

QUEST OF THE ANCIENTSTM



Quest of the Ancients™

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Cover - Even though the treasure's been found, this assembled fellowship of Islay's heroes and villains still has to watch out for the unexpected. Clockwise from the bottom:

Thongor (H)--17th level Viking
Dork, King of the Dwarves (H)--16th level rogue
Mentar (H)--30th level sorcerer
Sarana (H)--20th level witch/bard
Raven TenTolliver (V)--20th level witch/20th level assassin
Cormorant TenTolliver aka "Nightshadow"™ (V?)--
15th level rogue/assassin

Painted by Dan Frazier

Dedication

The author would like to dedicate this work to Miss Stevie Nicks, who was the inspiration first for the Witch, and all that followed...

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Introduction

Welcome to a world of high adventure. A world of swords & sorcery, of light & dark. We, at Unicorn Games, care about what you think, and we appreciate any comments you may have regarding QA. In the end, it is you readers must judge the final work. Some will love this product; others will hate it. However, it has long been the author's belief that role-playing games are too male-oriented, and that all gaming philosophies deserve representation, something he has tried to promote in his past work. If you feel likewise, perhaps this is the game for you.

QA can be used to supplement whatever game system you normally employ. Use as much or as little of it as you see fit.

Support articles for QA have appeared in a number of magazines, and we thank the respective publishers for their support. If you get a chance, check out the **Gamer***, **Vortex***, the **Scroll***, and **White Wolf***.

Finally, the author would like to thank the following people for the inspiration they provided, large and small:

Above all, Roger E. Moore for his limitless encouragement and support over the years. Also: Jeff Albanese; Bob Anderson; Dave Arneson; Anne Brown; Dale Donovan; Jeff Grubb (for his many accomplishments in the gaming field); Gary Gygax; Dave Hargrave; Scott Haring; Bruce Heard; Mike Hopcroft; Robin Jenkins; Harold Johnson; Jon Pickens; Jean Rabe; Lisa Stevens; Barbara Young; Stewart Wieck and Chris Williams.

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Last of all to Donovan P. Leitch, whose magical HMS DONOVAN opened my eyes.

The persons listed have not necessarily endorsed this product.

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AT A GLANCE--Generating stats

	Dwarf	Elf	Gnome	Half-elf (favoring elf)	Half-elf (favoring human)	Human
Strength	1D12+8	5D4	5D4	5D4	1D12+8	1D12+8
Agility	5D4	1D12+8	1D12+8	1D6+14	1D12+8	1D12+8
Conditioning	1D6+14	5D4	1D12+8	1D12+8	1D6+14	1D12+8
IQ	5D4	1D6+14	1D12+8	1D12+8	5D4	1D12+8
Charm	5D4	1D12+8	1D12+8	1D12+8	1D12+8	1D12+8
Appearance	5D4	1D12+8	5D4	1D12+8	1D12+8	1D12+8
Luck	2D6	2D6	2D6	2D6	2D6	2D6
Stamina	(see Chapter One)					
Body	Strength + Conditioning divided by two, rounding up					

AT A GLANCE--Adjustments to *exorcism*, *binding* or *banishing* rolls

Character's level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Adjustment to monster's IQ roll																				
1	--	--	-1	-1	-2	-2	-3	-3	-4	-4	-5	-5	-6	-6	-7	-7	-8	-8	-9	-9
2	--	--	--	-1	-1	-2	-2	-3	-3	-4	-4	-5	-5	-6	-6	-7	-7	-8	-8	-9
3	+1	--	--	--	-1	-1	-2	-2	-3	-3	-4	-4	-5	-5	-6	-6	-7	-7	-8	-8
4	+1	+1	--	--	--	-1	-1	-2	-2	-3	-3	-4	-4	-5	-5	-6	-6	-7	-7	-8
5	+2	+1	+1	--	--	--	-1	-1	-2	-2	-3	-3	-4	-4	-5	-5	-6	-6	-7	-7
6	+2	+2	+1	+1	--	--	--	-1	-1	-2	-2	-3	-3	-4	-4	-5	-5	-6	-6	-7
7	+3	+2	+2	+1	+1	--	--	--	-1	-1	-2	-2	-3	-3	-4	-4	-5	-5	-6	-6
8	+3	+3	+2	+2	+1	+1	--	--	--	-1	-1	-2	-2	-3	-3	-4	-4	-5	-5	-6
9	+4	+3	+3	+2	+2	+1	+1	--	--	--	-1	-1	-2	-2	-3	-3	-4	-4	-5	-5
10	+4	+4	+3	+3	+2	+2	+1	+1	--	--	--	-1	-1	-2	-2	-3	-3	-4	-4	-5
11	+5	+4	+4	+3	+3	+2	+2	+1	+1	--	--	--	-1	-1	-2	-2	-3	-3	-4	-4
12	+5	+5	+4	+4	+3	+3	+2	+2	+1	+1	--	--	--	-1	-1	-2	-2	-3	-3	-4
13	+6	+5	+5	+4	+4	+3	+3	+2	+2	+1	+1	--	--	--	-1	-1	-2	-2	-3	-3
14	+6	+6	+5	+5	+4	+4	+3	+3	+2	+2	+1	+1	--	--	--	-1	-1	-2	-2	-3
15	+7	+6	+6	+5	+5	+4	+4	+3	+3	+2	+2	+1	+1	--	--	--	-1	-1	-2	-2
16	+7	+7	+6	+6	+5	+5	+4	+4	+3	+3	+2	+2	+1	+1	--	--	--	-1	-1	-2
17	+8	+7	+7	+6	+6	+5	+5	+4	+4	+3	+3	+2	+2	+1	+1	--	--	--	-1	-1
18	+8	+8	+7	+7	+6	+6	+5	+5	+4	+4	+3	+3	+2	+2	+1	+1	--	--	--	-1
19	+9	+8	+8	+7	+7	+6	+6	+5	+5	+4	+4	+3	+3	+2	+2	+1	+1	--	--	--
20	+9	+9	+8	+8	+7	+7	+6	+6	+5	+5	+4	+4	+3	+3	+2	+2	+1	+1	--	--

AT A GLANCE--Determination of armour rating

Armour worn	1-5	6-7	8-15	16	17	18	19	20
Armour rating								
None or bracers	2	1	0	0(-1)	0(-2)	0(-3)	0(-4)	0(-5)
Cloth, jerkin, leather, gladiatorial, or cossack chainmail	3	2	1	0	0(-1)	0(-2)	0(-3)	0(-4)
Chainmail shirt	4	3	2	1	0	0(-1)	0(-2)	0(-3)
Legionnaire plate	5	4	3	2	1	0	0(-1)	0(-2)
Chainmail (full suit)	5(+1)	5	4	3	2	1	0	0(-1)
Partial or full plate	5(+2)	5(+1)	5	4	3	2	1	0
Using small shield:	Deduct 1 point							
Using medium shield:	Deduct 2 points							
Using large shield:	Deduct 3 points							

AT A GLANCE--Determination of combat phase

Agility score	Combat phase
20	1
19-17	2
16-13	3
12-10	4
9-5	5
4 or less	6

AT A GLANCE--Skill/attack/damage/armour rating adjustments, based on stats

	1-5	6-7	8-9	10-14	15	16	17	18	19	20
Stat score										
Adjustment										
+/-	-20%	-10%	-5%	0	+5%	+7%	+10%	+12%	+15%	+20%
	2	1	0	0	0	1	2	3	4	5

CHAPTER ONE

Character Creation

All characters possess nine stats, and their numeric range can greatly affect skills and combat. The nine include:

Strength (St)

The Strength rating of a character reflects several things.

Damage rolls

One's Strength can modify the damage done with melee or hurled weapons. However, regardless of a penalty to damage rolls, a successful hit always inflicts at least 1 point of damage (although an enemy's armour might absorb and negate this!).

Extra Body points

A High Strength, coupled with a good Con, can add to a character's *Body points*, for they are determined by adding both together and then dividing by two, rounding up.

Forcing dungeon doors

Doors or other portals will often be rusted or warped shut from years of neglect, and they must be forced open, requiring a simple Strength roll on a D20. This may be attempted once each phase (or 10 seconds), by a single character (in the case of a normal size door). Naturally, some portals may be barred, locked or constructed so that they just cannot be forced and must either be battered down or overcome through magic. In breaking down a door, some sort of ram must be used—a statue, log, etc. To note success, the Strength of those using the ram is combined and percentile dice are rolled, requiring a result beneath the combined Strength rating. In all cases, a roll of 00 fails. One attempt can be made each two phases.

Throwing things

Apart from normal missile weapons, characters may throw things at an enemy. Light objects, such as acid vials, may be hurled up to five feet distant per point of Strength. Indoors, where there may be a low ceiling, this range is quartered. Throwing moderately heavy objects, such as a heavy jack-O-lantern, lowers the range to two feet per Strength point in any setting.

Working strength

One's Strength regulates how much he can carry. Armour, weapons and equipment weigh a lot, and those with higher Strength ratings can more easily handle large amounts of gear. The *working strength* of a character denotes the weight he can pack with or without penalties to movement, skills, or Agility. Excluding one set of clothing worn, the load factors that apply to characters include:

Light loads. A *light* load equals 2 lbs or less per Strength point. Thus Vanor, a cutpurse with a 10 Strength, can easily tote an extra 20 lbs of gear. Vanor's light encumbrance may result in a better chance to perform skills which could be hindered by his packing great weights. It certainly lets him move swiftly and easily.

Normal loads. A *normal* load ranges between 2.1 and 5 lbs per Strength point. If Vanor packs between 21-50 lbs of gear, he is toting a *normal* load, applying neither bonus nor penalty to any skills or movement.

Heavy loads. A *heavy* load averages between 5.1 to 7 lbs per Strength point. Should Vanor top the 50 lb mark, the load starts weighing him down, affecting his freedom of movement. As a cutpurse, Vanor can climb various wall surfaces. Packing this much weight takes its toll and his skill at climbing declines from the strain of the dead weight on his back. His movement also begins to slow.

Very heavy loads. A *very heavy* load varies between 7.1 to 10 lbs per Strength point. Therefore, Vanor will be greatly encumbered at the point he lugs 71 to 100 lbs of equipment. Climbing a wall with a heavy pack is all but impossible now. In fact he can hardly walk without stumbling!

Maximum lift. While the previous figures show how much a character can

pack for an extended period of time, he may briefly lift greater weights. The maximum that may be lifted and muscled out of the way equals 20 lbs per Strength point, minus any weight carried. (And up to half the *maximum lift* rating may be raised over the head if necessary.) Thus, Vanor in an emergency can lift up to 200 lbs, excluding the weight of his normal gear. Lifting more requires a Strength roll, applying a penalty factor of 1 for each five-lb increment above the maximum weight normally allowed. That is, the player must roll a D20, ending with a result *beneath* the character's Strength to indicate success. A score that *equals* or *exceeds* the Strength rating is considered a failure! Example: Vanor with his 10 Strength can lift a maximum of 200 lbs (if he carries no other weight on his person), but he wants to raise away a 220-lb slab of stone sealing off an underground chamber. He must roll a D20 against his Strength, adding 4 to the result for the 20 extra lbs of weight. Vanor must thus roll 5 or less on a D20 for success. Otherwise, the slab just proves to be too much for him and he must get help.

The time one can hold the extra weight equals 1 phase (or 10 seconds, remember) per five points of Con. After this, the character must set the weight down and rest an equal length of time before undertaking any other tests of his Strength.

The *maximum lift* rating also shows whether one can climb a rope hand-over-hand, bearing his own weight and that of his equipment. The rate of ascent equals 5/phase, and the character may climb without tiring for one phase for each two points of his Con. After this, he must rest an equal period of time. If he doesn't, he loses 1D8 points of Stamina each phase of climbing until his Stamina is expended (causing him to fall), he stops to rest, or he ends the climb. The Stamina loss is halved if the character is crossing a rope laterally.

(Of course, using sheer muscle to move great weights is the least efficient means of accomplishing the task at hand. So, a character who employs a tool for leverage effectively doubles his *maximum lift* rating. And obviously, two or more characters may add their Strengths in a concerted effort to move objects that are too heavy for either to lift unassisted. A single die roll is then made, although a roll of 20 always results in failure, requiring more assistance.)

Table 1 is a quick reference to note modifications for Strength.

Agility (Ag)

Agility considers nimbleness, reflexes, and hand/eye coordination. It is a valuable asset, directly affecting the following areas:

Armour rating

A good armour rating makes a target more difficult to hit, and the better reflexes from a high Agility may apply a bonus to the armour rating of a character. Likewise, a low Agility shows slow reactions, making it more difficult to dodge or parry away an enemy's blows. Thus, it can worsen the armour rating (see Table 2).

Attack rolls

When rolling to note a successful strike during melee, one's Agility can alter the score for better or worse (see Table 2).

Combat phase

The character's Agility determines the point in the game turn that he may attack an enemy.

Chapter Six goes into greater detail on the combat phase.

Resisting spells

Many harmful spells—but not all—permit an Agility roll to lessen damage. In such cases, a roll of a *natural* 1 indicates no damage is taken!

As noted, a character's Agility can be lessened if he totes heavy loads of equipment or booty as shown on Table 1. It can also be halved if a character for some reason is forced to his knees or is crawling. Agility can even be quartered

CHAPTER ONE-Character creation

Table 1--Weight loads, movement, and Agility modifications, based on Strength

STRENGTH SCORE																			
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Light load (in lbs)																			
2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40
Movement adjustment (in feet per phase): +5																			
Penalty to Agility: 0																			
Normal load (in lbs)																			
5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100
Movement adjustment (in feet per phase): 0																			
Penalty to Agility: 0																			
Heavy load (in lbs)																			
7	14	21	28	35	42	49	56	63	70	77	84	91	98	105	112	119	126	133	140
Movement adjustment (in feet per phase): -2																			
Penalty to Agility: -2																			
Very heavy load (in lbs)																			
10	20	30	40	50	60	70	80	90	100	110	120	130	140	150	160	170	180	190	200
Movement adjustment (in feet per phase): -5																			
Penalty to Agility: -5																			
Maximum lift (in lbs)																			
20	40	60	80	100	120	140	160	180	200	220	240	260	280	300	320	340	360	380	400
Damage adjustment to melee and hurled missile attacks																			
-2	-2	-2	-2	-2	-1	-1	0	0	0	0	0	0	0	0	+1	+2	+3	+4	+5

Table 2--Armour rating and attack roll adjustments, based on Agility

AGILITY SCORE																			
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Adjustment to armour rating and attack roll																			
+2	+2	+2	+2	+2	+1	+1	0	0	0	0	0	0	0	0	-1	-2	-3	-4	-5

Table 4--Rest time, before regaining casting slots

CONDITIONING SCORE																			
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Hours of rest needed																			
9	9	9	9	9	8	8	8	8	8	7	7	7	7	6	6	6	5	5	4
+5 minutes for each combined rank of spell cast.																			

Table 5--Time needed to memorize each spell, by rank

CHARACTER IQ																			
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Minutes to memorize spell (if character has slept--otherwise, increase tenfold)																			
*	*	*	*	*	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
Multiplied by the rank of the spell.																			
* Impossible to perform spellcasting at these low IQs.																			

Table 6--Reaction adjustments, based on Charm

CHARM SCORE																			
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Reaction adjustment																			
-20	-20	-20	-20	-20	-10	-10	-5	-5	0	0	0	0	0	+5	+7	+10	+12	+15	+20

Dice roll	Demeanor of character	Result:
Natural 01 or less	Charming, glib Intimidating, threatening	Cursed; reviled; driven off Hatred; fear; attacked if victory seems possible
Adjusted 01-25	Charming, glib Intimidating, threatening	Visible unfriendliness Intense dislike; lied to or deceived to get character to leave; violence possible
26-50	Charming, glib Intimidating, threatening	Cool reception; suspicion Nervousness; unease; ignored
51-75	Charming, glib Intimidating, threatening	Politeness; courtesy Intimidated; fearful
76-99	Charming, glib Intimidating, threatening	Friendliness; cooperation Bullied into submission; will say or do just about anything to be left alone
00+	Charming, glib Intimidating, threatening	Extremely friendly and helpful Quivering mass of jelly; begs for mercy; spills guts if interrogated

Optional adjustments to the reaction roll:

+/- 5% for each level of difference between the character and whomever he interacts with.

-10 if character is known to have a bad reputation (unless the reaction is made by those of Evil ethics; in this case, it operates as a plus).

+10 if character is known to have a good reputation (unless the reaction is made by those of Evil ethics; in this case, it operates as a minus).

CHAPTER ONE-Character creation

if one is forced to his knees, is crawling, or trips and lies on the floor. Activity in cold climates without warm clothing also penalizes it by 1D4 points. Underwater, one's Agility score is lessened by 10 points! However, regardless of any indicated penalty, Agility can never be reduced below 1 except by magic, poison, disease, etc. Naturally, this kills the character in so doing.

Conditioning (Con or Cn)

Conditioning is a general indication of the hardiness, health, and physical make-up of a character. It also covers:

Doing without food or water

Apart from going without sleep, adventurers may need to survive without food or water. Of the two, water is the most important. To maintain proper vigor, a character each 24 hours must drink at least one ounce of water for each 10 lbs of its body weight. This amount can be adjusted cumulatively by two factors as shown in Table 3.

Table 3—Survival on reduced rations

Activity performed:

Light (rest, relaxation, standing guard, etc.)
x1 adjustment

Normal (studying, light work, walking, etc.)
x2 adjustment

Heavy (fighting, working hard, etc.)
x3 adjustment

The result is then modified by the temperature:

Cold (under 40 degrees Fahrenheit)
x.5 adjustment

Warm (41-75 degrees Fahrenheit)
x1 adjustment

Hot (76-100 degrees Fahrenheit)
x2 adjustment

Very hot (101+ degrees Fahrenheit)
x4 adjustment

Thus, a 100-lb character performing *normal* activity in a warm area must drink 20 ounces (or 2 1/2 cups) of water each day or begin losing vigor. This is translated by the temporary loss of one Con point per day without adequate water (or double this if no water at all is available). Restoration of these points is at the rate of four points per day after fluid intake returns to acceptable minimums. If a character's Con falls to 1, he lapses into a coma and dies within 1D4 hours if not given ample water.

Note that magic cannot restore stat points lost from lack of fluid intake.

Surviving without food is somewhat easier. After four hours per Con point, a creature needs one ounce of (normal) rations for each 10 lbs of weight every 24 hours thereafter or it starts weakening. This results in a loss of one Strength point for each three days the character goes without adequate nutrition, assuming he is undertaking *light* activity. *Normal* activity drops Strength by a point each two days; and *heavy* activity raises it to loss of a Strength point each day. Point loss is at +1 if the character has no food intake whatever.

If and when the Strength score falls to 0, the character lapses into a coma and dies within 2D4 hours without nourishment.

Note that magic spells will not restore Strength points lost through lack of food. Even a *strength* spell will not cancel the effects of starvation, and functions only for purposes of Strength rolls or damage adjustments during the time the recipient is undergoing penalties for doing without food.

Naturally, loss of Con or Strength points through dehydration or starvation adjusts Body points downward and can lessen one's weight by half. Thus, a dwarf who lost a Body point through starvation or dehydration would drop about nine lbs of weight.

Extra body points

A superior Con, coupled with a good Strength, can increase Body points.

Healing Body and Stamina damage

During combat, one can lose both Body and Stamina points. Stamina damage, that of a general deterioration of reflexes, alertness, and energy to turn away otherwise connecting blows, is regained at a rate equal to the character's Con, for each full hour of rest. Healing Body damage, that of true physical wounds to the character's body, is done at a rate of but 1 point, +1 point for each 10 Con points, each 24 hours of rest. Magic, of course, restores Body and Stamina damage much quicker.

Holding one's breath

Adventurers sometimes need to hold their breath. The Conditioning score regulates how long this may be done. In situations where one merely goes limp, seeking to hold his breath as long as possible, he may go without breathing one phase for each Con point.

If the character holds his breath while moving normally, without other strenuous activity, the breath may be held one phase for each two Con points.

Holding breath while fighting, running, being strangled, etc., can be done for only one phase for each five Con points.

All these times are doubled if the character first hyperventilates.

At the point one's breath is held beyond what is allowed, he suffers 1D8 points of Stamina loss each phase. (The loss is doubled if the character exerts himself, for instance by resisting strangulation.) At the point all Stamina is expended, he automatically starts to breathe unless underwater or he is being strangled. In these events, he passes out and dies in 1D4 phases.



Performing strenuous activity

Occasionally, a character may undertake strenuous activity. Conditioning often regulates how long he may do this (as in the case outlined earlier of holding great weight above the head).

Going without sleep. Heroes sometimes go long periods without rest. If the character takes things easy (for instance, as a guard), he can go two hours per Con point before fatigue sets in.

A person undertaking *normal* activity, excluding fighting or spellcasting, can remain fresh for up to 90 minutes per Con point.

Under *heavy* activity, characters can remain alert for one hour per Con point.

Once a character has stayed awake too long, fatigue sets in. Each hour thereafter, a roll must be made beneath the character's Con on percentile dice. Failure means his IQ and Conditioning scores temporarily drop by one point. (In the case of the lowered IQ, this temporary loss does not affect one's level or expertise with general skills, although it penalizes IQ rolls.) If either stat reaches 1, the character lapses into a sleep from which he cannot be awakened for at least 2D4 hours. Restoration of lost stats is at a rate of two points per hour of sleep after the first six hours.

Poison/disease resistance rolls

Often, someone subjected to poison or disease, whatever the source, must

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make a Con roll to resist some or all of its baneful effects.

Rest time after spellcasting

Even the simplest spellcasting affects a magician's psyche, imposing a rest period before regaining expended spellcasting slots. The rest needed varies with the character's Con score as shown in Table 4.

IQ

IQ, or intellect, is extremely important and affects the following areas.

Finding secret panels

By virtue of their construction, secret panels are difficult to locate. When characters suspect one lies within an area, those searching for it must roll under their IQ on percentile dice to find it. The time necessary generally equals five minutes per 10' cube of space within the area (room, hall, etc.) searched. Regardless of how many areas within a room or hall are examined by a character, only a single roll to determine success is made. Some professions, and even races, have bonuses to their rolls to find secret panels. Tricksters in particular, if they have *detrap* skills, supersede the IQ roll with a *detrap* roll to uncover secret panels.

If there is more than one secret panel in an area, the GM should make additional rolls for each separate panel to note how many are found.

Maximum level in the character's profession

A person's IQ regulates just how many of the intricacies he can grasp in mastering a profession. The level limitations based on IQ are listed in each of the profession descriptions. Excepting IQ loss from lack of sleep, permanent--and often temporary--loss of IQ can lessen one's skill level when IQ level limits begin to apply.

Memorizing spells

To use them, one must memorize spells, spell-songs, or prayers. The time necessary is shown in Table 5.

Example: Ferial, a 3rd level druid with a 16 IQ, has cast two 1st rank spells along with her 2nd. After sleeping to regain her spellcasting slots, she awakens, gets out her spell books and decides to memorize entirely new spells. Cross referencing a 1st rank spell with her 16 IQ, we see it will take her five minutes to memorize one 1st rank spell. To note the time needed to memorize a 2nd rank spell, we multiply the five minutes by the spell rank (2), getting a result of 10 minutes. Thus, after a total of 20 minutes of study, Ferial will have both her new 1st and 2nd rank spells memorized, and she may invoke them through her casting slots.

Skill points

Apart from the skills that may come from following a certain profession, all characters have talents they acquired during their youth. The number of points that may be allotted into various talents are based on the IQ of the character multiplied by 10 (see Chapter Three).

Spell resistance rolls

Many spells, especially those involving mind-control or illusion, permit an IQ roll to overcome their effects. A good IQ is handy in such instances.

Charm (Ch)

While no help in combat, Charm (or presence) can be very important. It reflects in some instances charisma and persuasiveness; in others force of will, intimidation and even fear. Take Robin Hood and Al Capone. Both had very high Charm ratings but each was based on different personality factors. Robin Hood was a champion of the common man, with a good reputation and sense of justice. This combined to make him popular with the peasantry. Thus, when he encountered people, his charisma (and reputation) combined to place them in a receptive mood to him.

Capone, on the other hand, commanded fear and intimidation in those he encountered. When he spoke, people listened--or else! Thus, the effects of Charm vary with the personality and ethics of the character. Often, the GM will

make reaction rolls on percentile dice when a character talks with a *game master character* (GMC). The character's Charm adjustment may alter the reaction either upward or down, based on his demeanor as shown in Table 6.

Appearance (Ap)

Appearance simply represents the general attractiveness of the character in physical terms. It can never be lower than 1.

Luck (Lk)

Luck is very important. It is meant either to provide a random chance of something helpful occurring, or to note if an unusual action by a character does what he hopes it will when no other roll (such as a stat or skill roll) seems appropriate. In some situations, for example, a player may seek a clue to a puzzle, or say something along the lines of "My character's looking for a street urchin"; or "Is there a gladius in the weapons rack?" In such cases the GM might permit the player to make a Luck roll to see if fortune smiles and an urchin is nearby, or if the guards' weapons rack holds a common blade like a gladius. However, players may not ask to make Luck rolls at their whim, or seek gratuities from them. A Luck roll won't provide treasure or magic items, nor will it supersede the rules covering a situation or action! Example: Vanor the cutpurse knows his group needs a set of keys held by a certain guardsman. He cannot use a Luck roll to "pickpocket" the guardsman, or to see if the keys will just "fall out"; he must use actual *pickpocketing* skill. A Luck roll just might, however, assure that the keys Vanor wants will be in the guardsman's pocket instead of back at the barracks!

Other times, the GM may allow a Luck roll for a character to notice something. Example: The GM asks Bill, Vanor's player, to make a Luck roll. The roll is successful and the GM says: "While Vanor's got his eye on the guardsman having a drink at the bar, he notices a man sitting by the fire. The guy resembles the highwayman who robbed him a few weeks ago." In another instance, Vanor has missed his *lockpick* roll and is standing around, frustrated by a locked iron chest. While Bill hasn't stated Vanor is searching the room, the GM knows help is in clear sight and calls for a Luck roll. After it is made, he tells Bill that Vanor notices a set of keys hanging on a wall peg....

The GM may use a Luck roll if a character wants to do something reasonable that isn't covered in the rules. Example: several PCs, including a bard with a flute, encounter a banshee. As it starts to wail, the bard whips out his flute and blows an ear-splitting high note, praying it will drown out the noise to keep his comrades from running away. The GM ponders the idea for nothing in the monster description or rules suggest this action will be effective. On the other hand, it makes some sense, and he thinks the party will otherwise have a tough fight. He thus allows the bard a Luck roll, which if successful might let the idea work--this time! Next time, he may decide otherwise, and he is within his rights to do so for Luck rolls do not necessarily establish patterns of what can and cannot be done with them! They represent sheer Luck and little more! Thus, they are allowed only when the GM feels one is appropriate.

Luck rolls can never be used to avoid harm if a resistance or skill roll is failed.

The greatest use of Luck lies in the option permanently expending a Luck point to save the character's life, avoid a bad happenstance, or perform an especially heroic action. Example: Vanor is ascending a 100' cliff and misses his *climbing* roll. Facing character death, Bill asks for a Luck roll to avoid falling. A Luck roll cannot negate the repercussions of missing a skill roll, so the GM says no. Bill--reluctantly--tells the GM he will expend a point of Vanor's Luck to save him from dying. Vanor's Luck score is thus lessened permanently by 1, but the GM rules the fall at the last moment is broken by the branches of a tree. Later, a necromancer hits Vanor with an *energy blast*. Bill makes his *Agility* roll for half damage, but even that is enough to finish off the character. A Luck roll can neither supersede the normal means of thwarting the spell nor can it discount the penalty for missing a resistance roll, so Bill must permanently expend another Luck point to guarantee Vanor's survival, and so the GM rules Vanor avoids the damage altogether. The next day, Vanor's group enters a trapped room. As someone steps upon a trapped section of flooring, the roof starts to fall and crush everyone within. Standing near the wall, Vanor thinks quickly, and Bill tells the GM the character is wedging his dagger between the roof and wall, hoping to jam the roof and keep it from falling. The GM obviously won't permit automatic success, but he also denies a Luck roll, pointing out that Vanor should have checked for traps earlier. Gritting his teeth, Bill then offers to deduct a point of Vanor's Luck. The GM agrees and the idea works, stopping the falling roof! He thus saves his life and the lives of his comrades. However, in expending

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a Luck point with the intent of affecting others, a player must provide the GM with some reasonable idea of how the character is doing that. Otherwise, giving up a Luck point guarantees only the character's survival. No justification is required for this; it is presumed some streak of fortune allows him to dodge aside, duck behind something at the last moment, cause an opponent to miss the otherwise connecting blow(s), etc.

Luck also plays a part in spellcasting, for some spells require a Luck roll to resist their effects. Other times, a magician may have to make a Luck roll to successfully get a spell off when he takes damage. These instances are outlined in subsequent chapters.

Luck rolls never guarantees death blows or the defeat of an enemy.

