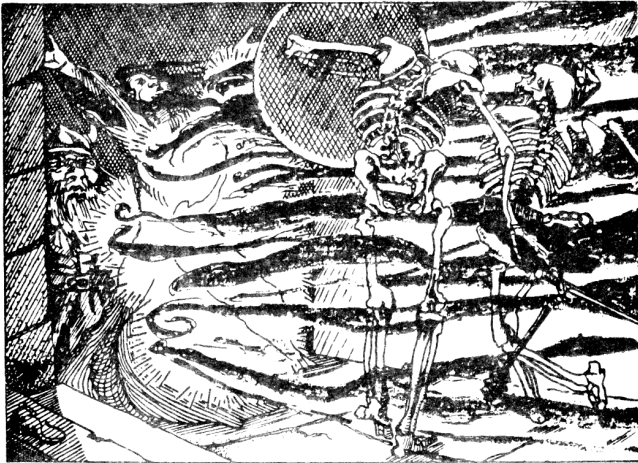
- Translate-** This spell allows the mage to speak the language of any humanoid creature fluently provided a creature that speaks the language is within 100' of the mage. Duration = 10 min x lvl.
- Transport via Water-** A "Teleport" spell that allows the casting mage to submerge himself in one body of water and to emerge from any other. If the mage has seen (and been to) the destination of the spell there's no chance of failure. IF NOT, there is a 20% - 1% x lvl chance that the mage will never emerge from the water (i.e. he's dead). Treat as "Teleport II" for great distances traveled.
- Turn Curse-** This spell turns (averts) any curse leveled at the mage or his party (50' radius protection). The casting mage has a 50% chance of success + 5% x lvl - 5% x lvl of cursing mage. If the turning is successful, the mage has a 5% x lvl chance of returning the curse to plague the mage that cast it! Range = 30'. Duration = instantaneous.
- Turn Demons-** This spell is the same as "Turn Undead" but it works against demons not undead.
- Turn Ethereal-** This spell causes the corporeal object affected to become non-corporeal for a short time. During this time the object may pass through solid substances and walk on air. Movement for ethereal creatures is double that of normal. Ethereal creatures may speak with and hear creatures on the Natural Plane, but they may not touch them or physically harm them in any way. An ethereal mage may cast spells that will affect beings on the Natural Plane (and vice versa), plus attacks made by magical weapons will hit an ethereal being. Range = touch. Duration = 1 minute x lvl + 1 min per additional mana point invested when casting the spell. Maximum allowed duration = 10 min x lvl.
- Turn Undead-** This spell allows the mage to command undead to turn and flee. The chances for a mage turning undead are based upon his level and the level of the undead he wishes to turn. Success = 40% +10% x lvl of mage, -10% x lvl of undead. So if a 10th level priest wished to turn a 7th lvl Spectre, he would have a 70% chance (40% + 100% - 70% = 70%). The mage may affect a number of undead = to his lvl. He must be able to be seen by the undead and face them without fear (i.e. no fair casting this spell from the third rank of a party). The mage wields his religious symbol in this spell to strike fear into their hearts. Area of Effect = 20' x 2U'. Range = 30' +5' x lvl to edge.
- Twilight Summoning-** As the name implies, this spell causes an unnatural twilight to fall over the countryside. During the night shadow will be everywhere, but it will never go completely dark. During the day the sun's rays will appear weak and faded through misty clouds and impending gloom. Shadows will lie all around. This spell must be cast upon a central item to focus its power (it is this item that must be hit with a dispel magic in order to kill this spell). A Shadow Mage will only cast this spell for a specific purposes (doing otherwise will have the priests of Shadur on his case). If the temple of Shadur feels a Shadow Mage is abusing his power they will promptly finance an assassin to remove this annoying blight upon their reputation as honest "priestly" thieves (?). Area of Effect = 1/2 mile x lvl radius. Delay = 2D10 minutes. Duration = 6 hours x lvl.
- Unholy Strength-** This spell functions as a double powered "Strength" spell that works ONLY on evil creatures that have willingly undergone the spell "Damnation". Duration = 6 hours. Area of Effect = 1 person x lvl of mage standing within-id-'of the mage when he casts this spell.
- Vault-** This spell allows its recipient to leap great distances easily. The recipient may jump 10' +1' x lvl of mage in a vertical direction and 30' + 2' x lvl of mage in a horizontal direction. Range = touch. Duration = 1 round x lvl or 1 leap x 1/3 lvl (whichever occurs first).