While GMCs also have Luck, the GM should remember that the world revolves around the player characters. Thus, except in the case of major personalities whose survival is critical to the campaign, GMCs should not be permitted the option of expending Luck points or making Luck rolls to guarantee their continued existence.

Once a character's Luck is gone, he truly is out of Luck! Few things short of a *greater wish* or grant by a deity can restore a lost Luck point or permanently raise it above the starting figure. The druid spell *Luck boost*, however, can raise the Luck score beyond the normal maximum on a temporary basis.

As noted in the races section, characters roll 2D6 to generate their Luck score. But since heroes are special, an option for the GM to consider is allowing for the chance of a character's having been born under a Lucky star. This can mean that the gods have a special eye on him, or that his or her birth occurred at just the right place and time to portend the potential of a great and consequential life. The practical effect is to double the rolled Luck score, to a maximum of 19. But such occurrences are exceedingly rare. A GM permitting this option should allow but a 01% chance of such a blessing. (As a point of fact, within Islay, the QA campaign world, fewer than 10 GMCs have Luck scores exceeding 12!). Also, some GMs may run very tough campaigns with a high attrition rate. To help players survive, the GM may wish to permit the Luck score to be determined by rolling a D6 and adding 6. Finally, Luck rolls are the only stat rolls in which a tie score is considered a success.

Stamina (SP)

As characters advance in skill levels and work out through frequent combats and other strenuous activity, they build up a natural reserve of energy called *Stamina*. This energy reserve is expended when undertaking hard exertion or during combat to ward off or avoid blows or magical effects that might otherwise harm one's physical body. The range of a character's Stamina potential is determined both by his initial Strength and Con scores and the degree his profession is oriented toward fighting and physical exertion. Stamina is also unique in that it continually increases with level advancement, reflecting its build-up over time. Starting at 1st level and continuing through 20th, characters roll what is known as a *Stamina die* to generate this energy reserve. To determine the Stamina die of a character, Strength and Con scores are added together and then adjusted by the profession of the character as shown below. (Dual-professioned characters use the most favorable adjustment.)

Type A character--Gladiator; knight; viking: +40

Type B character--Cossack; rogue; saracen; woodsman: +25

Type C character--Assassin; bard; cutpurse; druid; earth priest; legionnaire; male gypsy; necromancer: +20

Type D character--Halaka (female gypsy); sorcerer; witch: No adjustment

The total is then checked against the table below to note the Stamina die.

35/less	: D4
36-50	: D6
51-60	: D8
61-79	: D10
80	: D12

Example: a 1st level woodsman has a combined Strength and Con of 20. To this is added his profession adjustment of 25, for a total of 45. Checking that against the table, this reveals his Stamina die will thereafter be a D6. The player thus rolls a D6 to see how many Stamina points the woodsman has at 1st level. On reaching 2nd level another D6 is rolled and the score added to the points gained at 1st. This process continues to 20th level. Once the Stamina die has been determined, it never changes. Thus, temporary or permanent loss of Con or Strength does not affect the character's Stamina die. (Optionally, the GM may discount this rule if he feels the campaign would be bettered. However, there would have to be rerolling of previous Stamina dice, and in the event of an

increase in stats, the character's Stamina cannot be less than it was previously, neither can it be more, in the case of rerolling due to stat loss.)

Chapter Six goes into more detail on how Stamina points function in combat.

Creating random Game Master Characters

During play, the GM may want to quickly generate random characters without bothering with detailed generation of Stamina. Assuming he wants a fast way to note Stamina range for throwaway characters, the following suggestions are offered.

Type A character: D10/level

Type B character: D8/level

Type C character: D6/level

Type D character: D4/level

Body (BP)

The physical body can only withstand so much damage before death occurs. One's *Body points* are an indication of mass and just how much physical punishment the character can take. As mentioned, Body points are determined by adding Strength and Con together and dividing by two, rounding up.

Chapter Six goes into more detail on how Body points function in combat.

Altering a character's stats

Because of the advantageous methods of rolling up stats, players should not alter stats upward or switch them around. If, however, the GM seeks some sort of formula for this, one option is to permit Luck points to be exchanged on a 1 to 1 basis for anything except Stamina or Body.

For each two points of Agility, IQ, Strength or Con deducted, any stat but Luck, Stamina or Body may be raised by a point.

Such things as magic fountains or *greater wishes* can also boost a character's stats. Anything but Stamina, Body or Luck can be raised by one point in such cases, to a maximum of 20.

Contests

Sometimes, two creatures may undertake an action only one can succeed in (a test of Strength to power out of a bear hug, or an Agility move to grab an object before someone else, as two examples). The means of handling this is for both participants to make stat rolls. Whomever rolls most beneath the stat in question wins the contest. Ties are rerolled.

Adaption to your game system

Adapting stats for QA into your game system may require some work. Different games use different stat names and values for the stats themselves. In converting, the GM must first decide which stat names in one system correspond in type to those of the other. *Strength*, for instance, is often used in role-playing games. However, some systems may use another term such as *might*. The GM may thus have to translate terms back and forth.

Other games may have stat types with no corresponding QA counterpart. In cases such as these, converted QA characters must generate the new stat categories appropriate to that game.

On the other hand, some games may not utilize the same sorts of stats as QA. Some games, it will be noted, go for realistic and quick combat, directly affecting the body with each hit. Thus, characters are unable to sustain much damage. The concept of Stamina may not be employed, and only Body points might translate over to the other system.

Next, the GM must compare the stat values of both systems. QA uses stats ranging from 1 to 20. In games with stat values ranging up to 99 or 00, one need only multiply scores by 5 to translate.

Games using different stat formulae require the GM first divide the maximum possible stat score of the game being translated by the maximum stat score of the other game. The value of the translated game's stat is then divided by that number, showing the value in the new system. Example: A GM wants to translate a QA stat into a game which uses 12 as the highest normal value of

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stats. QA uses 20, and so the GM would divide 20 by 12. The result is 1.6. Assuming the QA stat was a Strength of 15, the GM would next divide 15 by 1.6. The result is 9.3, which is rounded down to 9. Thus, the translation is a Strength in the other game of 9.

General bonuses based on stats

The bottom table on Page 3 of this book is handy for noting the bonuses to skills and combat rolls based on a character's stats.

Character races

There are five standard races for characters, and the stats for each are rolled up in specific ways regardless of profession. But since heroes tend to be larger than life, adventurers usually possess higher scores than average. Thus, while one might roll 5D4 to generate the stats of a normal member of that race, an adventurer uses a more favorable formula to create his.

Dwarves

The background of dwarves

As the continuation of his family line is important to males, a rarity of dwarven females has forced prospective suitors to garner large dowries in quest of a wife, and this has prompted many dwarves to undertake adventuring, a traditional path to wealth. Thus, dwarves may be seen passing through much of Islay outside the mountain lands of Naz-Al and their ancestral capitol of Orlon. Dwarves are particularly motivated to adventure in the lands of Andor and Hocwrath, where they lost great empires in the First Age. Otherwise, anywhere holding the promise of battle and profit is to these quiet, powerful beings a good place to be.

The personality of dwarves

Dwarves tend to be solemn, humorless and practical. And, they never forget a wrong done. Thus, it is difficult for some to make true friends with them. But those who prove their courage in battle quickly become accepted by dwarves. And, despite their apparent lack of warmth, a dwarf will always back a fellow adventurer with his life and weapon.

The highest honor a dwarf can bestow may occur if a comrade places himself at risk for the dwarf over and above the normal demands of battle. In such a case, a dwarf at combat's end may present the fellow adventurer with his weapon. As a dwarf's weapon is sacred to him (often handed down over generations of time), this signifies he is offering his most precious possession to one he now accepts as a brother or sister. The proper response from the one so honored is to return the weapon without comment. Henceforth, the dwarf has "adopted" the person and will evermore treat him as faithfully as he would one of his own kin. Refusal to return the weapon is considered an insult.

Finally, dwarves are legendary for their consumption of alcohol. A dwarf can drink beer like water, and downing even a gallon of rotgut does little more than place them in a comfortable fog due to their iron constitution.

The physical appearance of dwarves

The typical dwarf is three to four feet in height, with short, stocky legs, and long, muscled arms. Thickly bearded, but for some females, their complexion and hair coloring tends to be steely gray and their skin rough, recalling the legend that their god Ashk-Naz created them from stones in the deepest parts of the world. Dwarves live to be anywhere from 200 to 500 years of age.

Special notes

Because of their extensive underground experience, all dwarves are comfortable in mines, caves or dungeons, and those desiring *underground* general skills may purchase them at half the normal cost.

Dwarves also see twice as far as surface-dwellers in dark places, although they require at least some light. They suffer no penalty to attack rolls in dimly lit areas.

Because of their familiarity with stonework, dwarves have a bonus of 10% to note secret panels set in stone. This bonus, in the case of dwarves using *detrap* skills, counts only when using those skills to search for secret panels. It does not apply when making actual *detrap* rolls.

Dwarves also have a 70% chance of identifying the type and value of metals discovered.

As the hands of a dwarf tend to be large, they can wield any weapon short of a two-handed greatsword.

Creating dwarves

To create a dwarven character, the following formula is used.

St: 1D12+8
Ag: 5D4
Cn: 1D6+14
IQ: 5D4
Ch: 5D4
Ap: 5D4
Lk: 2D6

Elves



The background of elves

According to their beliefs, the elves were the first intelligent beings to inhabit Islay, having been created by their goddesses Brigit and Dellendryll at the dawn of time some 15,000 years ago. Briefly, they enjoyed a glorious reign under their king and queen, the first creations of Brigit. Then other races made their appearance, and with them eventually came the rise of Gorus and his Triad to the west. In the cataclysmic war that followed, the Elvenking was slain by Serpen, the second lord of the Triad, and what was known as the First Age came to an end with the trio's destruction. Since then, elves have remained at peace with the outside world, and most are content to stay in their own lands.

The personality of elves

While outnumbered by humans, elves are truly the dominant race in the world. Noble and Good, they are renowned for their affinity with nature. Their politeness is legendary, and elves are often engaged in some sort of creative pursuit, whether simply writing poetry, playing an instrument, or cooking delicious food. To an elf, life is a precious gift, and the world an endless source of fascination.

While there is but one elven race, philosophically there are two different sorts of elves. *Elves of Brigit* are motivated toward athletics. Often masterful archers, they are renowned as huntsmen, equestrians, and outdoorsmen. They are also the chief defenders of their lands. *Dellendryllian* elves are those who instead favor artistic pursuits such as music, poetry--and magic. Typically vegetarian, Dellendryllian elves make the perfect balance to their counterparts, keeping ever fresh the creativity of the race.

The physical appearance of elves

The typical elf stands around five feet tall, and their features are soft, with pointed ears and somewhat slanted eyes of very intense color. Their hair color ranges from brown or black, to even silver or gold. Elven voices are soft and pleasant.

Elves typically attire in attractive, comfortable clothing of cotton or silk.

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usually made up of several different colors. They often live to be over 500 years of age.

Special notes

Because of their culture, elves of Brigit may acquire *outdoor* general skills at half the cost. Dendendryllian elves may do likewise with *artistic* skills. Both have keen hearing, receiving a bonus of 20% to *hearing* rolls.

Elves are most comfortable in forests. They dislike the underground.

If they can be said to have a liability, it may lie in the fact that young elves in their innocence fail to understand what Evil truly is. Safely isolated in the middle of the continent, immature elves are not exposed to the harsh realities outside Ashvryl, and many who visit other lands suffer a culture shock. Elves are also small in stature and less durable than other races, despite the fact that sickness among them is rare. Thus, their Strength and Con tend to be inferior to that of dwarves and humans. Also, few elves today practice magic, a tradition dating back to the loss of their spellcasters in destroying the Triad. Some, including the court advisors of the Elvenking, still learn the magical arts. But typical elves either have no opportunity to learn them, or else shun the spellcaster professions to honor the memory of their ancestors. By no means should this be inferred as hindering elves from becoming magicians, but undertaking such a profession should be entered into after some thought on the character's background concept. Perhaps the elf's study of magic has made it somewhat unpopular with friends and family back home—and provides the motive for becoming an adventurer.

It is a fact that elves and dwarves share little cultural similarity, and so there tends to be no natural affinity between the two races. However, when both peoples joined forces against the Triad in the First Age, the overall enthusiasm of the moment prompted a joint declaration between their two young kings that henceforth dwarves and elves would be brothers. Neither side has been comfortable with that since. But to honor their ancestors, dwarves and elves treat each other with a cool politeness. And on occasion when elf and dwarf do share a true friendship, it is of lasting commitment.

Creating elves

To create an elven character, the following formula is used.

St: 5D4
Ag: 1D12+8
Cn: 5D4
IQ: 1D6 +14
Ch: 1D12+8
Ap: 1D12+8
Lk: 2D6

Gnomes

The background of gnomes

Gnomes are a brother race to the dwarves, likewise tracing their creation to the god Ashk-Naz, when they arose from the chips that fell as he chiseled the dwarves from the bowels of the planet.

In the First Age, gnomes ranged far and wide across Islay, establishing holds and settlements throughout Hocwrath and Andor, then called Modia. With the rise of Gorus, they and the dwarves near them were the first to suffer persecution at the Triad's hands, and many fled northward to Orlon. After the demise of the Triad, losses to both races were so heavy that neither made a concerted effort to reclaim their territories to the south, and thus gnomes for the most part settled in their ancestral homeland of Naz-Al.

As gnomes are more acclimated to dwelling above ground than are dwarves, many have spread out a bit from Naz-Al, and small gnomish communities are to be found scattered throughout Avalon, the Elflands, and even Torrenia. These communities tend to be located in high mountain places where the gnomes can enjoy a peaceful, quiet existence as woodsmen or miners.

The personality of gnomes

Gnomes are jovial and frivolous, unlike their dour cousins, and thus they get on with other races somewhat better than do dwarves. The majority follow the path of Good ethics. Most speak with high-pitched voices.

Gnomes are also renowned for their appreciation of finely wrought jewelry and other items. They are unsurpassed as gemcutters and have always worked well with dwarven engravers to fashion the finest jewelry. In fact many a noble's crown can be traced to gnomish/dwarven workmanship.

The physical appearance of gnomes

Gnomes stand about three feet tall, with long flowing beards (in the case of males). Unlike dwarves, their features are somewhat warmer, with hair coloring ranging from black or blonde, to white. They rarely attire in metal, preferring the comfort of linen clothing or leather armour. Most live to the ripe age of 200 or so.

Special notes

Because of their love for gems and jewelry, gnome characters have a 70% chance of correctly identifying gem types and guessing the value of gems or jewelry found. They may also purchase any sort of jewelry- or gemcutting-related skills at half the cost.

Gnomes also see well in dark places. Their vision in such areas is 1 1/2 times that of surface-dwellers, and they only suffer a penalty factor of 1 to attack rolls if fighting in the dark.

Due to their small size, gnomes can wield melee weapons over 25" long only by using two hands. This does not include a greatsword.

Creating gnomes

To create a gnome character, the following formula is used.

St: 5D4
Ag: 1D12+8
Cn: 1D12+8
IQ: 1D12+8
Ch: 1D12+8
Ap: 5D4
Lk: 2D6

Half-elves



The background of half-elves

Half-elves are rare, for elves traditionally pair only with those of their own race. But near the end of the First Age, an elven princess named Ellendryl married Cormorant Tolliver, a young Turrencian warrior. Though banished for the act, the princess settled far from the elven capitol and 10 sons were born to she and her husband. After the fall of the Triad, the Princess' young brother, now Elvenking, reunited with his sister and her descendants since have overseen large portions of the Elflands and the Forest of Brigit. Today the 10 branches of the family still exist and may form the ancestral clan of player half-elves. A listing of the various half-elf clans, from largest to smallest, includes the GreatTollivers, ErinTollivers, LeggothTollivers, BerenTollivers, ThorinTollivers, MorkothTollivers, MinosTollivers, DARTHollivers, TenTollivers, and VanTollivers. Of these 10 clans, the TenTollivers and VanTollivers play important roles in the world and should not be open to players.

Because some elves have married humans, PC half-elves may have had no traditional elven upbringing, nor must they have come from any of the 10 half-elf clans.

The personality of half-elves

Half-elves raised within the elven culture tend to act similarly to their full-blooded cousins. Yet it is more common to find a full range of ethics amongst half-elves, though most follow a path of Good.

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The physical appearance of half-elves

Half-elves descended from their own kind tend to resemble true elves, although their features are somewhat less obvious, and some males sport facial hair, something otherwise known only to direct descendants of the Royal Family. In other cases, a few half-elves with a human parent can bear little or no resemblance to an elf, appearing as a normal man or woman, though hair or eye coloring in some cases can betray their ancestry. Most live to around 300.

Special notes

Because they may come from any sort of background, half-elves have no cultural bonuses in purchasing general skills. However, they are often less frail than true elves. Also, they have somewhat better hearing than humans, receiving a bonus of 10% to hearing rolls.

Creating half-elves

To create a half-elf, the following formula is used, depending on whether the character has inherited more from its human or elven ancestry as envisioned by the player.

Favoring elven ancestry--		Favoring human ancestry--	
St:	5D4	St:	1D12+8
Ag:	1D6+14	Ag:	1D12+8
Cn:	1D12+8	Cn:	1D6+14
IQ:	1D12+8	IQ:	5D4
Ch:	1D12+8	Ch:	1D12+8
Ap:	1D12+8	Ap:	1D12+8
Lk:	2D6	Lk:	2D6

Humans



The background of humans

Humans are the most varied and plentiful race upon Islay, and accounts of

their creation vary with each religion. Humans also have the widest possible range of backgrounds and ethics. Thus, for purposes of role-playing, humans make the most versatile characters.

The personality of humans

As in real life, humans can have any sort of personality.

The physical appearance of humans

Again, humans can have a wide range of appearance.

Creating humans

To create a human character, the following formula is used.

St: 1D12+8
Ag: 1D12+8
Cn: 1D12+8
IQ: 1D12+8
Ch: 1D12+8
Ap: 1D12+8
Lk: 2D6

Weight table

In noting the weight of a character, the following formula may be observed, based on race and normal Body points:

Dwarf: 17 lbs per Body point.
Elf: 10 lbs per Body point.
Gnome: 7 lbs per Body point.
Half-elf: 12 lbs per Body point.
Human: 15 lbs per Body point.
(For females, deduct three lbs per BP)

+/- 1D10% in all cases.

(Of course, players wanting a fat character--such as a portly priest--may override the table and choose a weight.)

The player can choose a height for the character that is generally within the listed figures of the race description.

Starting age

Players may choose the age of their character (although knights and legionnaires can be no younger than their 20s as shown in the profession descriptions). In the case of non-humans, the length of childhood tends to be on par with humans, though adolescence lasts somewhat longer. It is during adulthood that the longevity factor truly becomes noticeable.

Alternate character races

A good sword and sorcery product should assume a wide range of character races. Unfortunately, space limits permit descriptions of only the five most prevalent races in Islay. But it is possible for other unique races envisioned by the gamers to become adventurers. This requires a bit of thought, however.

First, gaming new races should be done primarily to enhance and develop role-play. Alternate races will have their own specific sets of advantages and disadvantages which for simplicity should be based on manipulations of stat scores rather than innate magical powers (though magical races will be dealt with at the end of Chapter Two). Also, the chosen professions should suit them. Example: a player named Steve envisions a new campaign race consisting of a small, human-like creature from a famous series of novels he dubs a *furfoot*. Steve consults with Mike, his GM, and the two consider the possible strengths and weaknesses of such a character, and what professions might be appropriate. Both acknowledge a *furfoot* would never be a witch or necromancer. But Steve enjoys playing cutpurses, and feels that because of the race's small size (and its part in the novels) a *furfoot* would be nimble and quick--useful traits for a cutpurse. Mike agrees, so he must create a stat-rolling formula that would befit such a race. He and Steve consider each character stat to determine into what dice range each should fall.

The small size of a *furfoot* makes it obvious such a character would not have, for instance, a 20 Strength! Mike therefore lists Strength as a

disadvantageous stat. Since that is so, he must define an upper limit for the Strength a furfoot could have. And though Steve grimaces, Mike rules the maximum possible for that sort of character is 12. Thus, a stat-rolling formula for Strength is now required to generate a number no higher than 12. Mike decides Steve can roll 2D6. At the same time, he points out that the furfoot's small size will restrict the sorts of weapons he can wield (for instance, a dagger or gladius, but not a broadsword or two-handed greatsword!).

The nimbleness of the race clearly suggests that Agility should have a high range potential. Thus, Mike determines it is an *advantageous* stat with the potential of up to a 20. Steve points out that the race's natural agility should on average be superior to that of a human—after all, he's already paying for it with a lousy Strength! That makes sense to Mike, and he rules the Agility formula will be 1D6+14.

Steve thinks furfeet would be pretty hardy for their size, so he asks to make Conditioning *advantageous*. Mike disagrees, saying that at best the furfoot's Con would be neither better nor inferior to that of any other race. Thus, Con is rated an *average* stat. Mike says Steve can roll 5D4 to determine the score.

Nothing in the background of the race suggests anything special about its IQ, so Mike makes that an *average* stat and has Steve roll 5D4 in order to generate it.

Steve thinks the cuteness of such a small humanoid would naturally make people pay attention to what it has to say. He thus feels Charm is an *advantageous* stat. Mike, on the other hand, can think of as many reasons people would tend to be unimpressed by such a shrimp. They end up rolling 5D4 to generate the *average* score.

Mike can see no reason why the Appearance score of such a creature should be better or worse than anyone else's, so they call it *average* and roll 5D4.

As with other races, 2D6 are rolled for Luck.

Watching the scene, another player named Larry mentions he's always wanted to play an ogre fighter type—big, strong and stupid. Mike's willing to give it a try as a rogue, so they quickly go over the stats, using the monster description as only a very rough guideline, and superseding Body and Stamina dice listings with the formula used for normal characters.

The ogre's Strength obviously is *advantageous*, so Mike allows Larry to roll 1D6+14 to generate the score.

The Agility of a lumbering, swarthy ogre couldn't possibly be good! Mike lets Larry roll 2D6 for this *disadvantageous* stat.

The Conditioning of such a monster, on the other hand, would be *advantageous* (as borne out by that fact the monster description gives both that and Strength ratings of 18 and 20). Larry can thus roll 1D6+14.

Its IQ obviously will be low, an idea Larry loves, even though it means the character won't be making many spell resistance rolls! Mike thinks the best an ogre could hope for would be a 12. Larry thus rolls 2D6 for this *disadvantageous* stat.

No one questions that an ogre is intimidating. Thus, Charm is treated as an *advantageous* stat, and Larry rolls 1D6+14.

The Appearance of such a monster naturally is *disadvantageous*. Larry gets to roll 2D6 to generate the score.

Finally, Larry makes his ogre a creature of Indeterminate ethics, even though the monster description lists ogres as Evil.

When all is said and done, the final outlines for the new character races are as follows:



Larry's ogre rogue

St (<i>advantageous</i>):	1D6+14
Ag (<i>disadvantageous</i>):	2D6
Cn (<i>advantageous</i>):	1D6+14
IQ (<i>disadvantageous</i>):	2D6
Ch (<i>advantageous</i>):	1D6+14
Ap (<i>disadvantageous</i>):	2D6
Lk: 2D6	

The characters then are rolled up and treated as any other "normal" characters (with respect to Stamina dice, Body points, combat tables, etc.). However, Larry might well experience some tricky situations when his ogre wanders into towns and villages!

The key to handling unique races is first to separate the stats other than Luck, Stamina and Body into two categories:

1. St/Ag/Cn/IQ
2. Ch/Ap

There is no limit to the number of stats that may be treated as *average* or *disadvantageous*. However, for each stat that is *advantageous*, one or more other stats in the same category must be rated *disadvantageous*. Thus an ogre character can enjoy superior Strength and Con, but he must pay for it with a *disadvantageous* Agility and IQ. In the same way, his Charm, due to intimidation factor, is high, but his Appearance must have a low die range.

Once the stat categories have been labeled, the GM must determine how they will be rolled up, keeping in mind that no stat can ever be higher than 20, regardless of its race or justification on the player's part.

Advantageous stats usually can be generated by rolling a D6 and adding 14. This assures an exceptional score with only a 17% chance of a 20.

Average stats are rolled up using 5D4.

Disadvantageous stats usually are capped at 12 (but may be capped lower!). They can be generated either by rolling 2D6; or by rolling a D6 and adding 6 points, to assure a base of at least 7 points to make the character more playable.

Last of all, the player chooses the ethics of his new character, superseding those listed in any monster description if necessary, although these can provide guidelines.

As alluded to earlier, the size of a new race might restrict the weapons usable by it. *Small* creatures cannot arm with weapons delivering more than 1D6 damage points. Creatures larger than humans conceivably can handle unique arms capable of inflicting up to 1D12 points of damage.

Finally, alternate character races use the "Other" or "Any" race tables when noting level limits of professions. The GM also determines what dual-profession options, if any, are permissible.

Steve's furfoot cutpurse

St (<i>disadvantageous</i>):	2D6
Ag (<i>advantageous</i>):	1D6+14
Cn (<i>average</i>):	5D4
IQ (<i>average</i>):	5D4
Ch (<i>average</i>):	5D4
Ap (<i>average</i>):	5D4
Lk: 2D6	

CHAPTER ONE-Character creation

Ethics

All intelligent creatures have certain ethics they generally follow. Ethics can be broken down into three major categories.



Those following a path of Good ethics tend to be unselfish and kind, caring more for others and the world as a whole than they do for themselves, although this doesn't mean they must be taken advantage of by the world at large. Hand-in-hand with this comes a sense of honor and justice. Truly Good characters are as rare in fantasy campaigns as they are in the real world.



Most people in and out of fantasy have Indeterminate ethics. They can be as honorable or compassionate as people of Good ethics, but are concerned mostly with the overall advancement of they and their own community. To Indeterminates, what happens somewhere else isn't really their concern, for they and theirs have enough problems. Even so, they may have a strong social conscience. However, they tend to feel it is best to solve the problems of their

own community or nation before turning their attention elsewhere.



Those of Evil ethics are concerned only with their own betterment, and to a much less extent the welfare of those few they are close to. Evil can carry with it all manner of unpleasantness and lack of scruples. Yet some Evil beings display great charm, following a code of honor and keeping their word as scrupulously as any Good. The key with an Evil being is to understand that its ultimate motivation, no matter how charming it may appear-is selfishness and self-advancement.

Monsters also have ethics. But in their case, ethics are primarily descriptive of behavior. Monsters of Good ethics are benign and non-hostile. Creatures of Indeterminate ethics can behave unpredictably-indifferent, hostile (if protecting young or a lair), benign (if unafraid and not hungry), etc. Evil monsters are hostile and dangerous.

Ethics within the campaign should not dominate play. In fact a player might not even list an ethic for his character, leaving it to the GM to determine one based upon the way the character is played. It is commonplace in role-playing games, for instance, for characters to be listed as Good in ethics and then be played with behavior one would expect from other sorts of ethics. Part of this is the stigma associated with playing an "Evil" character. While it is fine to promote Good, doing so at the expense of character development and roleplay robs the game of its full capacity for creativity. Many GMs fail to grasp this and insist players game only "Good" characters. The end result of such one-dimensional thinking is reflected in the almost universal abuse of Indeterminate-type ethics as a means of playing "Evil" while avoiding the stigma and repercussions of listing an Evil ethic on a character sheet. Excepting unique campaign circumstances, then, a GM should never arbitrarily deny a player the opportunity to game an "Official" character profession or ethic. After all, a gaming group is made up of only one GM, but several players. Thus, the good of the several often should come before the good of the one. Yet it is true the GM must play the part of final arbiter within the structure of the game, but hopefully without being autocratic. And so the key to rational dealing with conflicts is for the GM to discuss his objections to what the player wants to do with the entire group. Negotiation and compromise should be the key to resolving the problem, with input from the other players in the campaign. If a compromise can't be found, a majority vote can often decide the matter with a minimum of hard feelings. A good GM should always be able to work with a player so that both get enjoyment from the campaign.

HOWEVER, no player has the right to game an ethic or character profession at the expense of the other participants in the campaign. Stealing treasure, assassinating fellow characters and the like robs others of the enjoyment of the

CHAPTER ONE-Character creation

game they are entitled to and should not be allowed by the GM unless the group as a whole supports the idea. Thus, it is fine to play an Evil assassin who dreams of world conquest. But doing so grants no right to the player to game in such a way that other characters must look behind their backs to guard against betrayal, or that players must sit helpless while a character steals freely because their own characters technically aren't aware of it. So, if one must play an Evil character, it's evil should be directed against GMCs within the campaign, never against fellow characters. Doing otherwise only guarantees the group as a whole will place restrictions on ethics and professions in the future!

Ultimately, a character is what he acts like, so changing ethics requires no great formula and carries with it no set penalties except in the case of professions relying on their deities to grant them special talents or spellcasting abilities. Those shifting to ethics incompatible with their deity's may find certain deity-bestowed abilities and spells no longer functioning, or working in different ways. In some cases, this may force the character to find a new deity compatible with his behavior, and may result in the previous one holding a grudge.

Background concept

A very important part of creating a character is to generate a background

concept. This can be broken down into three areas.