- Vengeance-(Natural Lore)** This spell calls down a bolt of lightning from the sky that does 1D6 damage per lvl of mage (so a 6th lvl mage does 6D6). Success = $30\% + 3\% \times \text{lvl}$ (if a storm's in progress add +40%). This spell (quite obviously) only works outside. Range = the bolt will strike a 30' radius circle of ground up to 20' x lvl of mage away.
- Vengeance-(Exonerous)** As above, but the damage is caused by a tremendous bolt of fire from the sky and the Success = $30\% + 5\% \times \text{lvl}$ regardless of whether it's storming or not.
- Venom Vapors-** This spell combines the effects of a "Chlorine Cloud" spell and a "Control Cloud" spell.
- Vitality-** This spell will counteract the effects of a "Leveloss I" spell (or 1/2 the effects of a "Leveloss II"). Only one "Vitality" spell may be cast upon a character in one day's time. Range = touch. Duration = for keeps.
- Wake-** This spell has the effects of negating any "Sleep" spell, including "Sleep Eternal". All handsome princes have the ability of casting a "Wake" when kissing (you guessed it) beautiful princesses. Range = touch (or kiss).
- Walk in Shadows-** For the duration of this spell the mage becomes a shadow. He may "Teleport" (either I or II) from shadow to shadow and observe events unseen. If he is forced to enter an area where there are no shadows (either an area of great light or great darkness), the spell is negated. When in this form, the mage is impervious to weapons just like the "Transformation" spell allows. Range = none. Duration = 1 hour x lvl.
- Wall of Brilliance-** The spell conjures up a wall of brilliant light that obscures vision. Creatures attempting to gaze through the wall have a 30% chance each round of being blinded (save vs Magic allowed). Any creature attempting to pass through the wall will be blinded for 1D3 rounds (no save) and must roll a save vs magic. If they fail to save, they are driven back and may not try again for 1D6 rounds. Undead must modify their saves by -20%. Range = 5' x lvl. Duration = length of concentration + 1 round x lvl. The wall: 10' x 50' x 1'.
- Wall of Fire I-** This spell conjures up a flaming sheet of fire of dimensions 20' x 10' x 1'. The fire does 7D6 damage to any creatures passing through it (undead take double damage). A save is allowed for 1/2 effect. The spell may be used to create a circle of fire of radius 10' (the circle is 10' high walls of flame). This spell does not move. Range = 10' x lvl. Duration = 1 min x lvl (if the mage is attacked the spell will fail).
- Wall of Fire II-** This spell functions as "Wall of Fire I", but the duration is 10 min x lvl of mage (or may be made permanent with the permanent investment of 1 mana point).
- Wall of Force-** This spell conjures a 10' x 10' x 1" wall of invisible force (acting similar to the "force fields" on shows like Star Trek). The wall will have 1D6 per lvl of mage energy stored inside it. Each round that a creature tries to pass through the invisible wall it must save vs Magic twice. The first save vs Magic is to see whether the creature takes 1D6 or 2D6 damage from the wall (draining the wall of that many dice of damage). The second save is to see if the creature is knocked unconscious for 2D3 rounds. The creature must save vs BOTH of these in order to pass through the wall. If he fails, he may not try again for 1D6 rounds. Range = 5' x lvl. Duration = 1 min x lvl (if the mage successfully concentrates on the wall for 10 rounds minus his level, the Duration is extended to 1 hour x lvl). The wall will fail when all the dice of possible damage have been drained out of it.
- Wall of Ice-** This spell conjures a vertical or horizontal sheet of ice 10' x 10' x 1". For every 2 additional mana invested, the spell will summon an additional volume. For every 1" thickness, the wall can withstand 10 points of damage before breaking. The wall will take NO DAMAGE if less than ten points are done in a round (so some weapons risk breaking in order to knock down the wall). Fire does double damage to the wall. A sheet of ice is slippery. Roll a save vs Agility when crossing it or fall (subtract -50% from the save if moving rapidly or fighting).

Range = 10' x lvl. Duration = one "volume" of ice will melt normally in 1D6 hours (referee discretion).

Wall of Stone- This spell causes a section of earth to rise out of the ground, forming a wall of stone 20' x 10' x 2'. Each 2' thickness of this wall can withstand 150 points of damage before being destroyed. The wall is magical in nature and has a duration of forever (oh by the way, at least 10 points of damage must be done in a round in order to inflict any damage on this wall). Range = 5' x lvl.

Wall of Wind- This spell creates a wind 10' wide (and 10' high) that starts at the casting mage's fingertips and leaves in a straight line. Creatures of less than 200 lbs are swept back 5D6 feet. Creatures from 201-250 lbs are swept back 3D6 feet. Creatures from 251-500 lbs are not allowed to move unless they save vs Magic (then their maximum movement towards the mage is "3"). 501+ lbs creatures are not affected. Range = 10' x lvl. Duration = 1/2 round x lvl.