Past history. The player should come up with a creative history for the character--being brought up in the slums of a city; growing up in a magical forest, etc. In doing so, one may wish to envision some sort of past social class for the character--wretchedly poor; pampered and wealthy, etc. Of course, this should not be gratuitous, so it is a bad idea for characters to be the sons of kings and the like, although they could be distant relatives to one (so distant, in fact, they receive no benefits from the fact!).

Motivation for adventuring. Why is the character an adventurer? Did barbarian raiders burn his village, driving him to travel the world seeking revenge? Did she find herself an outcast for being a witch, and now has taken to wandering? Was he born to rule the world, and that takes money? The motivation for adventuring thus plays the most important role in developing a character.

Ultimate goals. What does the character eventually hope to do? Establish a hold or city? Build a mages college? Retire wealthy? Just see the world? Trample underfoot those who refuse to serve him? Having a clear set of goals helps one to play a character well.





CHAPTER TWO

Character Professions

After choosing a race and rolling up the character, it falls to the player to pick one or two professions.

In a world of fantasy, anything can happen. But in creating a game aid, the designer must fashion a workable set of rules structured in a reasonable manner. This is why each following profession outline lists what races are most suited to that specific occupation. One easily pictures, for example, a human as a witch. But the thought of a dwarf stirring a cauldron of Witch's Brew while reciting a Shakespearean incantation is laughable. And so the rules herein suggest what professions are most appropriate to a given race, and the campaign world is structured around these guidelines. But ultimately, each gaming group should or accept or reject these guidelines as best suits their style of play and game system.

There are three general character categories within QA, and each profession falling within them is listed hereafter. All have their own level point requirements, along with their own benefits and liabilities.

Fighters

Fighters are a critical part of adventuring party. It is they who most directly place themselves at risk with Islay's monsters, allowing the party magicians to work their spellcraft without hindrance. At one extreme, these professions can be extremely simple, in the example of rogues or legionnaires, or they can become very complicated, in the case of knights or woodsmen. A plus to fighter professions is that they often require fewer level points for advancement than do other occupations.

THE COSSACK



Cossacks form the backbone of the Sarvian military, although the profession

is an inherited one. Thus, it is also a social rank.

The background & purpose of the cossack

Cossacks date their origin to a band of warriors who battled the Triad under Georgevich Sarvis, the nation's first Czar. While all theoretically are servants of the Czar, the lords of the original warriors over the years have become Dukes and nobles, wielding even greater power than the Counts of Torrencia, and the cossacks enforce their rule within the various provinces. And as some of the lords within Sarvia are Evil, cossacks can be less than popular in some regions with the serfs, traditionally a mistreated lot.

Taking a cue from Torrencia, the cossacks of Sarvia have patterned themselves after its knights, and have their own code of honor akin to the Code of Chivalry. It can be summarized as follows:

- Honor to the Czar.
- Honor to those of rank.
- Courage in the face of danger.
- Death to the dishonorable.

The simplicity of the cossack code results in no loss of Charm if it is not followed to the letter, unlike knights with their chivalric code. However, cossacks do take it seriously, and extend the courtesy of food and lodging to Torrencian knights.

Races best suited for cossacks

Human

Places of origin best suited for cossacks

Sarvia

Armour & arms

Cossacks traditionally adopt a shirt of light chainmail and disdain the use of a shield. The weapons granted them include:

Bow (recurved), dagger, light lance, scimitar

Initial number of combat skill slots: 1 (plus the scimitar is automatically a primary weapon)

Additional combat skill slots gained: 1/5 levels

Cost for inappropriate weapons: 2 slots

Unskilled attack penalty: +2

Magic items allowed

Cossacks may employ magic items allowed fighters, excluding inappropriate armour, shields, etc.



CHAPTER TWO-Character professions (the Cossack)

Level limitations and dual-profession options

Race	Character IQ						(suggested) Dual-profession options
	13/less	14	15	16	17	18+	None
LEVEL LIMITATIONS							
HUMAN (other)	14	15	16	17	18	20	

Level table

Skill level	Level points	Horsemanship.	Damage bonus	Special abilities
1	0-2,300	50%+	+1	A
2	2,301-6,500	D6%	+1	
3	6,501-13,100	D6%	+2	
4	13,101-23,600	D6%	+2	
5	23,601-40,100	D6%	+3	
6	40,101-65,400	D6%	+3	B
7	65,401-99,900	D6%	+4	C
8	99,901-152,400	D6%	+4	
9	152,401-240,400	D6%	+5	
10	240,401-350,400	D6%	+5	D
11	350,401-522,900	D6%	+6	B
12	522,901-732,900	D6%	+6	
13	732,901-1,032,900	D6%	+7	E
14	1,032,901-1,332,900	D6%	+7	
15	1,332,901-1,632,900	D6%	+8	
16	1,632,901-1,932,900	D6%	+8	B
17	1,932,901-2,232,900	D6%	+9	
18	2,232,901-2,532,900	D6%	+9	
19	2,532,901-2,832,900	D6%	+10	F
20	2,832,901+	D6%	+10	

Explanation of skills

Horsemanship. As the knight's skill, although the cossack may attempt acrobatic riding maneuvers, such as picking up an object from the ground or swinging up a rider while at full gallop. Also, a cossack's skill in riding is such that if he makes his *horsemanship* roll, he can transfer all or part of the damage he would receive from a melee or spell attack (excluding automatic hit spells like *magic dart*) to his steed. If the horse takes more damage than the minimum required to kill it, any overage is taken by the cossack.

Damage bonus. Because of their mastery of mounted combat, cossacks gain a bonus of 1 to damage rolls every other level. This applies only to a cossack upon a warhorse, wielding a weapon in his primary hand, including a light lance.

Explanation of special abilities

A. *Mounted fighting.* At 1st level, cossacks have the skill of *mounted fighting*.

B. *Combat skill slot.* Self-explanatory.

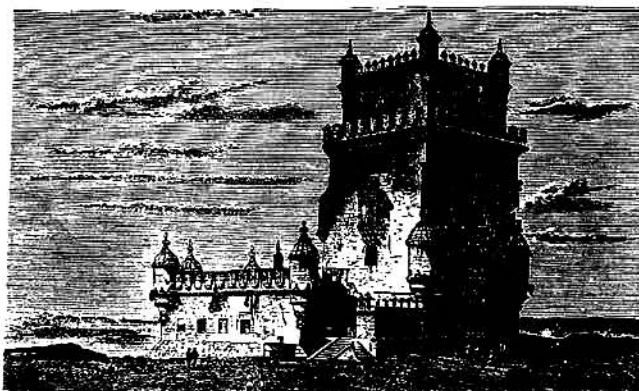
C. *Extra attack.** At 7th level, the cossack makes two attacks each turn with a weapon other than a lance.

D. *Establish barony.* At 10th level, a cossack sworn to serve a Boyer or the Czar himself may establish a barony within a Province, gaining 2D6 1st level cossack followers.

E. *Extra attack.** At 13th level, the cossack makes three attacks each turn with a weapon other than a lance.

F. *Extra attack.** On reaching 19th level, the cossack's skill is such that he makes four attacks in the turn with a weapon other than a lance.

* A cossack fighting two-handed makes but one attack with the off-hand weapon.



THE GLADIATOR



In Krella, the gladiator enjoys a unique and popular place in society. Relying solely on skill to preserve him, he enters the field of the Ludium to the chants of thousands, lifts his sword in acknowledgement of the Senate, then battles man or beast, often to the death. If wounded, he might drop to one knee and raise a finger in plea for life. Provided he had fought well, a "thumbs up" or the waving of a white cloth spared him. But if his performance was poor, or if he showed cowardice, a "thumbs down" brought with it a swift end.

The background & purpose of the gladiator

A natural outgrowth of the Krellan fondness for martial displays, gladiators have always existed, and were one of the first human fighter professions to appear on the continent. Their popularity throughout history is attested to by all scholars, and so adrenalized have the spectators become at times, that even the heretic emperor, Valerius Gratus, is known to have fought over 50 times in the Ludium to the wild acclaim of a hundred thousand Draconium citizens before his assassination.

Today the profession is still a time-honored tradition, and gladiators account for the vast majority of Krellan adventurers as they are the only non-military personnel allowed to openly wear armour and weapons. And though most gladiators are human, a few dwarves have even been known to wander into Krella to take up the profession—perhaps as a good excuse to kill Krellans, their enemies from the First Age.

In creating a Krellan-born gladiator character, a special social class roll is made by percentile dice roll on the table below.

Level limitations and dual-profession options

Race	Character IQ						(suggested) Dual-profession options
	13/less	14	15	16	17	18+	None
LEVEL LIMITATIONS							
DWARF (other)	14	15	16	17	18	20	
HUMAN	15	16	17	18	19	20	

Table 7—Gladiator's social class

01-60: *Slave*. The slave-gladiator is required to put in three years of fighting, with his master garnering all prize money. If he survives, he is granted freedom. Thus, there are two ways the GM may handle such a character. The first is to declare the gladiator has a generous master who is allowing him to adopt the life of an adventurer in return for a tithe of 10%-40% of the treasure he finds. At the end of three years of game time, the character is given his freedom. The second means of handling the character is to consider him a runaway slave. This can provide some interesting opportunities for the GM to have fun in the campaign.

61-80: *Dediticii*. These are freed slaves responsible to no one other than themselves. In Krella, however, they may not own property, although they can marry those of *plebeian* social class, granting offspring the same status.

81-99: *Plebeians*. *Plebeians* are freeborn, middle-class farmers or merchants. They also may own property and marry into the *equestrian* class, granting offspring that status.

00: *Equestrians*. These are upper middle-class individuals who also are the lowest social class in Krella entitled to the full benefits of citizenship. They can marry into the *patrician* class, granting heirs that status.

Patricians are forbidden by law to be gladiators.

Races best suited for gladiators

Dwarf, human

Places of origin best suited for gladiators

Arwin (specifically, the city/province of Arwinium), Freeport, Krella

Armour & arms

Gladiators may don the traditional helm and greave armour, along with a small round shield. (Note that use of the shield does not lower the gladiator's armour rating during any phase he attempts to *parry*.) The very word *gladiator* denotes one who like the legionnaire employs the gladius as a weapon, and so that sword is automatically a *primary* weapon. The full arms list is as follows:

Axe (hand), dagger, gladius (shortsword), net, trident.*

Initial number of combat skill slots: 1 (plus both net and gladius are *primary* weapons)

Additional combat skill slots gained: 1/5 levels

Cost for inappropriate weapons: 1 slot

Unskilled attack penalty: +1

* Gladiators from Arwinium may add the Arwinian pole-sword to the arms list, exchanging it for a hand axe if they desire.

Magic items allowed

Gladiators may employ those magic items allowed fighters, excluding inappropriate armour, shields, etc.

CHAPTER TWO-Character professions (the Gladiator)

Level table

Skill level	Level points	Net use (St)	Parry (Ag)	Special abilities
1	0-2,300	20%+	20%+	A
2	2,301-6,700	D8%	D8%	
3	6,701-13,300	D8%	D8%	
4	13,301-24,300	D8%	D8%	
5	24,301-40,800	D8%	D8%	
6	40,801-67,250	D8%	D8%	B
7	67,251-100,250	D8%	D8%	
8	100,251-157,750	D8%	D8%	C
9	157,751-245,750	D8%	D8%	
10	245,751-360,750	D8%	D8%	D
11	320,751-533,250	D8%	D8%	B
12	533,251-753,250	D8%	D8%	
13	753,251-1,053,250	D8%	D8%	E
14	1,053,251-1,353,250	D8%	D8%	
15	1,353,251-1,653,250	D8%	D8%	
16	1,653,251-1,953,250	D8%	D8%	B
17	1,953,251-2,253,250	D8%	D8%	
18	2,253,251-2,553,250	D8%	D8%	
19	2,553,251-2,853,250	D8%	D8%	
20	2,853,251+	D8%	D8%	F

Explanation of skills

Net use. A gladiator employing a weighted net in his attacks is known as a *retarius*, and he generally wields a trident as his melee weapon. *Net use* allows several additional attacks, including:

Trip. This may be performed upon a bipedal creature under *large* size, with a successful skill roll indicating that the target has been pulled off its feet, leaving two options: Fight from a prone position with a penalty factor of 3 to attack rolls; or regain his footing without penalty at the next combat phase (or sooner if the gladiator doesn't stay on him).

Disarm. Disarming is performed by the gladiator's entangling his enemy's weapon in his net and then pulling it free. The opponent, however, is entitled to a Strength roll to frustrate the attack. A *disarmed* character must resort to other arms unless he somehow gets possession of the gladiator's net, taking 1D6 phases to free his weapon.

Ensnare. To *ensnare* a creature, the gladiator casts forth the net (effective range 20'), losing its use until combat is resolved. Provided he rolls his percentage, an opponent will be caught within it for 1D4 minutes, losing any attacks during that time, although spellcasting without manual dexterity may be accomplished. If thrown upon *small* creatures, 1D4 within a five-foot circle are trapped. Otherwise, one *medium*-size creature can be *ensnared*. *Large*/*extra-large* creatures cannot be *ensnared*.

Adjustments to the skill:

Strength. The gladiator's Strength affects his expertise with the skill.

Parry. As the legionnaire, a gladiator is specially trained in shield usage. But instead of possessing an effective armour rating, he instead is given a chance of parrying away an otherwise connecting blow, provided he is employing a small shield. The chance of warding off the shot is determined by a percentile roll against his skill to do so, which may be checked each time an opponent visible to the character makes an attack roll. If the gladiator wishes to *parry* that attack, before the GM announces whether or not the attack was successful, the player must roll a D100 against the character's skill.

Adjustments to the skill:

The attack roll of the enemy. A natural 1 cannot be *parried*, although the attempt still counts.

The number of parries within the turn. The first attempted *parry* in the turn is made at the full value of the character's proficiency in the skill. Each subsequent attempt requires the player roll beneath his last die score. Example: Atticus the gladiator has a 55% *parry* skill. An orc comes at him with a sword, and the player rolls a 43 on percentile dice, indicating a successful block. In the same turn, another orc hits him with an axe. The player must now roll 42 or less to block the shot. Assuming he rolled a 19, his next attempted *parry* would require that he roll 18 or less. Naturally, a character may choose not to *parry*

certain blows, saving the try for a more dangerous foe who is yet to attack in the turn. In the same way, a gladiator battling someone fighting with both sword and dagger could take the dagger blow and put everything into blocking the sword. (In cases where the gladiator does not choose to *parry*, the shield will lower his armour rating by a point. Otherwise, the gladiator never factors in an adjustment to his AR when using a shield.)

The size of the enemy. This skill is most effective against a *medium*-sized enemy's physical attack. It can even be used against *large* humanoids attacking with weapons, or against the bodily attacks of *small* or *medium* animals and monsters, though a penalty may apply in some cases (see Table 8). It is of no benefit against the attacks of *extra-large* creatures.

Agility. Last of all, the character's Agility can affect his *parrying*.

Table 8--Adjustments to base *parrying* skill, based on opponent's size

Enemy's size	Adjustment
Small	Skill halved
Medium	None
Large	Skill halved
Extra large	Skill ineffective

Explanation of special abilities

A. **Two-handed fighting.** At 1st level, a gladiator is considered to have the skill of *two-handed fighting*. As other professions, however, he never makes more than one attack in the turn for the off-hand weapon.

B. **Combat skill slot.** Self-explanatory.

C. **Extra attack.*** At 8th level, the gladiator makes two attacks in the turn.

D. **Open school.** At 10th level, a character wishing to may open a school for gladiators in either Arwinium, Freeport, or Krellia. In doing so, between 11,000-20,000 ounces of gold must be expended, and 6D6 1st level gladiators will be drawn to serve and study under the master. Unless slaves, these are treated as retainers with a bonus of 25% to their loyalty. Thereafter, each will provide a yearly income to the school of 100-400 ounces of gold per level. (The GM must determine any advancement in level for the student gladiators. More details on the running of a gladiatorial school will be given in a future product.)

E. **Extra attack.*** At 13th level, the gladiator makes three attacks in the turn.

F. **Extra attack.*** On reaching 20th level, the gladiator makes four attacks in the turn.

* A gladiator fighting two-handed makes but a single attack with the off-hand weapon.

THE KNIGHT



The knight is a newer profession, descending from the barbarian hordes of the warlord Torrence at the end of the First Age. Today, after millennia of development, the orders of knights have made warfare into both an art and a philosophy. And while the Krellans in their analytical way view battle as only a means to an end, the knights of Torrence traditionally consider it their meat and drink; the highest possible means by which to demonstrate their courage, prowess and chivalry. Times change, however, and today knighthood is losing some of its meaning. Fewer nobles are taking the Code of Chivalry to heart and enduring the time necessary to master the fighting techniques of true knights. In fact many Torrencian nobles are nothing more than rogues, little more skilled than their own footmen. Even so, there are ample men of valor yet honoring the proud traditions established by knights of old.

Because of Torrence's male-dominated culture, females generally are not members of this profession, although with an imaginative background concept one could create a female knight. Some benefits granted males would probably not be possessed, however.

Finally, because of the size of the nation's varying cultures, different sorts of knight backgrounds are possible for characters of this profession, ranging from those of the British sort, to French-like chevaliers (cavaliers), or even Germanic- or Spanish-type knights.

The background & purpose of the knight

In Torrence, military service is mandatory for males from the age of 16 to 21. Thus, even those of peasant stock possess some sort of military experience. Only nobles and the sons of the *gentry* (i.e. free land holders of more than 50 acres) may become true knights, however. The offspring of non-noble gentry enter the regular army and begin their career as one of several assistant squires to a knight of at least the **Sixth Order**, caring for his horse, equipment and personal needs. In return, the knight's personal squire instructs the recruits on the fine points of horse-handling and equipment maintenance. At the end of two years comes assignment to a school for 12 months of training under cavalry knights. Next, they are farmed out as personal squires to a knight of the **Sixth** or **Fifth Order** for two years. The knight refines his squire's arms prowess as well as his manners and chivalry, and if the student learns well, his teacher presents him to the local knight of the **Fourth Order**, requesting knighthood be granted. The request is usually approved, and during the next jubilee, the squire is taken to Torrence, to be knighted by the current heir to the throne (usually the Crown Prince, or the King's champion should there be no heir or if the heir is a child). Thereafter, this new knight of the **Sixth Order** returns home under the direction of a knight of the **Fifth Order** to serve either his count or the Crown, in the case of those from the Principalities. The service period lasts five years. Thereafter, he is free to re-enlist or depart military service. Such knights do not possess coat of arms, nor may they adopt the prefix of *sir* to their names unless they achieve ranking of at least the **Fifth Order** (though any knight is courteously referred to as "Sir Knight" by the public at large). On leaving military service, such a knight is often referred to as a *free lance* or *knave*, which does not necessarily denote dishonor. The term usually refers to a non-noble knight without a sponsor, but can apply to a noble knight dismissed by a sponsor for wrongdoing.

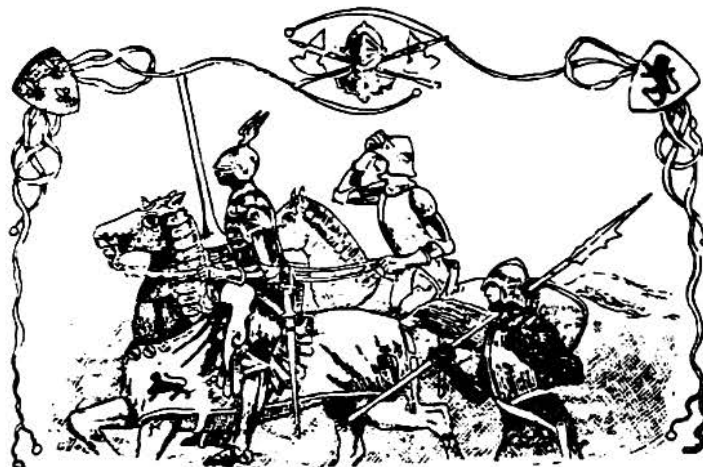
The offspring of nobles have an easier time becoming knights, for few choose to work up through the ranks. From childhood, they are raised around knights and by 16 know most of the basics. From 16 to 21, the youth becomes a *bachelor*, or personal squire to a knight known to his family. On reaching 21,

he must seek service with a noble. His sponsor—who may be related to him—can range from the count of the province, to a Baron. The *bachelor* is then knighted by that local lord and serves him for at least five years, becoming a *knight errant* (a knight free to go his own way) thereafter. Most knight PCs will come from such backgrounds. Also, the prowess of these knights vary widely, and they have no direct authority over military personnel unless sponsored by a knight of the **Fourth** or higher order. They possess coat of arms and may adopt the prefix of *sir* to their names. Most travel with a paid squire.

Knowingly referring to a noble knight in good standing as a *knave* is considered an insult.

Only under very unique circumstances may non-Torrencians or peasants become knights. Usually, these are not actual knights, but will be rogues or other fighters knighted in recognition of some extraordinary act of courage. Such "knights" often possess superior fighting ability—and chivalry—compared to their noble counterparts. They might also be assigned coat of arms and lands by a grateful count or duke, thereby becoming minor nobility with the title of *Laird*.

As mentioned, noble-born knights may call themselves *sir*. The prefix *Lord*, however, is reserved to a knight who also has status as a Laird or higher noble. Such a character appropriately refers to himself as *Lord Sir* --.



Different orders of knights

Knights of the Red Lance. There are but 16 of these lofty individuals in Torrence, one for each count, and the King's champion. They average around the 15th level of skill, and are granted entrance into the **Order of the Red Lance** at the behest of their count, being knighted by the reigning sovereign in an elaborate ceremony.

This is the highest order of knighthood within the nation. Duties include acting as their count's personal representative at court and defending his honor in matters of dispute by a fight to the death if necessary. The 16 knights also form the King's honor guard at public functions, symbolizing their count's unswerving loyalty to the Crown. Usually, these knights are of Good ethics, although there are notable exceptions. They need not be noble-born, though most are.

Knights of the First Order (the Order of the Crown). There are 11 knights within this order, one for each principality, and one for the Navy. They average around 14th level and oversee all Crown military forces within a principality. All reside in castles assigned them in Torrence, receiving their orders from the King, Crown Prince, or Minister of the Interior, passing them on to their knights of the Second Order. These knights are noble in birth (many are in fact relatives of the King), and attire in full plate armour.

Knights of the Second Order (the Order of the Shield). This is a field marshal within a principality, averaging 12th level. He receives orders from his knight of the First Order and assures that the knights of the Third Order keep their troops up to par. It is also his responsibility to advise a particular duke or duchess on matters pertaining to running the principality in the Crown's best interest. While the knight of the Second Order has authority over all Barons and Laids within a principality, he has no direct command over a duke or duchess. As the former knights, these attire in plate armour and must be of noble birth.

Knights of the Third Order (the Order of the Glaive). There are three of these knights in a given principality, heading the footmen, bowmen or cavalry. They take orders directly from their knight of the Second Order, assuring that the schools in their district maintain high training standards, and that their corps are well equipped and paid promptly. All attire in plate armour

CHAPTER TWO-Character professions (the Knight)

and usually are noble born, averaging around the 10th level of skill.

Knights of the Fourth Order (the Order of the March). This knight averages 8th level and commands 1,000 troops of cavalry, footmen, or bowmen in either a principality or province. His traditional attire again is plate armour. He receives no men-at-arms as do the orders of knighthood above him unless he pays for them. However, he may have as many squires as his horses and arms require. These knights usually reside in large cities, overseeing local troops. They receive all tax monies from the Barons and are responsible for moving it safely up the chain of command to the Minister of the Treasury. They need not be of noble birth.

Knights of the Fifth Order (the Order of the Lance). These knights command 100 troops and average around 5th level. Their traditional attire is a colorful tunic over a set of partial plate. They need not be of noble birth, and they may not possess personal men-at-arms, although they have as many squires as their horses and arms require. These are the lowest ranking non-noble knights who may adopt the prefix of *sir* to their names, although this does not confer coat of arms to a commoner.

Knights of the Sixth Order (the Order of the Horse). These lowest ranking knights are most appropriately referred to as men-at-arms, and most non-noble character knights come from this background. Their attire while in service can range from chainmail to partial plate. They may not possess personal men-at-arms, although they are given several squires for their needs. Often, such a knight oversees a squad of 10 or more peasant footmen when a knight of the Fifth Order assigns him a task.



Privileges of being a knight

Knights tend to be treated well. If on assignment from a noble, they command full authority over all non-nobles within the principality or province, and may demand whatever assistance from them they deem appropriate--food, lodging, services, etc. Naturally, this is often abused, making knights somewhat unpopular with the gentry, and especially the peasantry.

A noble-born knight of any sort is entitled by an article under the 6th charge of the Code of Chivalry to food and lodging for he and his party (for up to three days or until he is able to travel) at the home of any noble he chances upon in his travels, unless there is currently war between his sponsor and the noble's house. This holds true also in Sarvia, for both Torrencian knights and Sarvian cossacks extend this courtesy to each other, though each consider their chivalric codes superior.

Knights are entitled to courtesy by all peasants (and serfs). Those failing to show prescribed deference to a knight may be slain if the incident is reported to their lord. Note also that it is usually death for a peasant who strikes either a knight or his horse.

In general, the peasantry must abide by the following rules when dealing with knights:

The knight must be addressed as *Sir Knight*.

He must be spoken to in a soft manner without harsh words.

His commands must be obeyed without question, unless they conflict with the good of the peasant's lord or the King.

The gentry of the land also must show respect to knights, although they are required to obey commands only if the knight is assigned a task by a Laird or higher noble. In the two former cases, such authority extends only within the township of the Laird or the shire of the Baron, while a representative of a count, duke or duchess has authority throughout the province or principality. Outside it, such absolute authority is lost, although the general populace do well to assist a lord's knight by any reasonable means.

Finally, noble-born knights are the only non-military personnel in Torrencian who may openly wear partial- or full plate armour.

The Code of Chivalry

Much has been made of knighthood's Code of Chivalry. While its various nuances are legion--and all too often impossible for any knight to follow absolutely--the nine charges to the knight, repeated on the occasion of receiving his sword, and at all ceremonial occasions, are listed hereafter.

1. "To serve the gods with faith."
2. "To serve the King with life and lance."
3. "To serve my Lord with honor."
4. "To render my obligations faithfully unto death."
5. "To seek wisdom."
6. "To render courtesy to those worthy."
7. "To scorn cowardice."
8. "To scorn surrender."
9. "To seek glory."

Wanton disregard for a charge of the chivalric code causes the knight to lose a point of Charm (see the section under the special ability of *Adopt cause*).

Knight quirks

They certainly have them. First of all, the Code of Chivalry, while relatively simple, has a plethora of articles unofficially tagged to each charge. Many knights, for example, consider any hesitation at battle a failure at following the 7th and 9th charges, regardless of the reason. ("An hundred orcs in yonder hills lorded by a demon with an army of the dead, ye say? Verily, let our fellowship of four souls sally forth to vanquish them till the forhewn lie bloated and the disparpled knaves pike to the outermost regions of the land!" This from a 1st level....) Others take a more liberal view, avoiding obvious suicide in favor of a strategy which gives hope both for victory and the preservation of life.

Still other knights possess a samurai-like devotion to their broadsword, considering it an unforgivable breach of the 4th charge for losing it once his lord has presented it to him with the command to wear it well all the days of his life. Such a knight--even against ridiculous odds--would not hesitate to quest after his missing, non-magical weapon.

Knights are known for a self-righteous arrogance. As do witches, knights consciously consider themselves superior to all other professions. And certainly it is they who are the true leaders of a fellowship of adventurers--they're just letting the others think they're deciding the best course of action when the knight himself lacks the experience in dealing with wizards...or guerilla fighting...or cutpurse guilds...or....

One of their better quirks is showing great courtesy to non-peasant women, in following the 6th charge. A knight will always seek to protect a lady and defend her honor unless he or the woman is Evil. Even a female rogue twice his level would find a knight comrade doing his best to draw opponents away from her and to him--first for personal glory, but also to avoid facing the fact that a female might handle a sword better than he. Of course, this can be a weak spot for them, and more than one knight has met his end at the hands of a smart witch able to twist the Code of Chivalry to achieve her ends.

Because of their orientation toward warfare, even recreation will have some martial significance. Apart from a good joust, a knight may well enjoy a day of the Hunt, following the hounds as they chase down a stag. And surprisingly, knights can show a great degree of charm and sensitivity--which can quickly disappear when a chance for battle shows itself.

CHAPTER TWO-Character professions (the Knight)

Occasionally, two knights will do battle over their honor. In such cases, outside interference is forbidden. The battle is typically to the death, although one on the verge of winning, to show his chivalry, may ask his opponent to yield. If he surrenders, the vanquished must by custom surrender his armour, steed and weapons to the victor.

Knights will strive to outdo each other. A knight treated to a feast by a fellow knight will at the first opportunity invite the man to a bigger feast. One given a present by an equal will seek to return an even greater gift, and so on.

That knights are somewhat inconsistent (some say hypocritical) is well known. An Evil knight might lay his cloak upon a puddle for a fair maiden to walk upon--then slap a peasant girl later that day for not fetching water quickly enough. The perceived rigidity of the Code of Chivalry has also forced knights into adopting what is known as *clarification*. This occurs when one knight says something another finds offensive. Rather than drawing weapons and immediately doing battle, the offended knight states his grievance, asking the other if he wishes to clarify what he meant. This permits the first knight to aid both in avoiding a fight by honorable means through rewording his statement in an inoffensive way. It is thus a lamentable fact such is necessary because the Code of Chivalry is followed more in letter than in spirit.

One of the most common quirks of knights is the *bobaunce*, or the *Art of the Boast*. All but the most powerful knights engage in this art of stretching the truth to the breaking point without actually lying. It involves the knight's taking an incident in battle and embellishing it to the point where even a missed attack by a humble orc slain a moment later with one blow can sound like a life-and-death struggle. ("Verily, the araged varlet flang to me as a machine, his breath foul as a swamp and uttering a hiss from the very hells. With an ungodly strength, this kemp of a devil didst foim his glaive upon my shield, nearly tearing it asunder. Then by the grace of the gods didst I sheaf my sword into a mesh part through the dog's armour and withdrew it, tearing overthwart the foe.")

Armour & arms

Armour is very important to a knight as not only does it boast of his profession, but it is also the means by which his social rank and nobility are displayed. The sort of armour worn can vary from chainmail on up to full plate armour. Most employ medium-sized shields.

The weapons used by knights include:

Dagger, flailed mace (ball and chain), lance, mace, rapier*, sword (bastard, broad)

Initial number of combat skill slots: 2 (plus the lance is automatically a primary weapon)

Additional combat skill slots gained: 1/3 levels

Cost for inappropriate weapons: 2 slots

Unskilled attack penalty: +2

* The rapier is a relatively new weapon, only just beginning to be shown favor by young nobles who employ it when not armoured. Traditional knights disdain it, and the arm is not specifically in a knight's weapons list unless the character drops something other than the lance from it.

Bows/crossbows are rarely employed by knights, for killing from a "safe" distance is unchivalrous. Also, bows--and the two-handed greatsword--are considered peasants' weapons. Even so, knights are not fools, and many carry missile weapons for use against cowards who will not expose themselves to attack except by long range (by, for instance, casting spells at the knight from the safety of a flying carpet). In the same way, a chivalrous knight will never battle a normal opponent with a greatsword (not including a bastard sword). He might, however, use such a weapon against a monster such as a drake, which is both unchivalrous and well able to defend itself. In the end, employment of such arms depends on how the Code of Chivalry is used in the campaign.

Races best suited for knights

Human

Places of origin best suited for knights

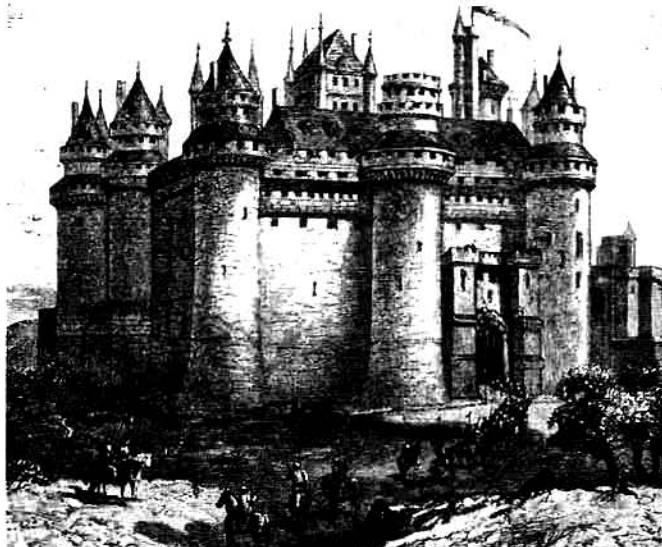
Torrencia

Magic items allowed

Knights may employ magic items permitted fighters

Level limitations and dual-profession options

Race	Character IQ						(suggested) Dual-profession options
	12/less	13	14	15	16	17+	None
LEVEL LIMITATIONS							
Any	15	16	17	18	19	20	



CHAPTER TWO-Character professions (the Knight)

Level table

Skill level	Level points	Horsemanship	Reaction bonus (Ch)	Special abilities
1	0-2,400	40%+	10%+	A, B
2	2,401-6,400	D6%	D4%	
3	6,401-13,000	D6%	D4%	
4	13,001-24,500	D6%	D4%	C
5	24,501-41,750	D6%	D4%	D
6	41,751-68,200	D6%	D4%	E
7	68,201-104,200	D6%	D4%	C, F
8	104,201-161,700	D6%	D4%	G
9	161,701-249,700	D6%	D4%	
10	249,701-364,700	D6%	D4%	C
11	364,701-529,700	D6%	D4%	
12	529,701-759,700	D6%	D4%	H
13	759,701-1,059,700	D6%	D4%	C, I
14	1,059,701-1,359,700	D6%	D4%	
15	1,359,701-1,659,700	D6%	D4%	G
16	1,659,701-1,959,700	D6%	D4%	C
17	1,959,701-2,259,700	D6%	D4%	
18	2,259,701-2,559,700	D6%	D4%	
19	2,559,701-2,859,700	D6%	D4%	C, J
20	2,859,701+	D6%	D4%	

Explanation of skills

Horsemanship. This first of all confers the talents listed under the *horsemanship* skill in Chapter Three. It also, however, permits the knight to accomplish some extra riding abilities listed below.

The character may train a horse-like monster (other than a unicorn but including a pegasus) into a war steed, taking 2D4 months to do so if his roll is successful. If the roll fails, the time is still spent but the beast remains wild. The knight may try again, however, until the roll is successful.

A steed subjected to the effects of magical fear against which there is a resistance roll may disregard the IQ or Luck roll and instead determine resistance by the knight's making his *horsemanship* roll, so long as the knight himself is unaffected by the fear.

Adjustments to the skill:

None.

Reaction bonus. Because of their demeanor and profession, knights command respect wherever they go. This is translated into an adjustment to reaction rolls when the character speaks to or negotiates with someone. This bonus is cumulative with any beneficial Charm adjustment, and it also offsets some or all of any Charm penalty. (If two knights encounter each other, however, both cancel each other's bonuses or penalties and operate only off of any normal Charm adjustment.)

Adjustments to the skill:

As per the normal rules under *Charm*.

Explanation of special abilities

A. Lance bonus. As jousting is an integral part of the knight's training regimen, the character periodically gains special expertise with the lance. Beginning at 1st level, and each four levels thereafter, he adds a D4 to the damage inflicted (4D4 at 1st level; 5D4 at 5th level, and so on). He must still make a Luck roll to retain use of the lance after it strikes a target, but applies a bonus of 1 point per level.

B. Mounted fighting. This duplicates the talent listed in Chapter Three, permitting the character to fight from horseback without penalty.

C. Combat skill slot. Self-explanatory.

D. Adopt Cause. On reaching 5th level, the knight must choose a cause to serve. This is worked out between the player and GM, and examples would include:

Death to all orcs.

Freedom for the downtrodden.

Spreading the belief of the knight's chief deity.

Serving (insert name of the King, count or other noble) with all his faithfulness and his very life.

The Cause must thus be unselfish. A knight could not, for instance, take "Acquire treasure" as a Cause, although he could choose "Acquire treasure for the Temple of --", donating most of what he gets to a GMC-run temple of his deity.

Needless to say, the more a knight's Cause is likely to place him in great danger, the more respect he commands from his fellows.

In adopting a Cause, the character must, at the first opportunity after reaching 5th level, present himself either to his sponsor or a priest of his chief deity to confirm it. A day and a night of solitude and contemplation are then observed, and on the following morning the knight in the presence of his witness forever more binds himself to champion the chosen Cause. A feast is then thrown for the knight and his friends, whereupon his Cause is announced publicly.

From that point, the knight is strictly bound to follow the Cause in thought and deed, and must accept any opportunity to advance it, unless this would breach one of the charges from the Code of Chivalry. Failure to do so causes the knight to lose a point of Charm that cannot be replaced except through a major quest in penance (during which the character may take no treasure). As an example, Sir Agravaine champions the Cause of slaying all Evil drakes and dragons wherever they may be. As a member of an adventuring party traveling in quest of a lost city in the desert, Agravaine along the way hears tales of a drake menacing villagers in a valley some leagues distant in the opposite direction. While it is his obligation to slay drakes, Agravaine has given his word to join the fellowship in quest of the city. Thus, if the group fails to heed his urgings to divert from the quest to go after the drake, Agravaine suffers no dishonor or loss of Charm if he gives in, since he is following the 4th charge: *rendering his obligations faithfully unto death*. (After that jaunt, of course, the chivalrous Agravaine will waste no time in questing after his drake with or without his friends.) Now assume Agravaine has no previous commitments and learns of the drake during his travels, but thinking it too tough for his adventuring party avoids it. Such an act, even if nobly done out of concern for weaker members of the party, causes Agravaine to lose a point of Charm, for nothing prevents the knight from tackling the beast alone if need be—even if the odds are suicidal. He can restore the point only by a future quest against another (probably more powerful) drake, and he may take no treasure, donating his share to a temple or other body apart from that run by a fellow character.

If a knight's Charm reaches 1, he is branded an outcast and scorned by all chivalrous knights. Such a disreputable knave will be the target of enmity by any knight with honor, who may challenge him to battle upon noting his device-

CHAPTER TWO-Character professions (the Knight)

-assuming he has the courage to display it. Also, once a character has so strayed from the path of honor that his Charm reaches 1, no means will raise it save a *Flower of chivalry* (see *Monsters, Magic & Sorcery II*). While he need not be removed from play as a character, his life from that point will undoubtedly be hard.

Once a knight has chosen his Cause, whenever he undertakes a quest specifically to further it, the character may apply a bonus of 1 to any resistance or Luck rolls made during the adventure.

E. Boldness. At 6th level, the knight gains special boldness and confidence. This results in a bonus factor to resistance rolls vs fear equal to his skill level. (Note that showing fear is obviously a great blow to a knight's pride and a failure to follow the 7th charge of the Code of Chivalry. If the act is done willingly, the knight loses a point of Charm as mentioned earlier. The loss can be cumulative with the penalty for avoiding championing the Cause--and requires two quests to restore both. If the fear is caused by magic, there is no Charm loss, although the character is shamed and loses face. On recovering, the knight will likely not rest until he slays whatever affected him--or he undertakes a quest as penance, donating away all treasure he would normally

be entitled to.)

F. Extra attack. On reaching 7th level, the knight makes two attacks in the turn with a weapon other than a lance.*

G. Weapon expertise. At 8th level, and again at 15th level, the knight's intense training pays off by gaining a bonus factor of 2 to attack and damage rolls with a *primary* weapon of his choice. This bonus may be cumulative.

H. Barony. At 12th level, the knight may establish his own barony. If formed within a developed nation, the character must either find a sponsor (such as a count or duke in Torrencia) or else swear fealty to the reigning monarch of the nation. In return, the knight is granted a shire 10 or more square miles in area. This may or may not come with peasants as the GM determines.

I. Extra attack. On reaching 13th level, the knight makes three attacks in the turn with a weapon other than a lance.*

J. Extra attack. On reaching 19th level, the knight makes four attacks in the turn with a weapon other than a lance.*

* A knight fighting two-handed makes but one attack with the off-hand weapon.



THE LEGIONNAIRE



The legionnaire hails almost exclusively from the nation of Krella. There, all males of Equestrian or higher social rank must join the military at age 15 for a period of at least 10 years. And while most legionnaires return to a well-deserved life of comfort upon being mustered out, a few who are less wealthy sometimes embark on a career of adventuring. Thus, the starting age of a legionnaire character is at least 25.

The background & purpose of the legionnaire

Like most notable things in Krella, legionnaires date their founding to the

reign of Baltarus at the end of the First Age. Together with his father, Quintus Galius, the great emperor originated the concept of team fighting, employing the gladius (shortsword). His legendary victories, together with the fact only Krella emerged unscathed from the Triad's destruction, remain a testament to the nation's style of warfare.

That legionnaires are renowned for their unit tactics over man-to-man combat accounts for their one strategic weakness—they are inferior to all other fighter professions in building up stamina for lengthy individual combat. This makes them **Type C** characters, to reflect their reliance on the group as a whole. Thus, the Stamina build-up of one used to intense man-to-man fighting is usually lacking in legionnaires. Even so, this is largely balanced by their skill with the gladius—and their large shield, the *scutum*.

Races best suited for legionnaires

Human

Places of origin best suited for legionnaires

Arwin (specifically, the city/province of Arwinium), Krella

Armour & arms

Legionnaires may don the traditional bronze breastplate or segmented armour. All use only the *scutum*, which is treated as a large shield. The weapons appropriate to the profession include:

Dagger, gladius (shortsword), pilum (spear), sling.

Initial number of combat skill slots: 1 (plus the gladius is automatically a primary weapon)

Additional combat skill slots gained: 1/5 levels

Cost for inappropriate weapons: 2 slots

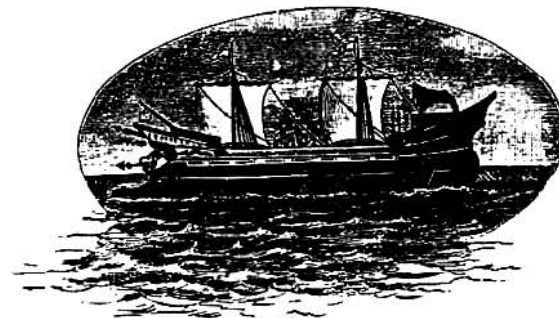
Unskilled attack penalty: +2

Magic items allowed

Legionnaires may employ magic items allowed fighters, excluding inappropriate armour, shields, etc.

Level limitations and dual-profession options

Race	Character IQ						(suggested) Dual-profession options
	13/less	14	15	16	17	18+	None
LEVEL LIMITATIONS							
HUMAN (other)	14	15	16	17	18	20	



CHAPTER TWO-Character professions (the Legionnaire)

Level table

Skill level	Level points	Effective AR*	Damage bonus	Special abilities
1	0-2,100	0	0	A
2	2,101-6,300	0	+1	
3	6,301-12,600	(X-1)	+1	
4	12,601-23,100	(X-1)	+2	
5	23,101-38,850	(X-2)	+2	
6	38,851-64,150	(X-2)	+3	B
7	64,151-95,650	(X-3)	+3	
8	95,651-150,650	(X-3)	+4	C
9	150,651-234,650	(X-4)	+4	
10	234,651-339,650	(X-4)	+5	
11	339,651-504,650	(X-5)	+5	B
12	504,651-714,650	(X-5)	+6	
13	714,651-1,014,650	(X-6)	+6	
14	1,014,651-1,314,650	(X-6)	+7	
15	1,314,651-1,614,650	(X-7)	+7	D
16	1,614,651-1,914,650	(X-7)	+8	B
17	1,914,651-2,214,650	(X-8)	+8	
18	2,214,651-2,514,650	(X-8)	+9	
19	2,514,651-2,814,650	(X-9)	+9	
20	2,814,651+	(X-9)	+10	E

* When employing legionnaire armour and scutum, and not factoring in other adjustments. If, however, the legionnaire employs the scutum without armour, his effective armour rating moves down three factors. Note these bonuses never apply with shields other than a scutum.

Explanation of skills

Effective AR. His intense training with the scutum shield pays off in a very real way, for with each two levels of skill, the legionnaire's effective armour rating improves by 1 point. This bonus does not apply with any other sort of shield. Also, because of their training in unit tactics, whenever two or more legionnaires fight side-by-side, both receive an additional bonus factor of 1 to their armour ratings.

Damage bonus. As with his shield, the legionnaire has special expertise with the gladius. Starting at 2nd level, and every other level thereafter, he gains a bonus of 1 to damage rolls. This applies only to a gladius used in the character's primary hand.

Explanation of special abilities

A. Forced-marching. The Krellan fighting man is renowned for his ability to march incredibly long distances over the course of a day. Legionnaires

commonly undertake 20- or 30-mile marches while in the military, and treks of up to 70 miles have been undertaken in time of necessity. Thus, a legionnaire character possesses a superior (15/phase) tactical movement rate. Also, a legionnaire has a daily base travel rate of 30 miles, modified by terrain.

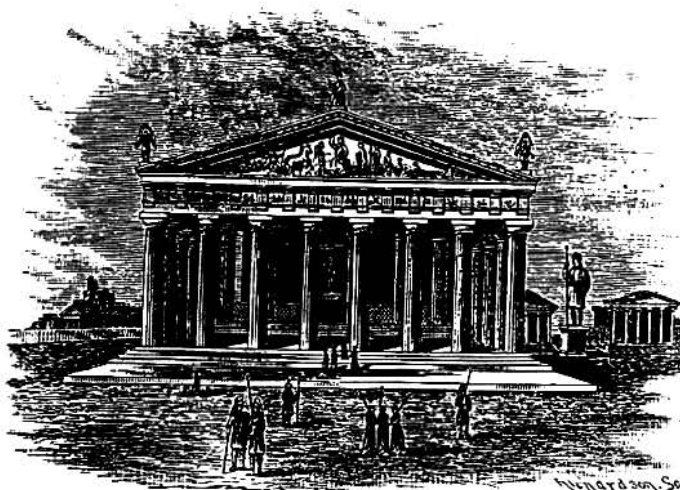
B. Combat skill slot. Self-explanatory.

C. Extra attack.* At 8th level, the legionnaire makes two attacks each turn.

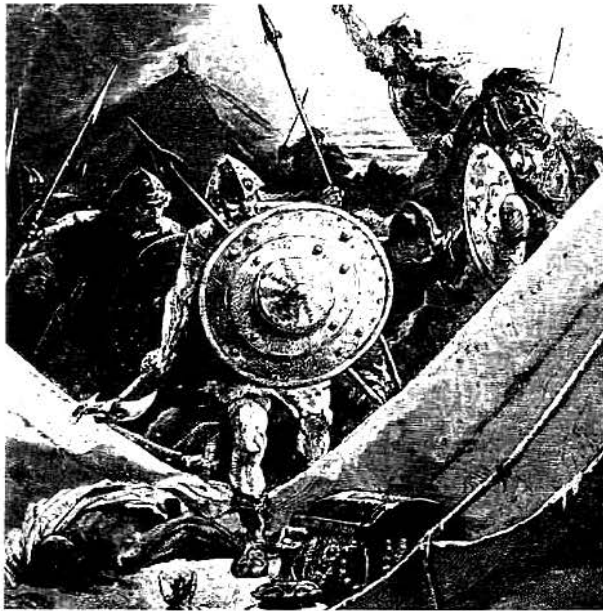
D. Extra attack.* At the point 15th level is reached, the legionnaire makes three attacks each turn.

E. Extra attack.* On finally reaching 20th level, the legionnaire's skill is such that he makes four attacks in the turn.

* A legionnaire fighting two-handed makes but one attack with the off-hand weapon.



THE ROGUE



Rogues can be found anywhere. And despite the name, there is nothing intrinsically questionable about the profession, for they are merely swordsmen, men-at-arms, and mercenaries whose talents and abilities are self-learned as

they wander the world, seeing new places and meeting new people.

The background & purpose of the rogue

The conditions that can form the background of a rogue are legion. In general, he or she will have been raised where opportunities for learning other, more technical professions were unavailable because of low social class (for instance, Torrencian or Sarvian peasant stock) or isolation.

Races best suited for rogues

Any

Places of origin best suited for rogues

Any

Armour & arms

Rogues may use any sort of armour or shield. The player also generates the arms list of his character, choosing any four.

Initial number of combat skill slots: 1

Additional combat skill slots gained: 1/3 levels

Cost for inappropriate weapons: 2 slots

Unskilled attack penalty: +2

Magic items allowed

Rogues may employ magic items permitted fighters.

Level limitations and dual-profession options

Race	Character IQ						(suggested) Dual-profession options	
	10/less	11	12	13	14	15+	Asn	Cps
LEVEL LIMITATIONS								
Elf	15	16	17	18	19	20		
Other	15	16	17	18	19	20	x	x

Level table

Skill level	Level points	Special Abilities
1	0-2,000	
2	2,001-6,000	
3	6,001-12,000	
4	12,001-23,000	A, B
5	23,001-38,750	C
6	38,751-61,750	
7	61,751-93,650	B
8	93,651-146,150	D
9	146,151-238,250	C
10	238,251-335,150	B
11	335,151-485,150	
12	485,151-685,150	
13	685,151-985,150	B, C
14	985,151-1,285,150	
15	1,285,151-1,585,150	E
16	1,585,151-1,885,150	B
17	1,885,151-2,185,150	C
18	2,185,151-2,485,150	
19	2,485,151-2,785,150	B
20	2,785,151+	

Explanation of special abilities

A. *Shield expertise*. At 4th level, the rogue gains special expertise in parrying away attacks with a shield. When employing a shield, he therefore improves his armour rating by 1 extra factor. Or, the character may take a combat skill slot.

B. *Combat skill slot*. Self-explanatory.

C. *Weapon expertise*. At 5th level, and each four levels thereafter, the rogue gains special expertise with a primary weapon of his choice. This expertise takes the form of a bonus factor of 1 to attack and damage rolls (The bonus may be cumulative). Or, the rogue may take a combat skill slot.

D. *Extra attack*.* At 8th level, the rogue makes two attacks in the turn.

E. *Extra attack*.* At 15th level, the rogue makes three attacks in the turn.

* A rogue fighting two-handed makes but one attack with the off-hand weapon.

THE SARACEN



Nearly all saracens hail from the Arwinian deserts. There, these hardy swordsmen have carved an empire out of the blistering sands through their bravery and horsemanship. But because Arwin is the most restrictive nation upon the continent toward women, female saracens are all but unheard of.

The background & purpose of the saracen

Saracens are a newer profession, dating to the end of the First Age, when

Gorus turned the green lands of what was then known as Karnak into a desert. During this period of upheaval, the early inhabitants were reduced to near barbarism as the pharaic empire collapsed, throwing the land into a centuries-long period of darkness. Out of the ashes of what then was the most ancient human civilization, a hardy race emerged, proudly reclaiming an existence from the wasteland. In following years, the special conditions of the land gave birth to a special warrior, well able to survive in an ever-hostile environment.

Present-day saracens may come from a variety of backgrounds, ranging from military service under an emir in some of the coastal cities, to being raised in one of the traditional nomadic clans of the inner deserts, where survival is directly related to how well one handles a sword. In a rarer background, a saracen character might even come out of Hocwrath, for it has long been said that the **Black Horde** of Hocwrath's Land of Shadows have their origins in Arwinian raiders who long ago established a secret city deep within its borders.

Races best suited for saracens

Human

Places of origin best suited for saracens

Arwin

Armour & arms

Because of the hot climate, most saracens, if they wear armour at all, don only cloth or leather, along with a small shield. The weapons appropriate to the profession include:

Dagger, scimitar (regular, two-handed), polesword, whip.

Initial number of combat skill slots: 1

Additional combat skill slots gained: 1/3 levels

Cost for inappropriate weapons: 2 slots

Unskilled attack penalty: +2

Magic items allowed

Saracens may employ magic items permitted fighters.

Level limitations and dual-profession options

Race	Character IQ								(suggested) Dual-profession options		
	13/less	14	15	16	17	18	19	20	Asn	Cps	Nec
LEVEL LIMITATIONS											
HUMAN (other)	14	15	16	17	18	19	20	20	x	x	x

CHAPTER TWO-Character professions (the Saracen)

Level table

Skill level	Level points	Horsemanship	Special abilities
1	0-2,300	40%+	A, B
2	2,301-6,500	D4%	
3	6,501-12,800	D4%	
4	12,801-23,800	D4%	C
5	23,801-40,300	D4%	D
6	40,301-65,600	D4%	E
7	65,601-98,600	D4%	
8	98,601-151,100	D4%	
9	151,101-239,100	D4%	
10	239,101-354,100	D4%	F
11	354,101-519,100	D4%	G
12	519,101-729,100	D4%	
13	729,101-1,029,100	D4%	
14	1,029,101-1,329,100	D4%	
15	1,329,101-1,629,100	D4%	
16	1,629,101-1,929,100	D4%	H
17	1,929,101-2,229,100	D4%	
18	2,229,101-2,529,100	D4%	
19	2,529,901-2,829,100	D4%	
20	2,829,101+	D4%	

Explanation of skills

Horsemanship. This is as the knight's skill. In addition, a saracen who makes a *horsemanship* roll may increase the charging speed of his steed by five feet. Each combat phase, the saracen may attempt another speed increase, halving his *horsemanship* skill percentage each time. Success boosts the movement by another five-foot increment while failure precludes any further attempts. A steed thus spurred can maintain the run for one minute per two Stamina points. Thereafter, it must be slowed to a trot or rested. If not slowed, the saracen must make a Luck roll each minute. Failure results in the horse collapsing and dying from exhaustion. The horse will die in any event if it is so handled for a number of minutes equal to its Stamina points.

Explanation of special abilities

A. *Endurance.* Because of the harsh environment of Arwin, saracens possess a superior endurance in comparison to others. They can go twice as long as other characters before needing food, water or sleep.

B. *Mounted fighting.* The saracen at 1st level also possesses the skill of mounted fighting.

C. *Combat skill slot.* Self-explanatory.

D. *Fanatical rage.* At 5th level, a saracen faithful to his ethics may once

daily go into a fanatical rage by invoking his deity to imbue him with courage. This effect is activated *instantaneously* on any combat phase and lasts for 2D4 minutes. Enacting the rage entails the saracen's dedicating the battle to his deity's glory. While under its effects, he gains one extra melee attack each turn while receiving a bonus factor of 1 to all resistance rolls (excluding Luck) for each two of his skill levels. One drawback to this, however, is that the character cannot retreat from battle until it is won. To do so dishonors the saracen's deity and will certainly cause the loss of this ability until some sort of atonement is made.

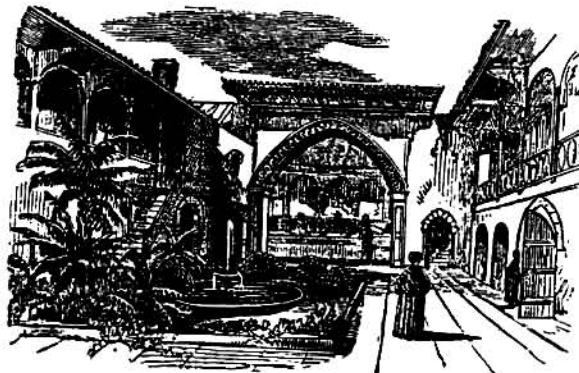
E. *Extra attack.** At 6th level, the saracen makes two attacks in the turn.

F. *Followers.* Upon reaching 10th level, the saracen's reputation is such that 2D6 1st level saracens of like ethics will seek to become followers. These followers often form the backbone of a mercenary group or caravan, and it is customary to tithe 10% of any treasure obtained to them. Such followers are considered retainers with a 50% bonus to their loyalty.

G. *Extra attack.** At 11th level, the saracen makes three attacks each turn.

H. *Extra attack.** At 16th level, the saracen makes four attacks each turn.

* A saracen fighting two-handed makes but one attack with the off-hand weapon.



THE VIKING



Of all adventuring professions, Vikings are the least often seen. Most are content to remain within their ancestral lands in northern Torrenca, where the passage of time has left little change in its path. Every so often, however, a particularly adventurous Viking makes his way into the civilized world, and many of these have become legends owing to their rarity, power, and lust for battle.

The background & purpose of the Viking

Records of Vikings go back well into the First Age. Then, scattered Viking tribes made up Torrenca's inhabitants and they had the distinction of being the least technological human race on the continent. And as the First Age drew to a close with the rising of Gorus, the legendary warlord Torrence rallied the various tribes, joining forces with the opponents of the Triad. With Gorus' demise, the hordes of Torrence sacked the western side of Islay, laying waste to

Hocwrath and Modia, and returning with vast amounts of treasure. Afterward, a split developed, with most tribes within the confederation remaining under the overall dominion of Torrence. A few tribes from the northern islands, however, went their own way, refusing to acknowledge the new king, beginning a policy of isolation that continues to this day.

As Torrenca to the south matured and developed into the land of knights and chivalry it now is, the Vikings of the far north held onto their ancient culture, little changing in the following millennia. Indeed, the more Torrenca advanced, the more the Scandians, as they call themselves, sought isolation. And it is because of this isolation that Vikings tend toward an indeterminate outlook on life.

Eventually, no one dared approach the proud Vikings of the North, and even today ships from the western side of Islay are obliged to make the lengthy sail along the southern route to reach Torrenca, lest they fall prey to Viking marauders. Negotiation for passage through Viking waters has long been a dream of merchants and governments from both sides of the continent, and an endless series of ambassadors have sailed for the lands of the Norse. None to date have returned.

In the case of a Viking character who has somehow journeyed to the civilized lands, it is a certainty he or she acquired the skills of this profession while being raised with a tribe of Vikings from Scandia.

Races best suited for Vikings

Human

Places of origin best suited for Vikings

(Northern) Torrenca

Armour & arms

Vikings may don cloth, a jerkin, or leather armour, and they may employ a round shield of any size (though penalties will apply to some skills). The weapons appropriate to the profession include:

Axe (hand, battle), dagger, sword (broad, two-handed)

Initial number of combat skill slots: 2

Additional combat skill slots gained: 1/4 levels

Cost for inappropriate weapons: 2 slots

Unskilled attack penalty: +2

Magic items allowed

Vikings may employ magic items permitted fighters.