Warriors of the Damned- This spell summons in several "Warriors of the Damned" from either Thaug or Rashok (depending on what type of mage does the summoning). They can be summoned in two ways:

Way Number ONE:

The mage may cast this spell in 1/10 the normal delay time and bring in 10 "Warriors of the Damned" (+10 more for every additional 20 mana put into this spell). They will appear in 1D3 rounds from a burst of fire 30 feet from the casting mage and serve their caller faithfully for 60 min +5 min x lvl. Then they will fade away. This method of summoning is usually done when the mage is in a tight spot and needs a little help from good old Thaug.

Way Number TWO:

The mage casts this spell at a Black Mass (including a Human Sacrifice). Ten "Warriors" will appear (+10 per 20 mana more), but these "Warriors" will possess their own intelligence and can function outside the range of their master. The mage must continually invest 1 mana, point per 3 warriors in order to maintain them on this plane (the mana returns when the warriors are slain). Note: 1 in 5 of these warriors will be able to fire a bow.

The stats for "Warriors of the Damned" should be taken from the tables for "Superior" Warriors (the "Warriors of the Damned" are all considered to be first level). The stats for the "Warriors" that are able to fire a bow should be taken from the encounter table for human archers. "Warriors of the Damned" are armored in Type VI armor. They are undead if summoned by a Necromancer and demonic if summoned by a priest of Rashok.

- Water Bolt-** This spell fires a high-powered bolt of water about 6" wide. The mage must roll an attack (adding Missile Bonus) and must hit Armor = 50%. He may attack one person each round. Any one hit by the "Water Bolt" takes 1D6 damage (no extra damage for high rolls) and rolls automatically on the "CET". If the mage's attack indicated a "Crit-Hit" or "CET", then add +20% to the "CET" roll. Torches and lanterns are automatically extinguished. Range = 20' +5' x lvl. Duration = 1D6 rounds.
- Water Breathing-** This spell allows the recipient to breath water as if it were air. Range = touch. Duration = 1 hour x lvl of mage.
- Water Walk-** This spell allows the recipient to "Walk on Water". He may not weigh more than 30 lbs x lvl of the mage. Range = touch. Duration = 2 min x lvl.
- Water Wave-** A wave of water 10' wide and 5' high sweeps away from the mage at rate "12". It sweeps away all creatures (NST) that are 4th lvl or lower for 5D10'. Those above 4th lvl are allowed a save vs Magic. If they save, they may maintain their ground but may not advance. This spell does not work in wide open spaces, but must be used in a confined area (like a canyon or a corridor). Range = 100' Duration = 1D3 rnds.
- Weakness-** A beam of grayish light springs forth from the casting mage's outstretched finger. If the mage rolls a missile attack that hits Armor = 50%, his opponent must save vs Magic or lose 5% x 1D3 from his Hit Bonus and Missile Bonus, and 1D2 from his Damage Bonus. The stolen strength is transferred to the casting mage, but he loses 5% each hour (and 1 point of Damage Bonus). The strength will return to the victim (provided he isn't dead) in 2D6 days. Range = 30' Duration = as above.
- Web Stream-** This spell fires a stream of sticky web from the mage's outstretch hand. If the mage successfully rolls an attack vs Armor = 60% then the subject is "hit" (unless, of course, he "Dodged") with sticky but strong strands. The subject will have his movement prevented as in "Binding Spell". He need not be stationary to be affected. Range = 10' +10' x lvl. Duration = as "Binding"
- Weight-** This spell adds 1D6 x 100 lbs to victim's encumbrance. This weight won't kill them, but it might render them motionless by pinning them to the ground. If the victim makes his save vs Magic, he still suffers -10% Hit Bonus, -3 Asp and -1 Damage Bonus. Range = 30'. Duration = 10 minutes minus victim's lvl (10th lvls and above are not affected).
- Whispers I-** This spell is a temporal extension of the caster's ears. He stands in shadows and listens and may hear any noise made within earshot of those shadows during the last 20 min x lvl of mage.
- Whispers II-** This spell is like "Farsee", except that instead of sight the spell allows hearing. Also this spell does not require a focus. The mage stands in shadows to hear what he hears. This spell works well with "Shadow Eye" spells.
- Wind Bolt-** This spell fires a high-powered blast of air about 6" wide. The mage rolls an attack (adding Missile Bonus) and must hit Armor = 50%. If he hits, his victim takes 1D3 damage (no extra damage for high rolls) and must roll on "CET". If the mage rolls a "Crit-hit" or "CET" when rolling his attack, add +10% to the "CET" roll. Range = 20' +2' x lvl.
- Withering-** This spell gives the mage the ability to age his victim by 1D3 x 10 years. If the victim saves vs magic, he still ages 1D3 x 5 years. The casting mage will become 10 years younger, by robbing it from his victim. Note that this spell will not continue to reduce the magician's age after reducing him to a "young adult" (i.e. it won't turn him into a baby or an embryo). Undead that successfully cast this spell on their victims gain 1D6 mana points from them. Range = touch (although it may be done through a staff or weapon). Duration = permanent.
- Wrath of Exonerous-** This spell will call down a 15D6 firebolt from the heavens that will strike any foe for full damage and all in a 20' burst radius for 1/2 damage. There's no save. Range = up to 300' away. Note: must be cast outside.