Level limitations and dual-profession options

Race	Character IQ								(suggested) Dual-profession options
	13/less	14	15	16	17	18	19	20	None
LEVEL LIMITATIONS									
HUMAN (other)	14	15	16	17	18	19	20	20	

CHAPTER TWO-Character professions (the Viking)

Level table

Skill level	Level points	Cmflge. (IQ)	Climb. (St)	End berserker rage (IQ)	Track. or Smnsp. (IQ)	Special abilities
1	0-2,600	20%+	40%+	10%+	20%+	A, B
2	2,601-7,400	D8%	D8%	D6%	D8%	
3	7,401-14,600	D8%	D8%	D6%	D8%	
4	14,601-26,600	D8%	D8%	D6%	D8%	
5	26,601-45,350	D8%	D8%	D6%	D8%	C
6	45,351-74,100	D8%	D8%	D6%	D8%	D
7	74,101-111,600	D8%	D8%	D6%	D8%	E
8	111,601-171,600	D8%	D8%	D6%	D8%	
9	171,601-271,600	D8%	D8%	D6%	D8%	C
10	271,601-391,600	D8%	D8%	D6%	D8%	
11	391,601-579,100	D8%	D8%	D6%	D8%	F
12	579,101-819,100	D8%	D8%	D6%	D8%	
13	819,101-1,119,100	D8%	D8%	D6%	D8%	C, G
14	1,119,101-1,419,100	D8%	D8%	D6%	D8%	
15	1,419,101-1,719,100	D8%	D8%	D6%	D8%	
16	1,719,101-2,019,100	D8%	D8%	D6%	D8%	
17	2,019,101-2,319,100	D8%	D8%	D6%	D8%	C
18	2,319,101-2,619,100	D8%	D8%	D6%	D8%	
19	2,619,101-2,919,100	D8%	D8%	D6%	D8%	H
20	2,919,101+	D8%	D8%	D6%	D8%	

Explanation of skills

Camouflage. As the woodsman skill.

Climbing. As the woodsman skill, although it is limited to surfaces that may be ascended without tools other than a grapple or climbing hook.

End berserker rage. While going into a berserk rage may be done at the whim of the player (see special ability B), halting it is another thing entirely. When the player wants to end the character's battle lust, a roll must be made to do so. Failure extends the rage through that turn. Further attempts to end the rage can be made during subsequent turns.

Adjustments to the skill:

IQ. The Viking's IQ can provide a bonus or penalty to his chances of regaining his senses.

All enemy forces routed or dead. If his opponents have been neutralized, the character receives a bonus of 50% to his chances of coming out of the rage.

Tracking or Seamanship. The player has the option of choosing either the woodsman's tracking talent or the general skill of seamanship (see Chapter 3), in the case of a seafaring Viking.

Explanation of special abilities

A. Language. At 1st level, the Viking may choose a campaign language he speaks roughly. This does not include the ability to read or write it.

B. Berserker rage. Above all, Vikings are known for their battle lust. A few Vikings become so hyped up during melee combat that they go berserk, attacking enemies with wild abandon. Character Vikings have this ability, which may be *instantaneously* activated on any combat phase. Upon choosing to go berserk, a successful melee hit by the Viking inflicts maximum damage. (Optionally, GMs wishing a more conservative bonus may allow an extra damage point per two levels of skill.) There are, however, risks involved in the act: First of all, the character becomes so caught up in battle that he loses awareness of what transpires around him. Thus, he cannot make rational decisions in the midst of combat--i.e. change weapons (unless disarmed), use a

magic item or special combat move, warn someone about an approaching monster, offer suggestions, switch to a special opponent, retreat, etc. Also, after dispatching his current foe, the Viking will battle the nearest creature, starting with anyone who attacks him. This can spell danger for his comrades, who may want to keep their distance. A *berserk* Viking, however, will avoid attacking a fellow adventurer if a proper enemy is within his line of sight. But even if the character sees no targets other than a friend, he is allowed a Luck roll each combat phase to indicate just enough rationality to select a true enemy if one is available.

While *berserk*, the Viking also is immune to most sorts of fear.

The *berserk* rage can be invoked once each 24 hours by 1st to 5th level characters, and kept up a maximum of one minute per two Con points. If it lasts more than three minutes, upon termination the Viking must rest an equal period before other activity. If circumstances are such that resting would be fatal, the rage may be extended beyond the normal minute-per-Con-point maximum. However, all subsequent hits will inflict Body damage, even if Stamina points remain. The same holds true if the character is forced to fight during the time he is resting.

Once a rest period is begun, the character cannot again go *berserk* until it is completed.

C. Combat skill slot. Self-explanatory.

D. Berserker rage. At 6th level, the Viking may go into a *berserker* rage at will.

E. Extra attack.* At 7th level, the Viking makes two attacks in the turn.

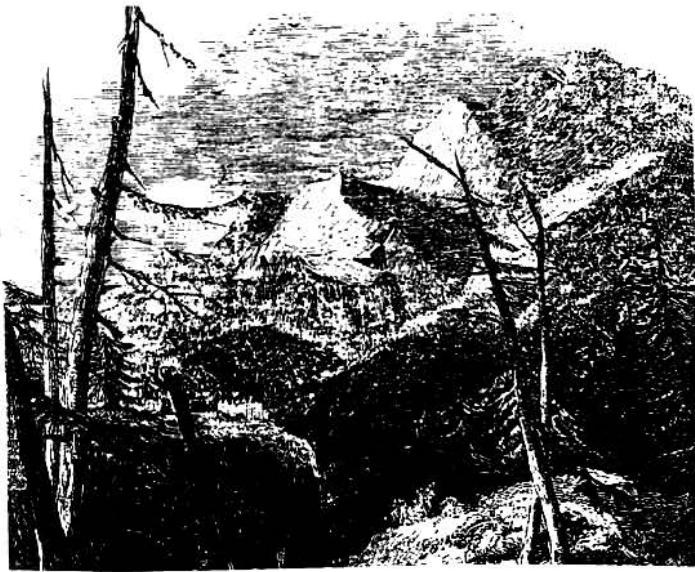
F. Gain followers. At 11th level, the Viking may become a chieftain, gaining 3D6 families of Viking followers if he returns to his native lands. Each family includes a 1st level husband.

G. Extra attack.* At 13th level, the Viking makes three attacks in the turn.

H. Extra attack.* At 19th level, the Viking makes four attacks in the turn.

* A Viking fighting two-handed makes but one attack with the off-hand weapon.

THE WOODSMAN



Woodsmen are found wherever there are forests. They are men and women with a love for nature, and skills well tailored for survival in the wilderness. Like witches, woodsmen tend to be somewhat distant as they are most uncomfortable around people they don't know. Friend or enemy is never forgotten, however, and those of this profession often prove to be a great force of stability within a fellowship of adventurers, despite the fact they hate the rigid laws of society.

The background & purpose of the woodsman

Woodsmen existed before most other professions, for in early times, living off the land was the means by which one survived. As people became more civilized, however, the need for woodsmen skills lessened with the development of cities and organized governments. Today woodsmen are still plentiful, although their numbers dwindle yearly with the unstoppable spread of civilization and order.

Because of their solitary nature, woodsmen tend toward an Indeterminate outlook on life. Few hold to Evil ethics, and most will come to the aid of a soul in trouble.

In the case of a player woodsman, it is likely he or she acquired the skills of this profession from one or both parents.

Races best suited for woodsmen

Elf, gnome, half-elf, human

Places of origin best suited for woodsmen

Ashvryl, Avalon, Naz-Al, Sarvia, Torrencia

Armour & arms

Woodsmen may don cloth, a jerkin, or leather armour, along with a shield (with penalties to some skills). The weapons allowed the profession include: Axe (hand), dagger, bow (recurved), + one weapon of the player's choice.

Initial number of combat skill slots: 2

Additional combat skill slots gained: 1/3 levels

Cost for inappropriate weapons: 2 slots

Unskilled attack penalty: +2

Magic items allowed

Woodsmen may employ magic items permitted fighters.

Level limitations and dual-profession options

Race	Character IQ								(suggested) Dual-profession options				
	13/less	14	15	16	17	18	19	20	Asn	Brd	Cps	Drd	Wtch
LEVEL LIMITATIONS													
ELF	14	15	16	17	18	20	20	20	x	x	x	x	x
HALF-ELF	12	13	14	15	16	17	18	20	x	x	x	x	x
GNOME (other)	9	10	11	12	13	14	15	20			x		
HUMAN	14	15	16	17	18	19	20	20	x	x	x	x	x

CHAPTER TWO-Character professions (the Woodsman)

Level table

Skill level	Level points	Cmflge. (IQ)	Climb. (St)	Herb. (IQ)	Track (IQ)	Stealth (Ag)	Asn. blow	Special abilities
1	0-2,700	25%+	40%+	25%+	25%+	25%+	+1	A
2	2,701-7,900	D8%	D8%	D6%	D8%	D6%	+1	B
3	7,901-15,700	D8%	D8%	D6%	D8%	D6%	+2	
4	15,701-28,700	D8%	D8%	D6%	D8%	D6%	+2	C
5	28,701-48,950	D8%	D8%	D6%	D8%	D6%	+3	D
6	48,951-77,700	D8%	D8%	D6%	D8%	D6%	+3	
7	77,701-119,700	D8%	D8%	D6%	D8%	D6%	+4	C, E
8	119,701-184,700	D8%	D8%	D6%	D8%	D6%	+4	F
9	184,701-292,700	D8%	D8%	D6%	D8%	D6%	+5	G
10	292,701-427,700	D8%	D8%	D6%	D8%	D6%	+5	C, H
11	427,701-622,700	D8%	D8%	D6%	D8%	D6%	+6	
12	622,701-882,700	D8%	D8%	D6%	D8%	D6%	+6	I
13	882,701-1,182,700	D8%	D8%	D6%	D8%	D6%	+7	C
14	1,182,701-1,482,700	D8%	D8%	D6%	D8%	D6%	+7	
15	1,482,701-1,782,700	D8%	D8%	D6%	D8%	D6%	+8	J
16	1,782,701-2,082,700	D8%	D8%	D6%	D8%	D6%	+8	C
17	2,082,701-2,382,700	D8%	D8%	D6%	D8%	D6%	+9	
18	2,382,701-2,682,700	D8%	D8%	D6%	D8%	D6%	+9	
19	2,682,701-2,982,700	D8%	D8%	D6%	D8%	D6%	+10	C
20	2,982,701+	D8%	D8%	D6%	D8%	D6%	+10	

Explanation of skills

Camouflage. This skill is similar to the assassin's *concealment* talent. It is usable only in natural terrain with enough plant growth or debris to reasonably screen the character's presence (i.e. bushes, trees, boulders, etc.). If the roll is successful, the woodsman is unnoticed.

Adjustments to the skill:

Armour. Armour hinders the performance of this skill by 10% per (base) armour rating. Carrying a shield also lowers the chances of a successful roll by 5, 10 or 15, depending on its size. Thus, most woodsmen tend to wear drab colored or camouflage garb. One who forgoes armour in favor of such attire gains a 5% bonus to the skill.

Amount of ambient light. Dim lighting can help the woodsman, for employing the skill in twilight or night conditions adds 25% to the character's chances of remaining hidden.

IQ. A Good IQ also aids in this skill.

Climbing. Woodsmen are skilled in ascending everything from rocky mountainsides to sheer walls. In doing so, they often resort to some special equipment--pitons, climbing hooks, crampons, etc.

Adjustments to the skill:

Armour. Armour is a bane to this skill, forcing the character to deduct 10% per (base) armour rating. Thus, a woodsman would be either foolish or desperate to attempt this skill in bulky armour. A shield also lowers the climbing percentage by 5%, 10%, or 15%, depending on its size.

Roughness or smoothness of the surface being scaled. These factors have a marked effect on this skill. A *rough* surface, such as that of some mountainsides--or a tree or building--double the character's chances of climbing it. To scale this sort of surface, one either uses his hands and feet or a climbing hook. Movement equals three feet per phase using hands and feet.

A *normal* surface is that most often faced in the dungeon. Such surfaces may be *rough* otherwise but rendered slippery from moisture or slime. There is no modification to the climbing percentage from this sort of surface, which is usually scaled by hands and feet, climbing hook, or crampons. Movement equals two feet per phase (doubled if crampons are employed).

A *smooth* surface includes a stone wall, sheer cliffsides, etc. Ascent of these surfaces is difficult (halving the skill) and is usually accomplished by isometrics--keeping pressure against two opposing surfaces with hands and feet while moving upward--or by pitons hammered in as handy footholds. Movement equals 1' per phase (doubled if pitons are used).

In all cases, descent is at triple the rate of ascent, unless a character rappels down a rope. In this event, descent is at a rate of 30'/phase.

Weight carried. The gear carried alters the climbing percentage. A woodsman toting a *light* amount of weight adds 15% to his climbing skill, while one packing a *normal* amount of weight makes no adjustments, and one packing a *heavy* load deducts 25% from his chances. Someone trying to climb with a *very heavy* load penalizes his skill by 25%+1% for each pound above his *heavy* rating. Finally, a good Strength aids in this talent.

Table 9 is a quick reference for climbing modifications

Table 9--Climbing modifications

Surface	Modification	Means of ascent	Ascent rate per phase		
Rough	Double skill	A, B	A--3'	B--5'	
Normal	None	A, B, C	A--2'	B--5'	C--4'
Smooth	Halve skill	D, E	D--1'	E--2'	
WEIGHT CARRIED					
Light	+15%				
Normal	0%				
Heavy	-25%				
Very heavy	-25% and -1% for each extra pound carried				
Key--					
A -- Hands & feet.					
B -- Climbing hook or grapple.					
C -- Crampons.					
D -- Isometrics.					
E -- Pitons.					

Falling damage. If the roll is failed, the character has fallen and suffers 1D10 points of Body damage for each 10' of the drop, and a D4 is rolled to see at what point of the ascent he or she fell. Example: Logan, a woodsman with a 40% chance to ascend a 100' cliff, is determined to fall. A D4 is rolled with a result of 1. This shows he fell from the 25' point in the ascent. The GM therefore rolls 2D10+1D5 to note the Body damage he takes. If Logan survives or is healed, he may try again. Falling onto a soft surface halves damage, while falling onto spikes and the like adds 2D6 damage, though armour absorption may be applied vs the spike damage.

Note that characters can make an intentional, controlled jump up to a maximum of 10' without harm.

CHAPTER TWO-Character professions (the Woodsman)

Those climbing cannot fight effectively or cast spells requiring manual dexterity unless they make a Luck roll each turn. Failure of that roll indicates a fall unless the character is bound to a safety line. In the same way, someone exposed to violent effects, such as an *energy blast* or an attack from a monster, must make a Luck roll to remain in place. Also, the GM should take for granted that some sorts of climbing are basically automatic. No *climbing* roll, for instance, need be made to scale a five-foot fence. In the same way, merely getting into a low-hanging branch can be done by anyone. Trying to scale the fence while toting an unconscious friend, or climbing to the top of a 50' tree, however, requires a dice roll.

Herbalism. This skill is used to fashion healing and poison-neutralizing poultices and broths. The ingredients are a few ounces of exotic herbs which to heal Body damage are prepared as a poultice. If needed to neutralize poison, the herbs are instead made into a broth that is fed to a character not actually slain by the poison. In the first case, a successful roll heals a total of 1D6 Body points. In the second, a successful roll neutralizes the poison effects within 10-60 minutes. However, the skill may not be adequate to restore certain exotic damage. The talent is otherwise similar to the regular skill, except that it can be used on animals as well as people.

Regardless of success or failure, use of *herbalism* expends the required healing herbs.

Adjustments to the skill:

IQ. A good IQ aids in the performance of this skill.

Attempting to heal a disease. *Herbalism* also can be used to heal normal diseases in D4+1 days, although the character's skill at doing so is halved. However, if the disease is magical or very exotic, special herbs may be required which the character may not have access to. (i.e. a quest will be needed to locate them.)

Tracking. This skill permits the woodsman to follow a creature's trail. The base percentage presumes the tracking is done on terrain showing an occasional sign of a creature's passage—broken twigs, foot indentations, etc.

This skill also allows a woodsman to identify tracks he encounters if he rolls his base tracking percentage, provided he would be familiar with the creature type and the signs of its passing. A skill roll can also convey knowledge of how old a trail is.

Adjustments to the skill:

IQ. A good IQ is an asset in the performance of this skill.

Number of creatures being trailed. If more than one creature is being trailed, each extra track-maker adds 5% to the woodsman's chances.

Length of time the trail has cooled. Each hour elapsed between the target's passage and the woodsman's picking up the trail deducts 3% from his chances of following the trail.

Quarry's hiding tracks. If the creature being followed takes deliberate steps to hide its trail, 25% is deducted from the character's chances. Note, though, that one seeking to cover his tracks is reduced to one-quarter movement.

Terrain. Employment of the skill over more difficult terrain, such as over rocks, through a stream, etc., halves the chances of following the trail. Following a creature through very soft ground doubles the chances. Attempting to track something through a dungeon or cave quarters the chances.

Light. The base skill presumes a good light source. The chances are halved in dim lighting conditions.

Table 10 is a quick reference for this skill.

Table 10—Tracking adjustments

Base skill
XX%—adjusted by:
IQ bonus or penalty.
+5 per creature above 1 being trailed.
-3 per hour the trail has grown cold.
-25 if quarry attempts to hide trail.
Halve adjusted skill if trailing over difficult terrain.
Double adjusted skill if trailing over soft terrain.
Quarter adjusted skill if trailing through dungeon/cave.
Halve adjusted skill again if trailing under poor light.

Note that the tracker's movement is halved unless the trail is clearly visible (i.e. in soft ground, or otherwise easy to follow). The percentage is checked hourly until the woodsman catches up with his quarry or loses the trail. Once lost, only one attempt can be made to relocate the trail, this being through the woodsman's first making a Luck roll and then the *tracking* percentage.

Stealth. As the assassin skill.

Assassin blow. As woodsmen are adept at ambush and stealth, they possess the equivalent of the assassin skill.

Explanation of special abilities

A. Area knowledge. When a woodsman is created, the player, with GM approval, specifies on a map exactly where in the campaign world the character is from. At 1st level, the woodsman is presumed to have 90% knowledge of his home area for a distance of two days' walk over rough terrain (i.e. a 20-mile radius). Thus, he is familiar with most every tree, rock, cave, inhabitant, and all trails falling within the circle. From a radius of between 21 to 40 miles, this degree of knowledge drops to 20%. Beyond a 40-mile radius, the woodsman knows only what the GM determines.

B. Identify drinkable water. At 2nd level, the character can identify potable water.

C. Combat skill slot. Self-explanatory.

D. Set snares/dig pits. While woodsmen of any level can set simple animal traps, upon reaching 5th level, the woodsman may set snares or dig pits to entrap or harm intelligent creatures. These traps are camouflaged with their surroundings and can only be found by magic, a suspicious character making a *detrap* roll, or something probing the ground with a long object. Pits may be fitted with spikes or other harmful things, and a creature walking upon them will fall in.

Something passing within five feet of a snare must make a Luck roll or be left hanging. (Thus, snares are considered to have a 10' area of exposure.) The length of time necessary to fashion such traps is four minutes per cubic foot of a pit, and 10 minutes for a snare. (Obviously, the pit must be large enough for the creature it is to hold, and the snare must be able to support the weight.)

This talent also permits the woodsman to try and detect such outdoor traps. In doing so, the character must quarter his movement rate and an IQ roll to determine success is made by the GM each time the woodsman approaches within five feet of the trap's area of exposure. Detrapping requires no tools and is usually accomplished by tossing a heavy object at the trap to activate it.

E. Rope skill. Although familiar with basic knots from early levels, woodsmen at 7th level learn a number of exotic knots and uses for ropes. Such things as slings, lean-tos, rope ladders and the like can easily be fashioned within 30 minutes, and the character may also use his skill with ropes to assure a bound creature cannot possibly work itself free short of magical means or a unique escape skill. Also, the character can note the tensile and working strength of ropes, and the effectiveness of any safety lines. Thus, any resistance or Luck rolls made involving a safety line rigged by a woodsman are done with a bonus of 2 or 10% as appropriate.

F. Identify plants. At 8th level, the woodsman may identify any sort of plant, fungus or herb—including exotic ones, provided they are native to the type of lands he grew up in.

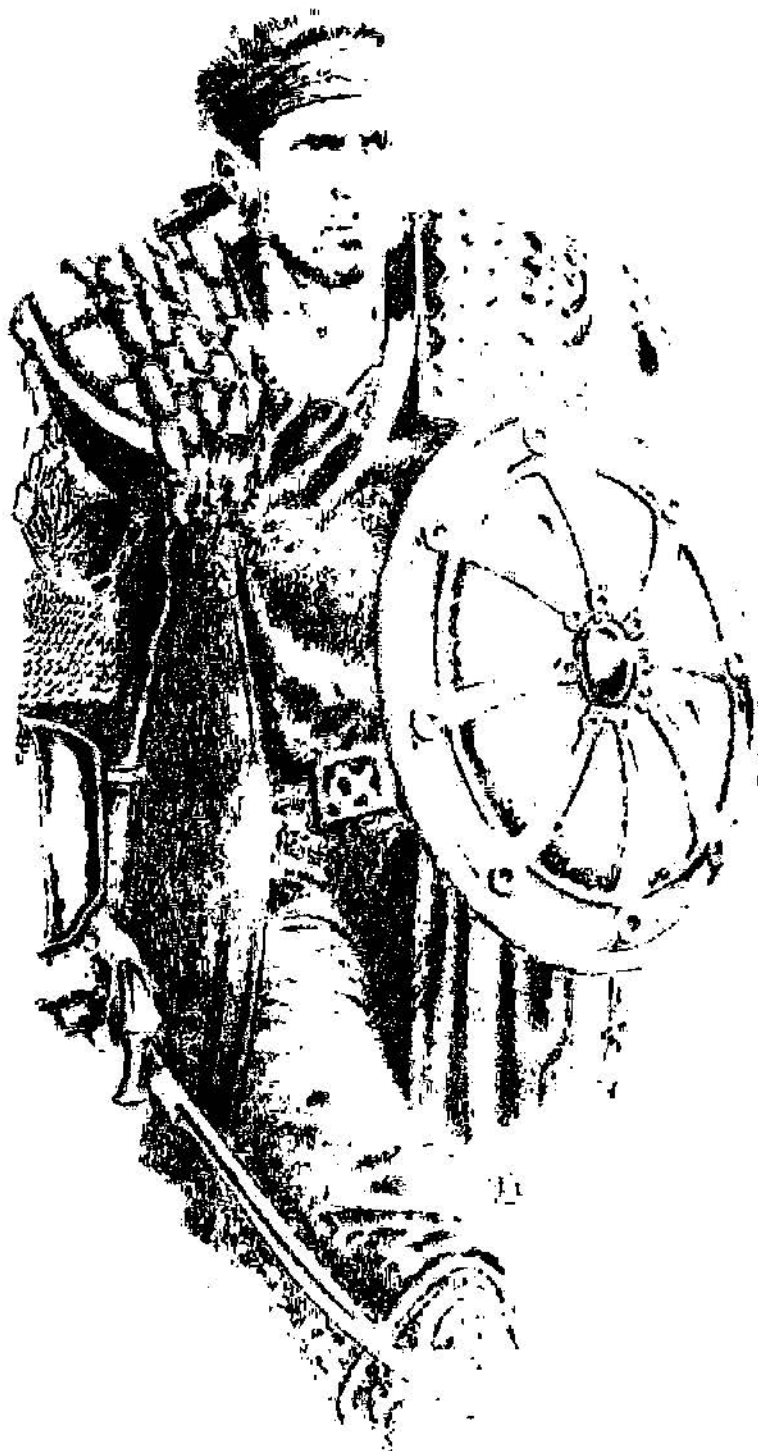
G. Extra attack.* At 9th level, the woodsman makes two attacks each turn.

H. Animal handling. At 10th level, the woodsman acquires the ability to handle animals. With respect to this, the character first of all gains +20% to any reaction roll made by normal animals (not including monsters), provided he attempts to soothe or befriend them. The woodsman may also attempt training normal animals to obey commands or perform tricks. To do so, he must spend at least one day trying to teach the beast. At the end of the day, the animal makes an IQ roll which if successful indicates it has been taught.

I. Followers. On reaching 12th level, the woodsman gains up to 12 levels of followers. These are chosen by the GM, and they can range from one or more animals of exceptional (i.e. double normal IQ) intelligence, to several peasant families seeking to appoint the character as their village elder. (Each family includes a non-rated or 1st level husband and counts as one level of followers.) So long as the woodsman treats them well, these followers will be absolutely loyal.

J. Extra attack.* Upon reaching 15th level, the woodsman makes three attacks each turn.

* A woodsman fighting two-handed makes but one attack with the off-hand weapon.



Tricksters

Tricksters rely on stealth, glibness, or sleight-of-hand to survive in a hostile world. Because of this, they acquire a wide array of skills that are sometimes augmented by limited magic use, often making them the most enjoyable characters to game. This versatility, however, tends to be expensive, and so tricksters as a rule require more points to advance in level than do other professions.

THE ASSASSIN



The assassin (or bounty hunter) is a person skilled in infiltration, spying, and the elimination of enemies in a surreptitious manner. He is not, as some believe, a senseless killer any more than a cutpurse by profession must be an indiscriminate robber. Nor must an assassin hold to Evil ethics. In general, the profession merely represents one whose talents are based on stealth and ambush. And for all the ignominy associated with the profession, assassins can

greatly aid an adventuring party, providing superior combat and trap-handling support compared to their cutpurse counterparts.

The background & purpose of the assassin

Assassins—that is those who are trained to spy, infiltrate and kill if necessary—have existed from the beginning of time. They are to be found in every nation upon Islay, although the philosophies behind the profession are as varied as those who practice them. In Arwin, for example, whole secret societies of assassins exist. Many of these groups make the skill of assassination a religious art, tying it to the worship of certain deities, and acting at the behest of their spiritual leaders to eliminate infidels perceived as a threat. In Ashvryl, elves of this profession are closely tied to their king, keeping honed the skills necessary for spying, should war ever again be forced on them. In Hocwrath, assassins are loosely-organized bounty hunters and murderers available to the highest bidder, it being just one more profession to be exploited. But the best-organized and most skilled assassins are to be found in Freeport. There, under the shadow of Mt. Firepeak, and beneath the city in a gigantic underground warren of buried city blocks, those of this profession have mastered the art of spying, slaying or capturing, with the guildmasters providing skilled individuals or teams of assassins to those on the continent wealthy enough to afford them.

In the case of an assassin character, it is likely he or she learned the skills from a parent who acquired them in like fashion or by serving in the military as a spy, scout, or bounty hunter.

Races best suited for assassins

Dwarf, elf, half-elf, human

Places of origin best suited for assassins

Andor, Arwin, Freeport, Hocwrath, Naz-Al, Torrencia

Armour & arms

Assassins may employ any sort of shield or armour (with penalties to their skills). The weapons they use include:

Blowgun, bow (recurved), dagger, + one weapon of the player's choosing

Initial number of combat skill slots: 2

Additional combat skill slots gained: 1/3 levels

Cost for inappropriate weapons: 2 slots

Unskilled attack penalty: +2

Magic items allowed

Assassins may employ magic items allowed tricksters.

Level limitations and dual-profession options

Race	Character IQ								(suggested) Dual-profession options					
	13/less	14	15	16	17	18	19	20	Sar	Wdsmn	Rog	Drd	Nec	Wtch*
LEVEL LIMITATIONS														
ELF	10	11	12	13	14	15	19	20		x		x		x
HALF-ELF	12	13	14	15	16	17	18	20		x	x	x	x	x
DWARF (other)	9	10	11	12	13	14	15	20			x			
HUMAN	14	15	16	17	18	19	20	20	x	x	x		x	x

* Dual-professioned witch/assassins are limited to females.

CHAPTER TWO-Character professions (the Assassin)

Level table

Skill level	Level points	Climb. (St)	Conclmt. (IQ)	Detrap (IQ)	Disg. (St)	Info. (Ch)	Lock-pick (Ag)	Stealth (Ag)	Assn. blow	Special abilities
1	0-2,800	50%+	25%+	25%+	25%+	25%+	25%+	25%+	+1	
2	2,801-8,400	D6%	D8%	D8%	D8%	D8%	D6%	D8%	+2	
3	8,401-16,800	D6%	D8%	D8%	D8%	D8%	D6%	D8%	+3	
4	16,801-31,300	D6%	D8%	D8%	D8%	D8%	D6%	D8%	+4	A
5	31,301-52,300	D6%	D8%	D8%	D8%	D8%	D6%	D8%	+5	
6	52,301-84,500	D6%	D8%	D8%	D8%	D8%	D6%	D8%	+6	
7	84,501-128,000	D6%	D8%	D8%	D8%	D8%	D6%	D8%	+7	A
8	128,001-198,000	D6%	D8%	D8%	D8%	D8%	D6%	D8%	+8	
9	198,001-314,000	D6%	D8%	D8%	D8%	D8%	D6%	D8%	+9	B
10	314,001-464,000	D6%	D8%	D8%	D8%	D8%	D6%	D8%	+10	A, C
11	464,001-674,000	D6%	D8%	D8%	D8%	D8%	D6%	D8%	+11	
12	674,001-974,000	D6%	D8%	D8%	D8%	D8%	D6%	D8%	+12	D
13	974,001-1,274,000	D6%	D8%	D8%	D8%	D8%	D6%	D8%	+13	A
14	1,274,001-1,574,000	D6%	D8%	D8%	D8%	D8%	D6%	D8%	+14	
15	1,574,001-1,874,000	D6%	D8%	D8%	D8%	D8%	D6%	D8%	+15	
16	1,874,001-2,174,000	D6%	D8%	D8%	D8%	D8%	D6%	D8%	+16	A
17	2,174,001-2,474,000	D6%	D8%	D8%	D8%	D8%	D6%	D8%	+17	
18	2,474,001-2,774,000	D6%	D8%	D8%	D8%	D8%	D6%	D8%	+18	
19	2,774,001-3,074,000	D6%	D8%	D8%	D8%	D8%	D6%	D8%	+19	A
20	3,074,001+	D6%	D8%	D8%	D8%	D8%	D6%	D8%	+20	

Explanation of skills

Climbing. As the woodsman skill.

Concealment. This talent permits the assassin to duck behind an object at least half as wide as he, or within a darkened area, and not be noticed. Obviously, the skill cannot be used under direct observation. While the GM may permit the player to roll his own dice, the character always presumes his hiding is successful and must be played accordingly. The skill can also be extended to small objects, such as palming a gem without being noticed, keeping a dagger hidden from sight, camouflaging a pit, etc.

Adjustments to the skill:

Armour. Wearing armour or carrying a shield penalizes the skill by 10% per (base) armour rating; and the shield deducts 5%, 10%, or 15%.

Attire. Obviously it behooves the assassin to wear dark clothing if trying to be inconspicuous in a shadowed area. One donning a ninja suit or similar dark attire gains a 5% bonus to this skill. Lacking this, darkening the exposed areas of skin with soot will substitute for wearing dark clothing, although its bonus is not cumulative with the former. This bonus does not apply if one is using an object to hide behind.

IQ. A good IQ also aids the character in the performance of this skill.

Detrap. When the character suspects an object or area is trapped, a single roll is made by either the player or GM. Success results in the trap--if present--being found and neutralized. (Note, however, that some traps could be constructed in such a way that they just cannot be *detrapped*. Such traps cannot be avoided at all if touched, their purpose being only to harm anyone contacting them.) Failure indicates the character missed any traps that were there. Some traps, it should also be pointed out, are especially well constructed or tricky, and this can halve or quarter the chances of neutralizing them. The sorts of traps that can be neutralized include small mechanical ones, floor pits, or *sigils/runes* placed upon objects--i.e. magical traps. Note that this skill in most cases requires the use of tools. Also, on occasions he desires to set small mechanical traps, the chance of doing so equals the assassin's *detrap* skill. If there is more than one trap, the GM should secretly determine whether the second and succeeding traps were neutralized by the character.

Adjustments to the skill:

Armour. Again, armour restricts the character, penalizing the skill by 10% per (base) armour rating. In nearly every case, the assassin, if armoured, will lay aside the shield, so it usually plays no part in things.

IQ. A good IQ aids in overcoming traps.

Note this skill also supersedes a character's normal chance to locate secret panels, although a separate roll is needed to deal with any traps.

Disguise. Through employment of this skill, the assassin may alter his or

her physical appearance and take on a convincing persona patterned after another race, profession, age-group, etc. Simple disguises, like coloring one's hair, need not be rolled for. More difficult alterations, such as a young person guising as an aged beggar, or the assassin attempting to pass himself off as a necromancer, require a dice roll that is affected both by his IQ and the complication of the disguise. Failure of the percentage may cause suspicion to be cast upon the performance.

Adjustment to the skill:

Character attempts to pass himself off as another race: Skill percentage halved. (Note that elves and half-elves may guise as either race without penalty, as can dwarves and gnomes.)

Character attempts to pass himself off as another sex: Skill percentage halved.

Character attempts both of the above: Skill percentage quartered.

Character attempts to appear noticeably younger/older: -30% to base skill percentage.

Character attempts to alter Appearance score: -10% to base skill percentage per point of alteration (to a minimum/maximum of 1 or 20).

IQ. A good IQ aids in the performance of this skill.

Note that the more difficult disguises require use of a kit costing 20 gd with a weight of 10 lbs. Further, obviously ridiculous disguises, such as a dwarf seeking to masquerade as an elf, cannot work regardless of skill.

This skill may also be used to disguise another person, although no ability to act in a convincing manner is imparted to the recipient.

Information. This skill aids the character in obtaining information of various sorts. Often, such data is provided by "street" contacts, requiring an expenditure of 1D4 gd for drinks and tips. The information gained is limited to that which might be known by the street culture of a particular area.

Adjustments to the skill:

Exactness of the information desired. If the information sought is only of a common nature--for instance, what time the Watch make its rounds--there is no adjustment to the roll. Information of an *uncommon* nature--such as how one makes contact with the local thieves guild--halves the character's chances of making the roll. Information of a *very uncommon* nature--for instance, whom on the Watch may be bribed--quarters the character's chances. (Note these penalties apply against the totaled skill percentage, including any Charm adjustment.) Yet the GM should keep in mind that the roll is intended only if the character seeks highly specialized information from unspecified sources. A local street merchant, for example, might well know and impart the location of a reputable inn without need for a dice roll. In the same way, a character could easily check with his guild on the Watch's movements without having to roll dice. A non-guildsman seeking the same data, however, would have no recourse but to make a skill roll to get the same answer. The price for missing the roll is left to the GM's discretion. He might fail to get anything for his money with no other repercussions, or....

Charm. Any Charm adjustment affects the skill percentage.

CHAPTER TWO-Character professions (the Assassin)

Lockpick. This is similar to the *detrap* skill in that the same tools are often used. Also, some locks can be especially well made—or sticky—and this can unfavorably modify their chances of being picked (halving or quartering the assassin's chances). If the character fails to pick the lock, he must advance in level before trying again—or he may resort to magic if a spellcaster.

Adjustments to the skill:

Armour. As always, armour penalizes the skill by 10% per (base) AR. And again, a shield can also lower the skill percentage, though it's usually lain aside during the attempt.

Agility. A good Agility aids in the performance of this skill.

Stealth. This important skill is employed when the character seeks to move quietly down a hallway, slip unnoticed past an open door, duck down an alley when guards suddenly approach, etc. Thus, *stealth* covers more than just one specific act, though it doesn't substitute for other skills. (A successful *stealth* roll would not permit the assassin to pick a pocket!) But the GM may call for a *stealth* roll when the character intends doing something surreptitious. In using the skill, the assassin must quarter any movement. Also, the GM should note that under some conditions a *stealth* roll just won't work. An assassin could not, for example, sneak down a well lit hallway with guards looking in his direction! However, if they momentarily divert their attention...

Adjustments to the skill:

Armour. Wearing armour or carrying a shield penalizes a character trying to be *stealthy*. The penalty equals -10% per (base) armour rating of the attire, and -5%, -10%, or -15%, depending on the shield's size. A leather jerkin, for example, has an armour rating of 1. Therefore, 10 percentiles are deducted from the skill. Were one carrying a large shield, he would deduct 15 more percentiles, or 25% total. Note there is never a lessening of the penalty if the armour is magical, or if the character's armour rating is lowered by a good Agility.

Agility. Agility can also aid or hinder an assassin trying to be *stealthy*.

Assassin blow. Certain professions, especially the assassin, are trained to deliver a critical blow when the target isn't on guard. This is accomplished by a strike into a vital area, and the damage inflicted is Body damage. The number shown under the heading is the amount of extra damage added to that of the weapon and any Strength bonus. Example: Roth Daggerspeak, a 5th level assassin, makes an *assassin blow* against an unarmoured 8 Body point/15 Stamina point rogue. Roth is using a magic dagger that inflicts +1 damage, and his roll is a 3. He therefore adds 5 to the 4 points of dagger damage, as shown by the table, for a total of 9 points of Body damage to the rogue. The rogue, while possessing 15 Stamina points, has but 8 Body points, and so he dies with Roth's dagger in his back. Were the man armoured, and therefore entitled to absorption of damage, he might have survived.

The skill is limited in that the attack must be performed by a bladed weapon no longer than a gladius. Also, the victim must either be unaware of or unconcerned with the coming attack. There is no question, for instance, that an assassin striking from an invisible state is entitled to the attack. The situation becomes more tricky if the character seeks merely to move behind a creature who sees him and deliver the blow. The GM therefore should regulate the chances of making an *assassin blow* if the victim is aware of him. (Creatures of low IQ, for instance, tend to respond to direct stimulus. Thus an ogre battling a knight may concentrate on the attacker currently swinging on him rather than another character moving to the side, unlike a human sorcerer who knows the danger posed by a trickster with a knife. In such cases, there is no chance of making the attack from a previously-seen position. The GM may therefore call for a *stealth* roll if he is unsure.) Also, the skill does not work against creatures lacking vital organs. If used against monsters based on a combined BP/SP rating, an *assassin blow* delivers double damage (as Stamina points, remember, are lost in a 1 to 1 ratio with Body points. Hence the double damage. Otherwise, the damage is still treated as Body damage in the case of separating Body and Stamina points). Someone performing an *assassin blow* is entitled to the damage bonus only on the first attack. Subsequent melee is performed normally. Finally, regardless of the number of attacks usually allowed in the turn, a character who *assassinates* may take but one attack during his combat phase.

It is also possible to employ the talent with a missile weapon under the following conditions:

The target must be unaware of or unconcerned with the attack.

The weapon must be a hand axe, dagger, bow or crossbow.

The weapon must be a *primary* arm.

The missile must be discharged within 30' of the target.

Two points must be deducted from the damage for each 10' of distance separating attacker and target.

Note that bonuses from another profession can never be applied to the attack or damage of an *assassin blow*. Thus, a rogue/assassin with *weapon expertise*, as one example, would discount his attack and damage bonuses imparted from the rogue profession.

It will be noticed that an armoured character is greatly hindered in the performance of his skills. The GM should therefore keep a close eye on those who go around in armour and then try to avoid the spirit of the ruling by stripping whenever they attempt using a skill. Such characters will spend quite a bit of time in the pursuit—time that could well see a monster make an appearance while they are half-dressed, and therefore virtually helpless! Also, while *detrapping* or *lockpicking* is possible while wearing gloves, these provide no real protection from poison needles apart from a bonus factor of 1 to a resistance roll—and that only if a Luck roll is first made. Further, the wearing of gloves penalizes the two skills by 5%.

Explanation of special abilities

A. *Combat skill slot.* Self-explanatory.

B. *Extra attack.** On reaching 9th level, an assassin character makes two attacks per turn.

C. *Form Guild.* Upon reaching 10th level, the assassin may form a group of followers. This requires the character curtail adventuring, for running the guild will occupy most of his or her time.

After deciding to form a guild, the character will attract 2D4 1st level followers, one of whom is chosen to be the guildmaster's chief assistant. This assistant may be played as a back-up character, although the GM may later step in and take control over him, based on the nature of the assassin's guild and the campaign's direction. In determining the make-up of the followers, Table 11 should be checked with percentile dice.

Table 11--Race & professions of followers

01-70: Human--Place of origin (optional)
01-60: country guild is formed in
61-65: Torrenia
66-70: Hocwrath
71-75: Freeport
76-80: Sarvia
81-85: Andor
86-90: Arwin
91-95: Avalon
96-00: Krella
71-80: Dwarf
81-85: Gnome
86-95: Half-elf
96-00: Elf
01-75: Single-professioned
76-00: Dual-professioned

Note that large guilds hire mercenaries of various professions for versatility.

D. *Poison-fashioning.* Although familiar with handling poisons from early levels, 12th level assassins learn how to create various poisons, including poison potions (if the character has skills as a spellcaster). The cost varies with the types used in the campaign. To determine success, the assassin must make an IQ roll. Failure at GM discretion can result in no effects, a bonus to resistance rolls, etc. Toxins taken from monsters require no die roll to recover.

* Assassins fighting two-handed make but one attack with the off-hand weapon.

Assassin etiquette

Throughout Islay, an unofficial code has been developed amongst assassins from different regions so that they may discreetly communicate with each other. The communication is accomplished while the assassin dines or drinks at an inn or tavern where guild member assassins he doesn't know may likewise be. A dagger and sheath are placed to the assassin's side, and the message conveyed varies with their precise location as shown hereafter.

Dagger sheathed, with scabbard point toward assassin's heart: Assassin just passing through area.

Dagger half unsheathed, with scabbard pointing toward assassin's heart: Assassin wanting to contact guild in order to find work.

Dagger unsheathed atop scabbard, with blade pointing toward assassin's heart: Assassin on assignment; desires to register with guild to avoid infringing on territory.

Dagger unsheathed, with scabbard pointing toward assassin's heart and blade lain atop it at right angle: I carry a message from another guild.

Local assassins spotting communication of this sort usually try and make eye-contact, and if any sort of acknowledgement is made, a guild officer is informed, who later meets with the newcomer.

THE BARD



A much respected occupation throughout Islay, bards are popular for their lesser talents of musicianship and storytelling. Their greater power lies in being able to duplicate various spell effects through the use of magical spell-songs rather than actual spellcasting. Most hail from Avalon, though bards are seen just about everywhere. Elves particularly find fascination with this profession, delighting in the idea of mixing magic and music. Bards are even found within the Norselands, where they are known as *scalds*, although their culture is markedly different and their knowledge is limited to their native lands.

The background & purpose of the bard

While early forms of the profession existed within Hocwrath before some inhabitants migrated to found Avalon, true bards are said to have originated in Avalon during the First Age. Their unique magical talents with instruments are thought to have been largely undeveloped in the early centuries of their existence until the rising of the master bard Dellentharr, who refined magic use through music, becoming known as the father of his profession.

After Dellentharr, together with the legendary druid Myrfyr, met his end battling the Triad, the bards entered the Second Age in overall charge of Avalon's government, holding to the tradition that each successive monarch would alternate in training as a bard or druid. From that point, their institutes grew in number and sophistication, and today bardism is a highly refined art. Even so, the traditional wandering minstrel is still to be seen throughout Islay.

Often, bards chronicle the oral history and traditions of people and places they find interesting. Thus, a bard may become fascinated by a region and its inhabitants. If no other bard oversees the area, or if the lands were formerly under the eye of his master, the inheritor bard, through good works and reputation, can become acknowledged as patron of the area. The common folk will look to him as a potential advocate to the local nobility, and he may also act as an arbiter of disputes if no magistrate is available to perform this function.

To nobles, the local bard can be an unofficial stamp of approval upon a lord's right to rule. Possessing as he does knowledge of genealogies and deeds of noble families, the bard frequently is in a position to note whom may lay proper claim to fealty over an area, and whom is a usurper.

There are generally two backgrounds for bards: in the first, a player bard may have departed from one of Avalon's institutes to find his own way in the world. Traditionally, such institute-trained bards tithe 10% of all acquired valuables to the institute to help it remain open--and to pay for the privilege of being able to return and use reference or other facilities. "Friendly" rivalry between alumni of differing institutes is also commonplace amongst bards, and thus a bard will usually support his alma mater in any way possible.

In another background, an aging minstrel might search for one or two students he feels worthy to receive his knowledge and tutelage. Thus, the character may have spent a number of years studying under a master, finally departing upon the teacher's death, or at the point he has been sufficiently prepared.

Races best suited for bards

Elf, half-elf, human

Places of origin best suited for bards

Ashvryl, Avalon

Armour & arms

Bards may don leather or softer armour + shield. Those weapons appropriate to the profession include:

Dagger, + two weapons of the player's choice

Initial number of combat skill slots: 2

Additional combat skill slots gained: 1/4 levels

Cost for inappropriate weapons: 2 slots

Unskilled attack penalty: +2

Instruments

Each bard will play two or more instruments by which they perform magic. Their playing of these instruments is considered to be at *masterful* levels.

Initial number of instrument skill slots: 2

Additional instrument skill slots gained: 1/4 levels

Bard characters may also purchase instrument proficiency from the general skills list. Assuming 50 points are spent to acquire *masterful* skill with an instrument, it may be used to perform spell-songs.

Optional game variant: Although it is presumed that a bard is gifted with a good singing voice, to flavor the campaign, GMs may consider allowing bard characters to spend an instrument skill slot to acquire *virtuosity*--a unique voice that functions as a wind instrument for purposes of casting general spell-songs. If this option is allowed, subsequent instrument skill slots may be placed in the voice to let it function as a specific wind instrument in order to perform spell-songs appropriate to that instrument. Example: Kern the bard at 1st level expends an instrument skill slot to gain *virtuosity*. His voice thus functions as a wind instrument for purposes of invoking general spell-songs. At 5th level, Kern expends his new instrument skill slot to let his voice function as though he were playing a flute. Thus, by singing alone, he could invoke the spell-song *rope snake*.

Magic items allowed

Bards may employ items allowed tricksters or spellcasters.

CHAPTER TWO-Character professions (the Bard)

Level limitations & dual-profession options

Race	Character IQ						(Suggested) Dual-profession options		
	15/less	16	17	18	19	20	Wdsmn	Drd	Wtch
LEVEL LIMITATIONS									
HUMAN (other)	14	15	16	17	18	20	x	x	x

Level table

Skill level	Level points	Miscellaneous			Performance	Trivia	Song slots					Special abilities
		(Special)			(Ch)	(IQ)	1	2	3	4	5	
1	0-2,600	20%+			25%+	20%+	2					
2	2,601-7,800	D6%			D8%	D6%	4					
3	7,801-16,800	D6%	20%+		D8%	D6%	4	2				
4	16,801-31,300	D6%	D6%		D8%	D6%	6	2				A
5	31,301-56,800	D6%	D6%	20%+	D8%	D6%	6	4				B, C
6	56,801-95,900	D6%	D6%	D6%	D8%	D6%	6	4	2			
7	95,901-145,400	D6%	D6%	D6%	D8%	D6%	6	6	2			A
8	145,401-235,400	D6%	D6%	D6%	D8%	D6%	6	6	2	2		
9	235,401-379,400	D6%	D6%	D6%	D8%	D6%	6	6	4	2		B, C
10	379,401-584,400	D6%	D6%	D6%	D8%	D6%	6	6	4	2	2	A, B, D
11	584,401-846,900	D6%	D6%	D6%	D8%	D6%	6	6	6	2	2	E
12	846,901-1,146,900	D6%	D6%	D6%	D8%	D6%	6	6	6	4	2	
13	1,146,901-1,446,900	D6%	D6%	D6%	D8%	D6%	8	6	6	4	2	A, B, C
14	1,446,901-1,746,900	D6%	D6%	D6%	D8%	D6%	8	8	6	4	2	
15	1,746,901-2,046,900	D6%	D6%	D6%	D8%	D6%	8	8	8	4	2	F
16	2,046,901-2,346,900	D6%	D6%	D6%	D8%	D6%	8	8	8	4	4	A,
17	2,346,901-2,646,900	D6%	D6%	D6%	D8%	D6%	8	8	8	6	4	B, C
18	2,646,901-2,946,900	D6%	D6%	D6%	D8%	D6%	8	8	8	6	6	
19	2,946,901-3,246,900	D6%	D6%	D6%	D8%	D6%	8	8	8	8	6	A
20	3,246,901+	D6%	D6%	D6%	D8%	D6%	8	8	8	8	8	



CHAPTER TWO-Character professions (the Bard)

Explanation of skills

Miscellaneous. Because of their travels and experience, bards observe many different things. Thus, at 1st level they may choose a desirable skill from another profession of interest to them—*tracking*, *pickpocketing*, *stealth*, *read text*, etc. The skill must not fall within another profession's *special ability* category, and it must be one which relies on rolling percentile dice to note success. (Should the bard choose a sorcerer's *field of knowledge*, note that he receives but one such field; others are not automatically gained.) At 3rd level, and again at 5th, the bard may pick another *miscellaneous* talent (the bard's skill percentage is also affected by his stats if appropriate).

Performance. Bards are adept at weaving a tale, singing a ballad, or performing tricks to entertain onlookers. A skill roll is required only if the character tries an outstanding display, and making the roll places onlookers in a favorable disposition. In practical terms, a successful *performance* roll after a night's entertaining at an inn will net the bard 1D6 gd in tips. Failure means only that the crowd was unimpressed (and no tips were gained). At other times, a bard may find himself asked to entertain at an important banquet. The usual hire for a professional bard is 10 gd per skill level. In the case of a PC bard, the GM must determine when or if his services are sought out.

The talent can also aid in negotiation, although a bard must spend at least D4+1 minutes in conversation with the one whom he seeks to impress. *Performance* cannot be resorted to in combat or after the bard has shown himself to be an enemy. Otherwise, making the skill roll moves a person's reaction to the bard (as based on Table 6 in the section under Charm) up one category.

Performance is different than the gypsy skill of *fast-talk*, which employs confusion and deception. Instead, *performance* relies on the bard's natural charisma and glib tongue to place him in a position where those he encounters will naturally desire to aid him. This doesn't confer control over the target, who will remain true to its ethics and responsibilities. But the object of the bard's attention will see the character in the most favorable light possible. Example: the Watch catches Saralynne the bard sneaking out of a sewer that is generally off limits to civilians. For the next 2-5 minutes, she apologizes to the sergeant, explaining who she is and adding she was unaware the sewers were closed, for she was only trying to recover a ring that fell down a storm drain (a lie). Making her *performance* roll results in the sergeant's believing the story. He thus accepts Saralynne's explanation, lectures her, then allows her to leave without further incident (something within his authority to do if he doesn't suspect unlawful activities—otherwise, he would reluctantly take her to his superiors). A gypsy seeking escape through *fast-talk* would probably distract the Watch into looking inside the sewers by claiming a monster was there—then he'd slip away. A moment later, the Watch would realize they'd been tricked and come after him. If he managed to elude them, the sergeant would still mark the gypsy's face in his mind—possibly resulting in future problems. Thus, the difference between the two skills is that *performance* results in long-term benefits while *fast-talk* lasts but a short time.

Adjustments to the skill:

Charm. The bard's Charm affects his expertise in the skill.

Last of all, note that one's *performance* skill cannot exceed 95%.

Trivia. Also from their travels, bards acquire a wide variety of trivial knowledge. This can range from information regarding historical subjects, to bits of general information on people, places and things. Example: Saralynne enters a long-abandoned temple. Examining some of the artifacts and making a skill roll, she realizes this was a temple to Istari. Putting that together with the location, she recalls hearing a story of such a temple being abandoned after defilement by an Andoran necromancer.

A few days later, Saralynne and her friends encounter a knight and his retainers. Making a *trivia* roll when noting the device on the knight's shield, she realizes this is Duke Raymond, a distant cousin to the King of Torrencea.

Trivia imparts no details regarding magic items unless they are of legendary origin. Example: a bard is asked about a wand with a head of bone carved in the form of drake. After a successful dice roll by the player, the GM informs him the character recalls hearing of a wand capped with a head of dragon bone that belonged to Toronto, a famed Hocwrathian sorcerer who adventured throughout Andor and Hocwrath some 50 years earlier. According to the story, Toronto disappeared on an expedition into the Land of Shadows. His wand is said to be capable of inflicting great harm upon drakes by emitting powerful bolts of electricity. Thus, while the skill might divulge some historical details about a famous magic item, it does not substitute for spells such as *detect*

enchanted aura, etc. Certainly it is of no use in learning anything about a mundane magic item.

Adjustments to the skill:

IQ. The bard's IQ affects his expertise in this skill.

Explanation of special abilities

A. Language. At 4th level, and each three levels thereafter, the bard gains general fluency in a language of his choice, including the ability to read and write it. "Monster" languages may be obtained only with GM approval.

B. Combat skill slot. Self-explanatory.

C. Instrument skill slot. Self-explanatory.

D. Apprentice. Anytime after reaching 10th level, the bard may take on an apprentice. This is treated as a retainer, which may be adopted by the player as a back-up character. While he remains with the master, the bard must see to the basic needs of the apprentice. Upon his reaching 5th or higher level, he may depart the teacher to make his own way in the world if he wants.

E. Extra attack.* At 11th level, a bard makes two attacks each turn.

F. School. On reaching 15th level, the character becomes a **Master Bard**, and as such may open an institute, attracting 10D4 1st level students. In doing so, a cost expenditure of at least 10,000 ounces of gold must be made for land, buildings, and equipment. Thereafter, the yearly upkeep equals 100 gd per level of the students. If it is built within Avalon, the character must obtain permission to open the institute, and swear absolute loyalty to the Queen and her descendants. Thereafter, he is appointed to the Council of Advisors, a largely ceremonial position. (Note also that by tradition a master bard often keeps his face masked.)

* A bard fighting two-handed makes one attack with the off-hand weapon.

Bards & spell-songs

As noted, bards employ magic spell-songs. These are handled in the same way as spells. When the bard wishes, he effects the magic by playing his instrument a certain way. Not all songs, it will be observed, are playable on every instrument.

Following is a list of known bard songs, with a percentile formula for random determination, and a listing of what sorts of instruments can play them. Other than a handful of unique songs listed in bold print, it will be noted that most of these songs duplicate the effects of various witch, druid and necromancer spells. *Finger of amnesia*, for instance, affects one failing the IQ roll even though the bard relies on his playing to achieve the effect rather than concentrating and pointing his finger at the target.

There may be differences in running time or function, and these are noted. Also, the playing time for a spell-song equals one phase per rank, with a minimum of one phase of playing required even for spells normally with an *instantaneous* casting time. In other cases, the playing time for a song is indefinite, and all effects last until the bard ceases to play. Such songs activate their effects on the same phase as would the normal spell. Ingredients generally are not required unless the spell enchants some sort of item. Songs that are playable on all instruments are listed in *italics*.

Beginning bards start with two randomly determined 1st rank songs, and one chosen with GM approval. Thereafter, they may find others over the normal course of events and also acquire a random spell-song within the range usable by them, each time a level is gained. It is the bard's choice as to the song rank, unless a particular rank song is needed to perform songs of a higher level than the character already owns. All songs are kept within books.

Finally, *sound dampening* is the great bane to bard magic.

Optional game variant: Some GMs may favor a more traditional means of spellcasting. In this case, the bard may be treated as a normal spellcaster and permitted to cast spells in the usual fashion, presuming the ability to learn magic is acquired over the course of his travels. The running time for spells cast then remains unchanged, and in the case of the special bard songs equals 1 minute/level.

Optional game variant: Groups who feel the song-playing system as presented is too complicated may drop the idea of limiting certain songs to specific instruments and allow any spell song to be played on any instrument.