X-Ray Eyes- This spell allows vision through solid substances. There's no chance for cancer, nor does this spell generate any heat. It may see through stone 10' thick or wood up to 20' thick. Vision Range = 30'. Spell Range = touch. Duration = 10 minutes.



Abbreviations:

Here is a list of the abbreviations that are used in BMG (Beasts, Men & Gods). I know abbreviations are a nuisance, but they are used to save space and time:

H.B. = Hit Bonus	ST = Strength
M.B. = Missile Bonus	CN = Constitution
B.B. = Bow Bonus	IN = Intelligence
ASp = Attack Speed	WS = Wisdom
MSp = Missile Speed	DX = Dexterity
BSp = Bow Speed	BS = Bowskill
Crit-Hit = Critical Hit	CH = Charisma
Crit-Miss = Critical Miss	PA = Personal Appearance
CET = Combat Events Table	WP = Willpower
NST = No Saving Throw	DP = Determination Points
ENC = Encumbrance	WL = Weapon Length

LVL = level of experience for characters or number of hit dice in the case of monsters.

NPC = Non-player character (a character controlled by the ref.)

1D2 = a two-sided die (a coin, or a six-sided die where "1-3" if, equal to a "1" and "4-6" is equal to a "2")

1D3 = a three-sided die (once again use a six-sider)

1D5 = a five-sided die (use a ten-sider dividing by two and rounding up all fractions)

1D6 = a six-sided die

1D10 = a ten-sided die (or a twenty-sided die with "0" through "9" printed on it twice)

1D20 = a twenty-sided die (use a six-sided die with it if the six-sider rolls low ("1-3"), then read the D20 as "1-10" & if the six-sider rolls high ("4-6"), then read the D20 as "11-20"). For example, if the D6 rolls a "5" and the D20 rolls a "3", then the result is a "13".

1D100 = a hundred-sided die (two D10s with one of them declared as the first digit and one as the second digit (a "00" equals "100"))

The odds are that some obscure abbreviation has been omitted somewhere, but I guess that just means that you'll have to use the same ingenuity that got you to buy this book to figure it out: Thanks.

By the way, if you want to be on our mailing list and hear about all the neat things coming out from IMAGINATION UNLIMITED, Ltd., then drop us a line with your name, address and zip. We'd love to hear from you, and we send only high class junk mail.

Conclusion:

All rules must come to an end, and so end the rules of Beasts, Men & Gods. I hope you've gained something from them, and I hope that you'll always maintain the creative spirit inside you that possessed you to buy this book.

Once again, a final reminder: Don't limit yourself to ANY one set of rules to run your campaign. Certainly there must be one set of rules to serve as the foundation of your game, but its words should not be the absolute law. Draw from fiction, creating settings for your adventurers from any of the swords and sorcery books in publication. If you feel a rule needs changing, then change it (after careful consideration for some period of time). But be sure to let ALL your players know of the change BEFORE the play begins.

Finally, a word of thanks to all the people that helped in this game. Granted, I'm the one with the Smith-Corona, but many of them held the inspiration that made this game possible (for what good is a referee without players?).

Jason Brown co-wrote the rules for Shadow Magic, and the priests. Steve Ross accidentally inspired the Armor Rating system. Lyle Wilson was instrumental in brainstorming on many things, as were many people that I've either forgotten, or don't have space to mention.

Many thanks go to my very fine artists (if I do say so myself):

Anita Volder
Joe McGowan
John Hamrick

Jim Reagan
Mark Duncan

All mail should be addressed to:

The Game Masters
XXXX Juniper*
Prairie Village, Kansas
66208

...and it should include a self-addressed, stamped envelope if you wish a reply. If there is enough support, I'll consider putting out some kind of newsletter to keep people informed of upcoming rules and other bits of interesting trivia.

Copies of Beasts, Men & Gods may be purchased by mail at a cost of \$X.XX each.* Orders of five to nine books receive a 10% discount. Orders of ten or more will receive a 20% discount. Retailers desiring to carry BMG should make inquiry to obtain special rates. Please include 50 cents per book to help share the costs of postage on non-retail orders. Allow four to six weeks before sending me a nasty letter if you live in the continental U.S. of A., and lots longer if you live elsewhere.

Live long and prosper!

Bill Underwood

** Note: That address is no longer valid, and it hasn't been for many years now! Also, I am not selling copies of BMG by 'snail mail' now. I might be selling them online.*

Please visit <http://wunderwood.com/BMG> for up-to-date information about this game.

Thanks! --Bill 4/2/2011