CHAPTER TWO-Character professions (the Bard)

1st rank	2nd rank
01-04 Alter garb (W1)--wind. 05-08 Beguile (W1)--stringed. 09-12 Conjure animal (W1)--stringed. 13-16 Detect enchanted aura (W1)--any. Running time: WBP* 17-20 Disenchantment (W1)--any. 21-24 Finger of beckoning (W1)--wind. Running time: WBP* 25-28 Fire start 29-32 Fog (W1)--wind. 33-36 Light ball (W1)--any. 37-40 Mind shadow (W1)--wind. Running time: WBP* 41-44 Pacify snakes 45-48 Phantom footprints (D1)--stringed. 49-52 Quicksand (D1)--any. 53-56 Rain shield--any. 57-60 Repair (W1)--any. 61-64 Rope trick 65-68 See spirits (N1)--any. Running time: WBP* Note: makes them visible to all 69-72 Shut portal (W1)--stringed. 73-76 Slumber (W1)--any. Running time: WBP* 77-80 Summon wind (D1) 81-84 Trick (W1)--any. 85-88 Unlock (W1)--stringed. 89-92 Wall walk (N1)--stringed. Running time: WBP* 93-96 Whisper (W1)--stringed. 97-00 Reroll or choose	01-05 Befriend animal 06-10 Calm plants 11-15 Echo (W2)--wind. 16-20 Embolden (W2)--stringed. 21-25 Enchant clothing (W2)--any 26-30 Finger or forgetfulness (W2)--any. 31-35 Fire floor (N2)--any. Running time: WBP* 36-40 Fire mites 41-45 Float (N2)--wind. Running time: WBP* 46-50 Lyrazel's tree house (W2)--any. 51-55 Moon rope (W2)--wind. Note: only usable outdoors when moon is present. 56-60 Rope snakes 61-65 Shiver (D2)--wind. 66-70 Smoke cloud (W2)--wind. 71-75 Stone speak (W2)--stringed. 76-80 Whirlwind (W2)--wind. 81-85 Windstep (W2)--wind. Running time: WBP* Note: the playing is silent. 86-00 Reroll or choose
3rd rank	4th rank
01-05 Animate wood (W3)--any. Running time: WBP* 06-10 Awaken dead (N3)--stringed. Running time: WBP* 11-15 Babble (W3)--any. Running time: WBP* 16-20 Bubble (W3)--wind 21-25 Charm (W3)--stringed. Running time: WBP* 26-30 Dispel fear 31-35 Enchant cord (W3)--wind. Running time: WBP* 36-40 Finger of truth (W3)--stringed. Running time: WBP* 41-45 Gnarl (D3)--stringed. Running time: WBP* Note: Range is 5/level, and a touch is unnecessary, though a target gets a Con roll to avoid effects. A random roll is still made to see what is affected. 46-50 Missile reflection (W3)--stringed. Running time: WBP* 51-55 Necromantic bell (W3)--stringed. Note: works by sound wave. 56-60 Night call 61-65 Plant grab (W3)--any. Running time: WBP* 66-70 Shift (W3)--wind. 71-75 Soften material 76-80 Stone form (W3)--stringed. 81-85 Wood form (W3)--stringed. 86-00 Reroll or choose	01-07 Bat swarm (W4)--stringed. 08-14 Create stairway (N4)--stringed. Running time: WBP* 15-21 Finger of doom (W4)--any 22-28 Greater charm--stringed. 29-35 Greater slumber (W4)--wind. Running time: WBP* 36-42 Ice path 43-49 Illusion (W4)--wind. Running time: WBP* 50-56 Neutralize aura (W4)--any. 57-63 Passage (D4)--stringed. Running time: WBP* 64-70 Secret door (W4)--wind. 71-77 Song of the dead 78-84 Vanish (W4)--wind. Note: playing is silent. 85-91 Wall of wood (D4)--stringed. 92-00 Reroll or choose
	5th rank
	01-06 Bind elemental (D5)--stringed. 07-12 Bind nature (W5)--wind. Running time: WBP* 13-18 Calm spirits 19-24 Ethereal vortex (W5)--wind. Running time: WBP* 25-30 Greater disenchantment (W5)--any. 31-36 Ice bridge 37-42 Mistral wind 43-48 Part water 49-54 Plant growth (D5)--stringed. 55-60 Smoke form (W5)--wind. Running time: WBP* 61-66 Thaw 67-72 Tree fort (D5)--stringed. 73-78 Wall of bones (W5)--stringed 79-84 Wind speak (W5)--wind. 85-90 Witch wail (W5)--any. Note: works by sound wave. 91-00 Reroll or choose

* While bard plays

Special 1st rank spell-songs

Fire start

Song rank/type: 1/G
Element: Sonic
Ingredient cost: 0
Playable on: Cittern
Maximum range: 30'
Running time: Special
Resistance roll: Special
Area of exposure: Special

When played, this song causes a small spot the bard selects to burst into flame. If combustibles are targeted, the fire burns until the fuel supply is expended or it is extinguished. Thus, a bard can quickly light a torch, campfire, etc. If instead used offensively, the bard can briefly flame a hand-held object, causing, for example, one to drop his sword thus penalizing his combat phase by 1 while it is recovered. However, a target would gain a Luck roll to avoid the effects. If invoked with the intention of causing harm, the target is allowed an Agility roll to avoid 1D6 points of fire damage. And if the intent is to destroy a flammable item, it gets a resistance roll vs *natural elemental force*.

Pacify snakes

Song rank/type: 1/A
Element: Sonic
Ingredient cost: 0
Playable on: Flute or shawm
Maximum range: 30'
Running time: WBP
Resistance roll: IQ to neg.
Area of exposure: A 60' circle

This song is effective against one or more snakes. Upon its playing, snakes and similar reptiles, starting with those of the lowest level, must make an IQ roll or become pacified, ceasing all movement. The bard may affect one or more snakes whose combined levels do not exceed his own.

Rain shield

Song rank/type: 1/G
Element: Sonic
Ingredient cost: 0
Playable on: Any
Maximum range: 0
Running time: WBP
Resistance roll: None
Area of exposure: Circle 3', +1' wide/level

Through this song, the bard creates an invisible umbrella above his head protecting anyone beneath from being drenched by liquids. While used most often to avoid rain, the *shield* also wards off liquids such as oil or acid poured down from above. It offers no hindrance to solids including liquid or semi-liquid monsters.

Rope trick

Song rank/type: 1/F
Element: Sonic
Ingredient cost: Up to 3 sr
Playable on: Flute or shawm
Maximum range: 10'
Running time: WBP, + 1 minute
Resistance roll: None

Area of exposure: Up to a 30' length of rope

This song enchants a length of rope up to 30' in length, causing it to vertically rise up to its full length and hold firm. While the rope is rigid, it may be climbed by one character at a time weighing under 400 lbs. The rope remains steady for up to a minute after the bard ceases to play.

Special 2nd rank spell-songs

Befriend animal

Song rank/type: 2/A
Element: Sonic
Ingredient cost: 0
Playable on: Stringed
Maximum range: 40'
Running time: 1 hour/level
Resistance roll: IQ to neg.
Area of exposure: 1 animal

By this song, the bard may befriend an animal, excluding a familiar. *Befriended* animals will not harm him, and, in the case of burden or trained beasts, will accept the bard as a rider, or will perform for him.

Calm plants

Song rank/type: 2/A
Element: Sonic
Ingredient cost: 0
Playable on: Any
Maximum range: 40'
Running time: 1 minute/level
Resistance roll: Special
Area of exposure: 1 plant or colony of plants

By this song, the bard may calm an aggressive plant or plant colony, including a nt, assuming an IQ roll is failed. The song is also effective against an area under a *plant grab* spell, and is checked as though *disenchantment* were being applied.

Fire mites

Song rank/type: 2/B
Element: Sonic
Ingredient cost: Variable
Playable on: Any
Maximum range: 0
Running time: WBP
Resistance roll: Special
Area of exposure: A 40' circle

The ingredient for this spell consists of a flame. Upon the song's being played, 10 tiny fire mites from the Nether planes are conjured and may be directed to attack one or more enemies within 20' of the bard. The mites then dance upon their target(s), inflicting 1 point of fire damage per mite, each minute. The damage may only be avoided by a target's making a Luck roll to indicate extinguishment of 1D4 of the creatures that turn. Naturally, exposure to *air steal* or submersion in water kills the mites.

Rope snakes

Song rank/type: 2/F
Element: Sonic
Ingredient cost: 1 sr/length
Playable on: Flute or shawm

Maximum range: Special
Running time: WBP
Resistance roll: None
Area of exposure: One 5' length of rope/2 levels

This spell enchants one or more 3'-5' lengths of rope into snake-like creatures the bard may send to attack enemies within 30'. The stats for the snakes are as follows:

Armour rating: 0
Tactical move: 10'
Level: Strikes as 1
BAR: 15/8/40
BP: 1/level of caster
BP/SP ratio: 1/1
Average stat: 3
Special stat: Agility--15
Attacks: 1
Dmg: 1D4
Ethics: I
Size: S

Special note: Immune to Type A & H spells; take double damage from fire attacks and *magic darts*.

Special 3rd rank spell-songs

Dispel fear

Song rank/type: 3/H
Element: Sonic
Ingredient cost: 0
Playable on: Cornet
Maximum range: Special
Running time: Permanent
Resistance roll: None
Area of exposure: A 30' sphere

By use of this song, the bard may negate the effects of magical fear upon those within 30' of him.

Night call

Song rank/type: 3/D
Element: Sonic
Ingredient cost: 0
Playable on: Any
Maximum range: 0
Running time: WBP
Resistance roll: Special
Area of exposure: A 200' circle

By this song, the bard issues a call to undead within listening distance of the music. The effect is to cause one or more undead whose combined levels do not exceed the bard's (starting with those of lowest level) to approach at normal *tactical* movement to within 10' of the performer, where they will remain motionless for the duration of his playing. Any attempt to restrain, *exorcise*, or harm the monsters immediately ends the power of the song on all affectees.



Soften material

Song rank/type: 3/G
Element: Sonic
Ingredient cost: 0
Playable on: Violin
Maximum range: 40'
Running time: WBP
Resistance roll: Special
Area of exposure: Up to a 10' cube

With this song, the bard alters the molecular structure of inorganic material such as stone, metal, etc., making them softer. This has the effect of permitting characters to cut/tunnel through an area in half normal time. If directed toward a metal-armoured enemy, the song halves any armour absorption while leaving the armour rating unchanged.

Special 4th rank spell-songs

Greater charm

Song rank/type: 4/A
Element: Sonic
Ingredient cost: 0
Playable on: Stringed
Maximum range: 50'
Casting: 1 phase + command time
Running time: Special
Resistance roll: IQ to neg.
Area of exposure: A 10' circle

By this song, the bard implants a mental suggestion into the mind of one or more targets whose combined levels cannot exceed his own. This can range from deceiving a victim into believing and acting upon an untruth, to merely encouraging him to go elsewhere and perform some mundane task. Thus, a relatively innocuous suggestion lasts until it is carried out. Otherwise, an IQ roll is permitted each 24 hours to break the *charm*. A suggestion that would result in obvious suicide immediately negates the magic. The spell first affects those of lowest level unless the bard specifies a single target.

Ice path

Song rank/type: 4/G
Element: Sonic
Ingredient cost: 0
Playable on: Bandore
Maximum range: 20'
Running time: 5 minutes, + 2D4 minutes
Resistance roll: None
Area of exposure: A path 5' wide, + 10' long/level

Through this song, the bard causes a relatively still area of water to freeze into a 5' wide path of ice that may be crossed. The *path* supports creatures weighing up to 300 lbs and may be crossed safely at a rate of 5/phase. Attempted passage at a greater speed requires an Agility roll to keep from slipping off.

Song of the dead

Song rank/type: 4/D
Element: Sonic
Ingredient cost: 0
Playable on: Any
Maximum range: 0

Running time: Permanent
Resistance roll: Special
Area of exposure: A 40' circle

By this song, the bard may attempt to bestow the peace of true death upon a corporeal undead monster within the area of exposure. When he plays, a specified undead exposed to the melody must make an IQ roll, applying a bonus or penalty factor of 1 for each level of difference between it and the bard. Failure lays the monster to rest as though it had been affected by *exorcism*; success makes it immune to subsequent attempts until the bard rises in level. The bard may attempt to affect one undead with this song.

Special 5th rank spell-songs

Calm spirits

Song rank/type: 5/D
Element: Sonic
Ingredient cost: 0
Playable on: Wind
Maximum range: 0
Running time: 1 hour
Resistance roll: Special
Area of exposure: A 40' circle

By this song, the bard may attempt to calm hostile undead spirits. When he plays, such undead within the area of exposure must each make an IQ roll, applying a bonus or penalty factor of 1 for each level of difference between them and the bard. Failure causes the spirit to depart and shun the bard and his party for an hour. Any offensive action against an affected spirit, however, frees all from their subjection to this spell.

Ice bridge

Song rank/type: 5/G
Element: Sonic
Ingredient cost: 0
Playable on: Bandore or celtic harp
Maximum range: 20'
Running time: 2 minutes/level
Resistance roll: None
Area of exposure: A bridge 10' wide, + 20' long/level

When the bard plays this song, he causes a 10'-wide bridge of ice to arise from a body of water. The *ice bridge* spans its source in a flat arc approximately 5' above the surface of the water, and supports creatures weighing up to 500 lbs. It may be crossed at normal movement, and upon expiration of the running time collapses.

Mistral wind

Song rank/type: 5/H
Element: Sonic
Ingredient cost: 0
Playable on: Wind
Maximum range: 40'
Running time: Special
Resistance roll: IQ to neg.
Area of exposure: A 20' circle

This song brings forth a magic wind inducing madness upon those subjected to the effects. When the song is played, intelligent creatures of equal or lesser level within the area of exposure must make IQ rolls or act in a manner exactly opposite to their

intent at the moment the song takes effect--attack their comrades by weapon or spell; heal their enemies; retreat instead of charge, etc. The effects upon those in the area of exposure last while the bard continues to play. Those leaving the area are entitled to an IQ roll each turn to return to normal.

Part water

Song rank/type: 5/G
Element: Sonic
Ingredient cost: 0
Playable on: Bagpipe
Maximum range: 20'
Casting: 2 minutes
Running time: WBP, + 1D4 minutes
Resistance roll: None
Area of exposure: A path 10' wide, + 10' long/level

When this song is directed upon a body of water, it parts in an area approximately 10' wide, + 10' long/level, that moves with the bard. This area is centered on the caster, thus he and others may cross a lake, river or stream in easy fashion.

Thaw

Song rank/type: 5/G
Element: Sonic
Ingredient cost: 0
Playable on: Bandore
Maximum range: Special
Running time: Special
Resistance roll: Special
Area of exposure: Special

This spell may be used in one of two ways. The first has a range of 50' and acts to thaw a frozen area equal to a 5' cube per bard level. This includes a creature frozen from a witch's *ice blast* spell.

The second form of the spell creates a 10' sphere centered on the bard that acts as *disenchantment* against cold-based spells within the area of exposure. The sphere lasts for as long as the bard continues to play.



THE CUTPURSE



The cutpurse is a carefree soul skilled in garnering a living through stealth and a light-fingered touch, rather than through manual labor. And while a somewhat questionable profession, a trained cutpurse or assassin can be an indispensable member of an adventuring party when one considers the possible dangers of a trapped chest or an unscouted hallway.

In many ways, cutpurses typify the adventuresome spirit. Cash, for instance, tends to flow freely through their hands, so most are ever-broke and ever-ready for a new quest.

The background & purpose of the cutpurse

Cutpurses have been around forever, and they can be found just about everywhere. Even elves are attracted to this profession, not for larcenous or slothful reasons, but for its developing nimbleness and skill. Besides, picking a lock can be an enjoyable challenge—especially if some fascinating treasure might be revealed by doing so!

Elsewhere on the continent, the profession is adopted for a myriad of reasons. In Torrenca, for instance, the warrens of the major cities are so large and unemployment so rampant that many have no other way of earning a living. There, it is not unusual for a father to pass the trade on to a son, or for a homeless waif to acquire the skills on his own while growing up on the streets. Across the continent in Freeport, meanwhile, the cutpurse trade has been refined into an art. As with assassins, the lords of the city have spent years developing a training regimen for tricksters that is unrivalled. So dedicated is the guild there, that a number of branches exist to assure that cutpurses desiring it can be trained in a specialty—the use of spells in burglary, and so on.

In the case of a cutpurse character, there are any number of ways he or she may have learned the skills—or acquired a toolkit.

Races best suited for cutpurses

Any

Places of origin best suited for cutpurses

Any

Armour & arms

Cutpurses may use any sort of shield or armour (with penalties to their skills). The weapons granted the profession include:

Dagger, sword (broad & gladius), rapier

Initial number of combat skill slots: 2

Additional skill slots gained: 1/4 levels

Cost for inappropriate weapons: 2 slots

Unskilled attack penalty: +2

Magic items allowed

Cutpurses may employ magic items allowed tricksters.

Level limitations and dual-profession options

Race	Character IQ							(suggested) Dual-profession options					
	13/less	14	15	16	17	18	19+	Rog	Sar	Wdsmn	Drd	Nec	Wtch
LEVEL LIMITATIONS													
ELF	12	13	14	15	16	17	20			x	x		x
HALF-ELF	13	14	15	16	17	18	20	x		x	x		x
DWARF/GNOME (other)	12	13	14	15	16	17	20	x		x (Gnome only)			
HUMAN	14	15	16	17	18	19	20	x	x	x		x	x

CHAPTER TWO-Character professions (the Cutpurse)

Level table

Skill level	Level points	Climb. (St)	Conclmt. (IQ)	Detrap (IQ)	Info. (Ch)	Lock-pick (Ag)	Pick-pocket (Ag)	Stealth (Ag)	Asn. blow	Special abilities
1	0-2,800	50%+	25%+	25%+	25%+	25%+	25%+	25%+	+1	
2	2,801-8,200	D8%	D8%	D6%	D6%	D6%	D8%	D8%	+1	
3	8,201-16,600	D8%	D8%	D6%	D6%	D6%	D8%	D8%	+2	
4	16,601-30,600	D8%	D8%	D6%	D6%	D6%	D8%	D8%	+3	
5	30,601-51,600	D8%	D8%	D6%	D6%	D6%	D8%	D8%	+3	A
6	51,601-83,800	D8%	D8%	D6%	D6%	D6%	D8%	D8%	+4	
7	83,801-125,800	D8%	D8%	D6%	D6%	D6%	D8%	D8%	+5	
8	125,801-193,300	D8%	D8%	D6%	D6%	D6%	D8%	D8%	+5	
9	193,301-309,300	D8%	D8%	D6%	D6%	D6%	D8%	D8%	+6	A
10	309,301-459,300	D8%	D8%	D6%	D6%	D6%	D8%	D8%	+7	B, C
11	459,301-661,800	D8%	D8%	D6%	D6%	D6%	D8%	D8%	+7	
12	661,801-941,800	D8%	D8%	D6%	D6%	D6%	D8%	D8%	+8	
13	941,801-1,241,800	D8%	D8%	D6%	D6%	D6%	D8%	D8%	+9	A
14	1,241,801-1,541,800	D8%	D8%	D6%	D6%	D6%	D8%	D8%	+9	
15	1,541,801-1,841,800	D8%	D8%	D6%	D6%	D6%	D8%	D8%	+10	
16	1,841,801-2,141,800	D8%	D8%	D6%	D6%	D6%	D8%	D8%	+11	
17	2,141,801-2,441,800	D8%	D8%	D6%	D6%	D6%	D8%	D8%	+11	A
18	2,441,801-2,741,800	D8%	D8%	D6%	D6%	D6%	D8%	D8%	+12	
19	2,741,801-3,041,800	D8%	D8%	D6%	D6%	D6%	D8%	D8%	+13	
20	3,041,801+	D8%	D8%	D6%	D6%	D6%	D8%	D8%	+13	

Explanation of skills

Climbing. As the woodsman skill.

Concealment. As the assassin skill.

Detrap. As the assassin skill.

Information. As the assassin skill.

Lockpick. As the assassin skill.

Pickpocket. This skill is used by the character to filch valuables from the person of someone else. It relies on dexterity and sleight of hand to permit him to reach into the folds of a garment; slit a pursestring and remove it, etc. In general, the skill limits the character to removing only small goods weighing less than five pounds. And should the roll be failed, the attempt has been noticed by someone--usually the target.

Adjustments to the skill:

The level of the target. This is entirely optional with the GM, who may adjust the skill by 5% for each level of difference between cutpurse and target.

Agility. Agility plays a significant role in the performance of this skill.

The section following goes into greater detail on *pickpocketing*.

The fine art of pickpocketing

Few actions attempted by a cutpurse character can be a greater strain on the GM than handling a *pickpocketing* attempt. In contrast to designing a dungeon layout or a specific GMC encounter, dealing with a sudden intention to filch a purse often results in a bogging down of the game as the GM quickly fashions in his mind a "Target"--his level; how much he carries, etc. And while this can be an annoyance, in fairness to the cutpurse he does have the right to ply his trade without earning the ire of the GM. The typical problem, however, is a lack of understanding on the player's part regarding what the action of *pickpocketing* truly entails.

Too many players assume the character merely chooses a wealthy-looking person and makes the attempt. The problem is that it's not usually possible to zero in on a particular sort of "Mark" without advance preparation and study.

For while the cutpurse keeps his eye out for a well-dressed merchant type with a nicely bulging purse, his main goal is to accomplish the deed without getting caught! There's no question that a cutpurse hanging around a street corner in a large city will note many who look as if they have an ample amount of change on them. However, some will no doubt be guarded; some will be in a knot of people making close access too difficult; a member of the Watch may just happen to be in the vicinity at the wrong time, etc. These and other factors combine to make his trade a time-consuming one.

Then finally comes the best opportunity: A rogue with a loosely-hanging purse; a customer engaged in a heated session of haggling; a spectator absorbed in watching a street brawl, etc. So the cutpurse strikes, hopefully making off with a fortune...and usually taking home a few gold pieces at most. (Although his general expertise in *pickpocketing* can play a part in the average number of attempts he can make in the course of a day. While the novice must sometimes wait all day for one good shot at a *pickpocketing*, the experienced cutpurse is often in a greater position to make a move on a target difficult for someone less skilled.)

Another misconception is that a cutpurse failing at the attempt merely tries again on someone else. As we've seen, the *pickpocketing* process is not so simple a matter as dipping a hand in a random purse every few minutes. The act takes time to do in a (relatively) safe manner. Thus, regardless of the player's views, the talent can't be turned on and off like a faucet.

This doesn't mean the player has no right to declare a *pickpocketing* attempt on a GMC he encounters during the course of adventuring, for it is perfectly reasonable for a character to use his talents against a GMC known and detailed by the GM. The misuse occurs when the player seeks to exploit the skill outside the scoped-out areas of the campaign. The tables that follow are therefore provided for reference when a player's cutpurse chooses to use his skills under circumstances the GM isn't specifically prepared for.

CHAPTER TWO-Character professions (the Cutpurse)

Table 12--Time spent in preparation

01-25:	8 hours
26-40:	7 hours
41-50:	6 hours
51-60:	5 hours
61-70:	4 hours
71-80:	3 hours
81-90:	2 hours
91+:	1 hour

Modifiers: +3 per level of cutpurse

Table 13--Nature of target (General table)

01-20:	Fighter profession of GM's choice
21-50:	Normal citizen
51-65:	Spellcaster profession of GM's choice
66-80:	Merchant
81-90:	Trickster profession of GM's choice
91-99:	Normal citizen
00:	Noble

Table 13A--Detailed table (optional)

01-05:	Woodsman
06-10:	Normal citizen
11-15:	Necromancer
16-20:	Bard
21-25:	Legionnaire
26-30:	Normal citizen
31-35:	Male gypsy
36-40:	Druid
41-45:	Witch
46-50:	Merchant
51-55:	Sorcerer
56-60:	Cossack
61-65:	Earth priest
66-70:	Gladiator
71-75:	Halaka or houri
76-80:	Rogue
81-85:	Cutpurse or highwayman
86-90:	Assassin
91-95:	Knight or templar
96-00:	Saracen

Table 14--Difficulty factors

01-10:	Bonus! (adventuring professions 1st-3rd level). Not attentive!: +10%
11-50:	None (adventuring professions 1st-3rd level).
51-65:	Slight difficulty (adventuring professions 4th-7th level): -10%
66-80:	Moderate difficulty (adventuring professions 5th-10th level): -20%
81-90:	Difficult (adventuring professions 9th-12th level): -30%
91-00:	Extremely difficult (adventuring professions 11th-20th level): -50%

Table 15--Amount carried by target

D100 Dice roll:							
01-10	11-20	21-30	31-50	51-60	61-80	81-95	96+
Coinage							
1D6 bz	1D8 bz	2D6 bz	1D4 sr	1D6 sr	2D6 sr	1D2 gd	Reroll below
1D4 gd	1D6 gd	1D8 gd	2D6 gd	3D3 gd	2D10 gd	3D10 gd	Reroll below
Jewelry							
2D6 gd	3D6 gd	4D6 gd	4D10 gd	1D100 gd	2D100 gd	3D100 gd	Magic (Reroll)
							01-80: Potion
							81-95: Scroll
							96-00: Ring

Modifiers: +1 per level of cutpurse (initial roll only)

Wealthy section of town: +10

Poor section of town: -20

CHAPTER TWO-Character professions (the Cutpurse)

The first step as shown by Table 12 is to determine the amount of time spent in finding a suitable target (the cutpurse's level is reflected by a bonus to the dice roll). Initially, the GM makes this check and begins counting off the hours from the point the character first starts his activities. (If the cutpurse at any point becomes tired of waiting, he may abandon his plans.) Once the character's opportunity arrives, Table 13 is referenced to determine the target found—normal citizen, adventuring profession, merchant, etc. (Note that some professions are listed which will be premiering in the upcoming *QA Players' Pack*.) Table 14 is an optional aid to quickly note the level of adventuring professions or merchants encountered, and it can also be used to ascribe a difficulty factor for normal citizens. The player then adjusts his *pickpocketing* percentage by the results of Table 14, if used, and throws his dice. Last, a percentile roll is made against Table 15 to note what goods the cutpurse has managed to acquire, ranging from coinage to possibly jewelry, or even a minor magic item. Multiple *pickpocketing* attempts are possible throughout the day if the cutpurse has the time and patience to work through the system again.

As an example of how the system works, assume at 6:00 AM a 1st level cutpurse wanders down to an area near the moneychangers' tables, ready for a day's activities. The GM rolls a 69 on Table 12, adjusting it to 72 after adding 3 for the character's being 1st level. This shows he will be waiting three hours until he spots a good candidate. The GM now begins counting off the hours in case the character decides to give up the idea, and eventually he informs the player that at 9:00 AM a likely target is spotted. Rolling a 22 against general Table 13, the GM tells the player that the target appears to be a normal citizen. Choosing to use Table 14, a roll of 52 causes the GM to decide that the citizen is talking with a friend who has a slight chance of noticing the character's actions (i.e. a *slight difficulty* of -10 to his *pickpocketing* percentage).

The player, realizing that ignoring the opportunity as presented results in losing the chance altogether, deducts 10 from the otherwise 25% chance of success, and since the character's Agility is 12, no further adjustment is made. Rolling an 11, he is successful. The GM now rolls 84 against Table 15, adding 11 (10 for being in a rich section of town and 1 for the cutpurse's level). The result of 86 shows he has acquired 1D2 ounces of gold.

Other factors

While many circumstances can unfavorably alter a cutpurse's chances for picking pockets, the character isn't prevented from taking his own steps to better things. Distractions are useful for this, and they typically consist of one or more associates who distract a target's attention while the pickpocket makes his move. Distractions can be as simple as having an attractive female draw the attention of an otherwise cautious fighter, to as elaborate as having a fake sword fight break out in front of a merchant's stall. Some potential modifiers follow.

Slight—Associate trips in front of target; asks directions; feigns illness, etc.

Adjustment to percentage: +10

Moderate—Attractive member of opposite sex flirts with target; punching match or fake swordfight breaks out nearby, etc.

Adjustment to percentage: +20

Extreme—harmful spell goes off in vicinity; assassination performed on citizen near target; no-holds-barred swordfight, etc.

Adjustment to percentage: +30

When the cutpurse blows it

Unfortunately, the best-laid plans of mice and thieves sometimes come to nought. So it's best that the GM have some pre-rolled city guardsmen for when the characters either singly or in a group encounter the Watch. And, it should be kept in mind that there's rarely a cop around when you need one. Thus, there is a likelihood that the character will be able to flee the area without having to actually deal with the encounter. Some ideas follow.

Area where cutpurse noticed	Chance of outright evasion*
"Average" part of town (business)	25%
"Average" part of town (residential)	40%
"Wealthy" part of town (business)	5%
"Wealthy" part of town (residential)	20%
"Poor" part of town	50%

* +1% per level of cutpurse

Note the above table doesn't consider such things as invisibility, *shift* spells, etc., or special preparations on the part of law enforcement.

Stealth. As the assassin skill.

Assassin blow. As the assassin skill.

Explanation of special abilities

A. *Combat skill slot*. Self-explanatory.

B. *Form guild*. On reaching 10th level, the character may form a guild, gaining 4D4 1st level followers.

C. *Extra attack*.* At 10th level, the cutpurse makes two attacks in the turn.

* A cutpurse fighting two-handed makes but one attack with the off-hand weapon.



THE GYPSY



The gypsy is a sojourner calling no single place home, and responsible to no one outside of family or clan leaders. For this reason, few communities tolerate their presence. And, like witches, they have often faced much persecution. But unlike the Sisterhood, much of it is warranted for many gypsies with no loyalties outside of their communities do lead somewhat larcenous lives. Thus it is a fact most Gypsies tend toward Indeterminate or Evil ethics, although there are exceptions.

The background & purpose of the Gypsy

The origin of Gypsies has long been a mystery. Records of their existence date to the beginning of the Second Age, and some think they were displaced civilians who began wandering in search of new homes. Unwanted by the nations they passed through, the Gypsies settled into an endless pattern of sojourning throughout Islay, moving on when their welcome wore thin. Other historians noting a similarity to the legend of the Witch Queen, together with the fact that Gypsies cast witch spells, have concluded that the Gypsies themselves may be descended from mortals who traveled with the Queen, continuing to wander after her passing from the world.

Today Gypsies are raised from childhood within a society made up of a single clan or 2D6 families headed either by a 10th or higher level Gypsy, or the patriarch of the largest single family.

Many Gypsies have been known to steal or otherwise "Adopt" young children to increase the size of the community, and for this reason they may be of any race though most are human.*

Similarly to witches, whom they often are equated with**, Gypsies have a flare for fancy dress, although their taste leans toward the gaudy rather than the flamboyant.

Gypsy adventurers are unusual, for rarely do members of the community

separate. In the case of a Gypsy character, it is likely that he or she has been banished from the clan, or else is the last survivor of a Gypsy community no longer in existence.

As mentioned, Gypsy clans tend to respect authority only within their own community. But above all the scattered clans there is a Gypsy "King" of 20th level. Andor, Hocwrath, Sarvia and Torrencia all possess one of these lofty individuals (while Avalon's Gypsies, known as *tinkers*, boast a 20th level Queen), who retains very loose control over the Gypsy clans. His position is largely ceremonial, although some with adequate muscle exercise taxation upon the various clans within their country. Each year at Yuletide, the King may summon the clans to a meeting, issuing his directives, settling disputes and receiving an acknowledgement of fealty.

The royalty of the outside world, however, have little use for such rebel "Kings", slaying them when their identities are known and they are caught.

* Non-human Gypsies retain no knowledge of the culture they were born into, and they may speak only the regional dialect and any clan tongues. Also, it is not uncommon for such "Gypsies" to have been taught the skills of other professions--typically that of a rogue, cutpurse, etc., rather than the "pure" Gypsy.

** Although it should be noted that true witches often detest Gypsies as second-rate tricksters who give them a bad name.

Races best suited for Gypsies

Human

Places of origin best suited for Gypsies

Andor, Avalon, Hocwrath, Sarvia, Torrencia

Armour & arms

The weapons allowed Gypsies include:

Dagger, sling, staff, whip.

Gypsies are denied the use of armour and shield.

Initial number of combat skill slots: 2

Additional combat skill slots gained: 1/5 levels.

Cost for inappropriate weapons: 2 slots (males)/3 slots (females)

Unskilled attack penalty: +2 (males)/+3 (females)

Initial number of instrument skill slots (males only): 1

Additional instrument skill slots gained: None

Magic items allowed

Both male and female Gypsies can employ magic items allowed tricksters, while female Gypsies additionally may utilize items permitted spellcasters.

Level limitations & dual-profession options

Sex	Character IQ						(Suggested) Dual-profession options
	14/less	15	16	17	18	19+	None*
LEVEL LIMITATIONS							
M	13	14	15	17	20	20	
F	12	14	15	17	18	20	

* It will be noticed the Gypsy itself is a conglomeration of professions--cutpurse, witch, etc. Therefore, a dual-professioned Gypsy would be most unlikely.

CHAPTER TWO-Character professions (the Gypsy)

Level table (male Gypsies)

Skill level	Level points	Fast-talk (Ch)	Misc. (Spl)	Pick-pocket (Ag)	Assn. blow	Song slots				Special abilities
						1	2	3	4	
1	0-2,700	25%+	25%+	20%+	+1	2				
2	2,701-7,500	D6%	D6%	D8%	+1	2				
3	7,501-15,600	D6%	D6%	D8%	+2	4				
4	15,601-27,600	D6%	D6%	D8%	+2	4				
5	27,601-49,350	D6%	D6%	D8%	+3	4	2			
6	49,351-78,100	D6%	D6%	D8%	+3	4	2			A
7	78,101-124,600	D6%	D6%	D8%	+4	4	2	2		
8	124,601-184,600	D6%	D6%	D8%	+4	4	2	2		
9	184,601-300,600	D6%	D6%	D8%	+5	4	4	2		
10	300,601-425,600	D6%	D6%	D8%	+5	4	4	2		B
11	425,601-680,600	D6%	D6%	D8%	+6	4	4	2	2	A
12	680,601-980,600	D6%	D6%	D8%	+6	4	4	2	2	
13	980,601-1,280,600	D6%	D6%	D8%	+7	4	4	4	2	
14	1,280,601-1,580,600	D6%	D6%	D8%	+7	4	4	4	2	
15	1,580,601-1,880,600	D6%	D6%	D8%	+8	6	4	4	2	
16	1,880,601-2,180,600	D6%	D6%	D8%	+8	6	4	4	2	A
17	2,180,601-2,480,600	D6%	D6%	D8%	+9	6	6	4	2	
18	2,480,601-2,780,600	D6%	D6%	D8%	+9	6	6	4	2	
19	2,780,601-3,080,600	D6%	D6%	D8%	+10	6	6	4	4	
20	3,080,601+	D6%	D6%	D8%	+10	6	6	6	6	C

Explanation of skills

Fast-talk. This skill is employed to overwhelm someone with a tirade of arguments and assertions that momentarily deceive and bewilder. The effect lasts but 1D4 minutes and is mostly used to get past guards or to con one's way out of a dangerous situation. Example: a silk merchant notices Anton the Gypsy's hand brush the folds of his robe--suspiciously near his purse. As the merchant starts to draw a dagger, Anton unleashes a string of praise regarding the fine material of the robe, collars several passersby and urges them to purchase a bolt or two of silk from the merchant's table. Briefly startled (and always anxious to make money), the merchant diverts his attention from the now-departing Gypsy to close a sale with one of the those shanghaied by Anton.

Later, Anton approaches the city gates as they close for the evening. Knowing he won't be allowed to pass, and unwilling to pay for a night's lodging, he runs up to a pair of guardsmen.

"Is there still a reward on the head of Redbeard the bandit?" he gasps, pointing across the street. "If so, he just went down that alleyway."

Anxious to catch a major criminal, the guards run for the alley. But seeing nothing, and knowing the gates shouldn't be left unguarded, they return a minute later. Anton, meanwhile, is nowhere to be seen, having slipped out.

Adjustments to the skill:

Charm. The Gypsy's Charm adjustment affects his expertise with the skill.

(The GM should regulate this skill within reason. Someone the Gypsy just tried to kill, for instance, is unlikely to fall for his fast-talking excuses and apologies. In the same way, a moneychanger is not going to hand over his tray of coins merely because a fast-talking Gypsy urges him to.)

Miscellaneous. One talent of the Gypsy is that he may "steal" a skill from a character profession other than his own. Thus, when creating a Gypsy character, the player picks any appealing profession skill that is based on rolling percentile dice to note success--excluding those falling within a *special ability* category or relying on other talents the character doesn't possess. For example, Anton's *miscellaneous* skill might well be the assassin's *lockpick* talent; the woodsman's *herbalism* skill, etc.--or perhaps something new he works out with the GM. It cannot be something like the legionnaire's damage bonus with a gladius since this is not based on rolling percentile dice to note success.

Pickpocket. As the cutpurse skill.

Assassin blow. As the assassin skill.

skill slot as does a bard. Beginning at 1st level, the Gypsy may perform 1D4 spell songs which he picks with GM approval. Thereafter, he may gain other songs over the normal course of events, and also acquire another random song when the table indicates his playing ability progresses. (It is his choice as to the rank of the song unless a particular rank song is required to fill a song-playing allotment.)

Explanation of special abilities

A. *Combat skill slot.* Self-explanatory.

B. *Title/followers.* Upon reaching 10th level, a male Gypsy may declare himself to be a **Prince of Gypsies**. A character adopting this self-appointed, ostentatious title will then attract 2D4 Gypsy families of the same ethics, who will act as followers or spies as long as the prince sees to their needs. The families will not serve to the extent of entering a dungeon or placing themselves in unreasonable danger. But they may be treated as retainers with a 25% bonus to loyalty. The monthly cost for these followers equals 5 gd per person, which includes upkeep of their wagons and draft beasts.

When determining the followers gained, These steps should be observed:

1. Roll a 2D4 to note how many families are gained.
2. Note make-up of each family by rolling percentile dice:
 - 01-40: Husband/wife/non-rated child
 - 41-60: Husband/wife/1-3 non-rated children
 - 61-80: Husband/wife/1st level son
 - 81-90: Husband/wife/1st level daughter
 - 91-95: Husband/wife/1st-3rd level son
 - 96-00: Husband/wife/1st-3rd level daughter
3. Roll percentile dice to note the level of the husband:
 - 01-50: 1st level
 - 51-70: 2nd level
 - 71-85: 3rd level
 - 86-95: 4th level
 - 96-00: 5th level
4. Roll percentile dice to note the level of the wife:
 - 01-75: 1st level
 - 76-85: 2nd level
 - 86-95: 3rd level

Male Gypsies & spell songs

Male Gypsies develop talents with musical instruments in their youth along with a few magical uses for them. And so they start play with an *instrument*

CHAPTER TWO-Character professions (the Gypsy)

Explanation of skills

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Pickpocket. As the cutpurse skill.

Assassin blow. As the assassin skill.

Explanation of special abilities

A. **Combat skill slot.** Self-explanatory.

B. **Title/followers.** Upon reaching 10th level, a male Gypsy may declare himself to be a **Prince of Gypsies**. A character adopting this self-appointed, ostentatious title will then attract 2D4 Gypsy families of the same ethnicity, who will act as followers or spies as long as the prince sees to their needs. The families will not serve to the extent of entering a dungeon or placing themselves in unreasonable danger. But they may be treated as retainers with a 25% bonus to loyalty. The monthly cost for these followers equals 5 gd per person, which includes upkeep of their wagons and draft beasts.

When determining the followers gained, These steps should be observed:

1. Roll a 2D4 to note how many families are gained.
2. Note make-up of each family by rolling percentile dice:
 - 01-40: Husband/wife/non-rated child
 - 41-60: Husband/wife/1-3 non-rated children
 - 61-80: Husband/wife/1st level son
 - 81-90: Husband/wife/1st level daughter
 - 91-95: Husband/wife/1st-3rd level son
 - 96-00: Husband/wife/1st-3rd level daughter
3. Roll percentile dice to note the level of the husband:
 - 01-50: 1st level
 - 51-70: 2nd level
 - 71-85: 3rd level
 - 86-95: 4th level
 - 96-00: 5th level
4. Roll percentile dice to note the level of the wife:
 - 01-75: 1st level
 - 76-85: 2nd level
 - 86-95: 3rd level
 - 96-00: 4th level

C. **Kingship.** Only one 20th level male Gypsy can exist at a time within a given country. A character with enough points to reach 20th level may seek out the King of Gypsies during the Yule festivities and challenge him to a death battle. The King must abdicate or accept, and the battle is a no-holds-barred struggle where nearly anything goes, though outside interference is banned. If the challenger wins, he advances to 20th level and his clan becomes chief in the country. He also assumes command of the former king's direct followers (6D6 families). If he fails but survives, he loses sufficient level points to place him midway between 19th and 20th level. He may later re-challenge the ruling king after earning enough level points to reach 20th level.

Having assumed the kingship, an unmarried character must select a Gypsy wife within one year or forfeit his position. He must also keep on guard—for there will always be a price on his head by the true sovereign of a land (although in chaotic Hocrwath the Gypsy king is as powerful as most other rulers).

Male Gypsies & spell songs

Male Gypsies develop talents with musical instruments in their youth along with a few magical uses for them. And so they start play with an *instrument skill slot* as does a bard. Beginning at 1st level, the Gypsy may perform 1D4 spell songs which he picks with GM approval. Thereafter, he may gain other songs over the normal course of events, and also acquire another random song when the table indicates his playing ability progresses. (It is his choice as to the rank of the song unless a particular rank song is required to fill a song-playing allotment.)



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Level table (female Gypsies—i.e. Halakas)

Skill level	Level points	Misc. (Spl)	Misc. (Spl)	Pick-pocket (Ag)	1	2	3	4	5	Special abilities
1	0-2,900	20%+	20%+	25%+	2					A, B
2	2,901-8,300	D6%	D6%	D6%	4					
3	8,301-17,000	D6%	D6%	D6%	4	2				
4	17,001-30,500	D6%	D6%	D6%	6	2				
5	30,501-53,750	D6%	D6%	D6%	6	4				
6	53,751-90,550	D6%	D6%	D6%	6	4	2			C
7	90,551-134,050	D6%	D6%	D6%	6	6	2			
8	134,051-216,550	D6%	D6%	D6%	6	6	2	2		
9	216,551-340,550	D6%	D6%	D6%	6	6	4	2		
10	340,551-515,550	D6%	D6%	D6%	6	6	4	2	2	
11	515,551-755,550	D6%	D6%	D6%	6	6	6	2	2	C
12	755,551-1,055,550	D6%	D6%	D6%	6	6	6	4	2	D
13	1,055,551-1,355,550	D6%	D6%	D6%	8	6	6	4	2	
14	1,355,551-1,655,550	D6%	D6%	D6%	8	8	6	4	2	
15	1,655,551-1,955,550	D6%	D6%	D6%	8	8	8	4	2	E
16	1,955,551-2,255,550	D6%	D6%	D6%	8	8	8	4	4	C
17	2,255,551-2,555,550	D6%	D6%	D6%	8	8	8	6	4	
18	2,555,551-2,855,550	D6%	D6%	D6%	8	8	8	6	6	
19	2,855,551-3,155,550	D6%	D6%	D6%	8	8	8	8	6	
20	3,155,551+	D6%	D6%	D6%	8	8	8	8	8	F

Explanation of skills

Miscellaneous. The female Gypsy (or *halaka*) may choose two skills from other professions as does her male counterpart. (Note that since Gypsies cannot use a shield, the GM may deny them the ability to choose the gladiator's *parry* skill. Or, he may at his option permit this to be accomplished by using bracers. In this event, should a Gypsy miss the roll, full damage is taken.)

Pickpocket. As the cutpurse skill.

Explanation of special abilities

A. Fortune-telling (i.e. *card/tea leaf/palm-reading*). At 1st level, halakas may attempt to tell fortunes with either a deck of cards, tea leaves, or through palmistry. First of all, she may foretell hers or another character's luck during the next 24 hours. To do so, the GM checks the following table by percentile dice roll to note what the cards, tea leaves or palm reveals.

01-25: Good luck.

26-75: No significant change in luck.

76-00: Bad luck.

Good luck takes the form of a bonus factor of 1 to Luck rolls. **Bad luck** instead assesses a penalty factor of 1. Either effect ends at the end of 24 hours and querents may act as they will on the information imparted by the Gypsy.

Only one reading per 24 hours is permitted a particular character regardless of the means. Also, the skill can never be used to provide an answer to a dilemma. Example: Maria is frustrated by a riddle. No matter what her skill at telling fortunes, she must figure the answer out on her own.

The skill may also be employed to learn whether *weal* or *woe* will be the result of a specific action taken within the next hour, although this sort of reading may be tried but once per day regardless of whom the querent is. When the Gypsy seeks to foretell the future by this means, her chance of correctly noting what the cards, leaves, or palm see equals 50%, + 3% per level of her skill. This percentage is checked by the GM, who informs the player of either the truth or a deception should the roll be failed. Note that regardless of the Gypsy's skill, a roll of 96-00 always results in a false reading. Example: Maria comes upon a large chest with three levers on it and suspects two of them are trapped. Focusing on the center lever, she checks the cards to know her fate if she pulls it. The dice roll falls within the character's skill percentage and the GM, knowing the center lever is trapped, tells the player that *woe* will come from pulling it. Maria now has two other levers to deal with on her own, without help from either the cards, tea leaves, or palm—unless she waits 24 hours to make another reading.

Because of the limitations of fortune-telling, a halaka, as noted, must be very specific with a question, and the GM must reply exactly as appropriate. If the

center lever was the correct means of opening the chest, for instance, the reply to Maria's question of: "What does fate hold if I pull the center lever?" would be "Weal." This despite the fact that a cursed cloak she would retrieve and wear would slay her minutes later. And, little benefit is to be gained by asking vague or general questions. Example: forgoing a reading on the levers, Maria gets lucky and pulls the correct one to open the chest. Discovering a cloak within, she asks the cards, "What does fate hold if I take the cloak?" The answer is "Weal", for by merely *taking* the cloak she has gained a piece of treasure with no accompanying danger. Had she asked her fate if she *donned* the cloak, the answer, as noted, would be "Woe." Additionally, a Gypsy may never combine two or more questions into one. Example: "What does fate hold if I *open the chest and take what's within?*" automatically results in a nebulous answer. At best the GM may interpret the question to mean the character wants more to know the risk of taking the cloak, rather than the danger that may or may not result from opening the chest, which could be trapped.

The last way in which the skill can be used is to see campaign events in the future regarding the Gypsy or another. The GM must regulate this under the following guidelines:

The halaka may see up to 30 days hence.

The information gained will only be of a general nature.

The chance of correct interpretation is again 50%, +3% per level, with a roll of 96-00 giving a false impression, though a roll of 01-05 provides a special bit of information as selected by the GM. (A misinterpretation may be handled as the GM wishes. A stranger the Gypsy foresees meeting, for example, could turn out to be a friend despite the fact she believes the cards reveal him to be an enemy.) This type of fortune-telling will never function as well as *crystallomancy*, although it can be used to aid in confirming or questioning other auguries.

B. Bind lycanthrope. Also at 1st level, a halaka may *banish* or *dominate* a lycanthrope in animal form similarly to how a necromancer does Nether creatures through *exorcism*. To do so, she must possess a silver pentagram or a sprig of wolfsbane, which is boldly presented to any lycanthrope within 30'. An IQ roll is then made for the monsters, applying a bonus or penalty factor of 1 for each two levels of difference between them and the Gypsy, with appropriate results. Each combat phase, the Gypsy may attempt this ability against a single target, though one making its IQ roll is of course immune to further attempts by the same Gypsy unless she advances in level. *Banished* lycanthropes, not being undead, are never laid to rest. At dawn, when the lycanthrope returns to its normal form, the effects of the *binding* wear off. Subsequently, the halaka must make another *binding* attempt if she encounters the monster again.

C. Combat skill slot. Self-explanatory.

D. Create potions & elixirs. At 12th level, the Gypsy may fashion potions and elixirs.

E. Create lycanthrope. Upon reaching 15th level, the Gypsy has learned enough about the nature of lycanthropes to actually inflict the disease upon

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someone. Needless to say, only Gypsies of questionable ethics would undertake such an act, and necessary for the task are either a vial of blood from a lycanthrope of the sort the victim is be turned into, or some rare and exotic flower or plant--such as the legendary moon orchids (i.e. the GM should send the character on a long and dangerous quest).

Once the proper materials have been obtained, the halaka must capture the intended victim. An hour-long ceremony is then required during a night of the full moon, with the victim placed upon an altar set within a pentagram drawn on the ground. The Gypsy then invokes her deity to curse the hapless prisoner, and he is forced to drink a concoction made from the ingredients. The imbibitor is then stricken with lycanthropy, metamorphosing at the next full moon and each full moon thereafter.

F. *Become Grandmother of Gypsies.* On reaching 20th level, the power and reputation of the halaka are such that she earns the title of **Grandmother**. Along with this title comes nominal headship over all other halakas of the same clan unless another halaka of similar level is already in this position. In this event, the character may secure the abdication of the current Grandmother, challenge her to a death duel for headship of the clan women, or defer to her, acknowledging the original Grandmother's headship and foregoing the right to call herself "Grandmother."

The last benefit granted a 20th level halaka who rightly calls herself *Grandmother of Gypsies* are five spell slots which can be allotted as she wishes (five 1st rank spell slots, a 2nd and 3rd, one 5th, and so on).

Halakas and spells

As noted, halakas possess spellcasting abilities apart from their other skills. Gypsy spells include selections from both the witch and necromancer professions, and are always kept within a spell book.

Beginning female Gypsies start play with 2D4 1st rank spells, randomly determined, and one chosen with GM approval. Thereafter, they may obtain others over the normal course of events along with a random spell usable by them, each time they advance in level. It is the halaka's choice what rank spell she obtains unless a particular rank spell is needed to fill a spellcasting allotment.

Following is a list of available Gypsy spells with a percentile system for random determination. In addition, a number of special spells follow, which are listed in bold print.

1st rank Gypsy spells	2nd rank Gypsy spells	3rd rank Gypsy spells
01-04 Alter animal (W1)	01-05 Alter treasure (W2)	01-05 Awaken dead (N3)
05-08 Alter garb (W1)	06-10 Bone dust (N2)	06-10 Babble (W3)
09-12 Beguile (W1)	11-15 Cross water	11-15 Black flame
13-16 Dandelion	16-20 Cure wounds (W2)	16-20 Crystallomancy (W3)
17-20 Detect enchanted aura (W1)	21-25 Detect lycanthrope	21-25 Ectoplasm (N3)
21-24 Evil eye (W1)	26-30 Discern enchanted aura (W2)	26-30 Energy blast (W3)
25-28 Finger of distraction	31-35 Enchant clothing (W2)	31-35 Flying cloak
29-32 Fog (W1)	36-40 Finger of amnesia (W2)	36-40 Forgery
33-36 Magic dart (W1)	41-45 Finger of departing (W2)	41-45 Hand of glory (W3)
37-40 Magic script (W1)	46-50 Fire darts (W2)	46-50 Laughing skull (W3)
41-44 Phantom sound	51-55 Fire runes (W2)	51-55 Necromantic darkness (N3)
45-48 Protection from withering (W1)	56-60 Guardian skull (W2)	56-60 Path follow
49-52 Read magic script (W1)	61-65 Net (W2)	61-65 Phantom mount
53-56 Repair (W1)	66-70 Night sight (W2)	66-70 Prickly rose
57-60 Rope walk	71-75 Phantom dagger (N2)	71-75 Sense fate (W3)
61-64 See spirits (N1)	76-80 Phantom valuables	76-80 Shadows (W3)
65-68 Skull of flame (W1)	81-85 Retrace path	81-85 Snare cloak (W3)
69-72 Snapping pocket (W1)	86-90 Running	86-90 Stone form (W3)
73-76 Sphere of blindness	91-95 Sun ball (N2)	91-95 Tree (W3)
77-80 Spook	96-00 Windstep (W2)	96-00 Wood form (W3)
81-84 Talk (W1)		
85-88 Trick (W1)		
89-92 Unlock (W1)		
93-96 Voice mimic (W1)		
97-00 Whisper (W1)		

4th rank Gypsy spells	5th rank Gypsy spells
01-05 Bat swarm (W4)	01-05 Acid globes (W5)
06-10 Blade of biting	06-10 Agility (W5)
11-15 Blood talk	11-15 Amulet
16-20 Cat claw	16-20 Charm lycanthrope
21-25 Cure poison or disease (W4)	21-25 Cure lycanthropy
26-30 Death's eye (W4)	26-30 Dispel sigil
31-35 Dispel curse	31-35 Fetch (W5)
36-40 Finger of fumbling	36-40 Finger of blindness (W5)
41-45 Hailstones (W4)	41-45 Greater disenchantment (W5)
46-50 Hex (W4)	46-50 Lycanthropic form
51-55 Lycanthropic bolt	51-55 Lycanthropic ward
56-60 Mind read (W4)	56-60 Moon web (W5)
61-65 Neutralize aura (W4)	61-65 Neutralize spell effects
66-70 Seance	66-70 Nimble hand
71-75 Secret door (W4)	71-75 Paralysis claw (W5)
76-80 Wheel of summoning	76-80 Shadow shift
81-85 Wisdom of the dead (N4)	81-85 Spirit watcher (N5)
86-90 X-ray vision (N4)	86-90 Strengthen (W5)
	91-95 Touch bane (W5)
96-00 Reroll or choose	96-00 Wall of bones (W5)

Special 1st rank Gypsy spells

Dandelion

Spell rank/type: 1/G
Element: Non-sonic
Ingredient cost: 1 bz*
Maximum range: 0
Running time: 3 minutes
Resistance roll: None
Area of exposure: A 20' cone ending in a 10' base

When the Gypsy blows forth the fuzz of a dandelion, this spell converts it into a choking cloud, blinding those within the area of exposure for one turn. For the remaining two turns, affectees then choke, suffering a penalty factor of 2 to attack rolls while halving their movement. (Leaving the area of exposure ends the penalties after a turn outside the cloud.)

Finger of distraction

Spell rank/type: 1/H
Element: Non-sonic
Ingredient cost: 0
Maximum range: 30'
Running time: 1 phase
Resistance roll: None
Area of exposure: 1 creature

This spell is often employed to aid in a *pickpocketing* attempt, for when it is enacted, a target will momentarily fix his attention in the direction the caster points. At this time, a *pickpocketing* or other stealthy action may be attempted with a bonus of 10%. While no resistance roll is allowed, the spell only functions upon someone neither in combat nor engaged in spellcasting. Also, the ease of the casting is such that the Gypsy herself may undertake a *pickpocketing* in the same phase she enacts the spell.

Phantom sound

Spell rank/type: 1/G
Element: Non-sonic
Ingredient cost: 0
Maximum range: 100'
Casting: Instantaneous
Running time: Up to 3 minutes
Resistance roll: None
Area of exposure: Special

When the Gypsy invokes this spell, she causes sounds of her choice to be heard from a position within 100' of her. These sounds cannot exceed the volume generated by more than two people per level of the Gypsy. (Assume noises such as that of an explosion or roaring monster equal that generated by 10 persons.)

Rope walk

Spell rank/type: 1/G
Element: Sonic
Ingredient cost: 0
Maximum range: 0 or touch
Running time: 1 minute/level
Resistance roll: None
Area of exposure: 1 creature

To aid in second-storey work, this spell

magically allows the recipient to safely cross over a rope or a cable, provided it will support the weight and it is not anchored at more than a 60 degree angle. Movement, however, is quartered. And should the spell duration end before the character has finished crossing, he or she will be left hanging on for dear life.

Sphere of blindness

Spell rank/type: 1/B
Element: Non-sonic
Ingredient cost: Variable*
Maximum range: 0
Running time: 3 minutes
Resistance roll: None
Area of exposure: A 10' sphere

By invoking this spell, the Gypsy brings forth a 10' sphere of intensely blinding light centered on herself. The overwhelming brilliance of the sphere completely obscures the area from any sort of vision save that of the *eye palm* or *sonic sight* spells, and prevents any from looking directly into it. Even so, the *sphere* gives off virtually no illumination to the surrounding area. During the casting, it is presumed the halaka closes her eyes and is able to walk out of the *sphere* in any direction without risk. Thus, the *sphere* is useful to prevent effective attack of the caster, for those hoping to battle her if she stands before it suffer a penalty factor of 3 to attack rolls. Note, however, that the spell is cancelled should the *sphere* be subjected to magical darkness. The ingredient is a fire source held by the Gypsy.

Spook

Spell rank/type: 1/G
Element: Non-sonic
Ingredient cost: 1 bz*
Maximum range: 0
Running time: 1 phase/level
Resistance roll: Special
Area of exposure: Up to a 30' x 30' x 10' area

This *trick*-like spell is often used by the Gypsy when conducting a seance to give the impression of a supernatural presence. When she enacts it, unlocked (or unstuck) doors will blow open or closed, candles will be snuffed out, torches dimmed, the wind will shriek, light objects will be moved by invisible hands, etc. Thus, the *spook* spell is most valuable as finesse magic. The ingredient is a handful of dirt taken from a freshly dug grave.

Special 2nd rank Gypsy spells

Cross water

Spell rank/type: 2/G
Element: Sonic
Ingredient cost: 0
Maximum range: 0 or touch
Running time: 3 minutes/level
Resistance roll: None
Area of exposure: 1 creature

This spell enables the recipient to stand or cross atop a body of water. If the water is relatively still, it may be crossed laterally at normal speed. If swiftly flowing, the water carries one upon it in the direction of movement, and so crossing is done at a 45 degree angle.

Detect lycanthrope

Spell rank/type: 2/D
Element: Non-sonic
Ingredient cost: 0
Maximum range: 0
Running time: 10 minutes
Resistance roll: None
Area of exposure: The Gypsy

Gypsies are noted for their knowledge regarding lycanthropes, and this spell is one that assists in their detection. By passing her hands across her eyes, a halaka is enabled to note lycanthropic creatures within 20'. Such monsters--even if invisible or in non-animal form--will give off a silvery aura visible only to the caster, alerting her to their presence.

Phantom valuables

Rank/type: 2/H
Element: Non-sonic
Ingredient cost: 0
Maximum range: Special
Casting: Instantaneous
Running time: 5 minutes
Resistance roll: None
Area of exposure: Special

This useful spell is aids in *pickpocketing*. When a Gypsy filches a small item or a handful of coins from someone, she may invoke this spell in the same phase as the *pickpocketing* (just after the action). Assuming she has failed her *pickpocketing* percentage by not more than 5 points, the action is considered a success, although the mark has felt the move. However, anyone checking his possessions will apparently see them untouched. Note that spells which see through illusions penetrate the magic.

Retrace path

Spell rank/type: 2/F
Element: Non-sonic
Ingredient cost: 5 gd
Maximum range: 0
Running time: Up to 1 hour
Resistance roll: None
Area of exposure: Special

To prevent getting lost in underground mazes or in the wilderness, the Gypsy may enact this spell, allowing her to see and follow her own footprints back the way she came in. The spell also lets the character back out of a witch's *curtain of darkness*, although this spell ends immediately upon the halaka's exit. The ingredient consists of a polished glass lens through which the caster peers.

Running

Spell rank/type: 2/G
Element: Non-sonic
Ingredient cost: 5 sr*
Maximum range: 0 or touch
Casting: Instantaneous
Running time: 5 minutes/level
Resistance roll: None
Area of exposure: 1 bipedal creature

For times that discretion is the better part of valor, this spell can aid in a Gypsy's quick escape as the recipient's energy is increased so he is enabled

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to run at full speed for the spell duration without tiring. The ingredient consists of a small pair of shoes or boots.

Special 3rd rank Gypsy spells

Black flame

Spell rank/type: 3/E
Element: Sonic
Ingredient cost: 0
Maximum range: 10'
Running time: Special
Resistance roll: None
Area of exposure: Special

This spell may be cast upon a small to medium-size fire (a candle, torch, bonfire, etc.). Thereafter, the fire and its illumination become invisible to all but the Gypsy and up to three others touched by her during the casting. Note that heat is not diminished, so *heat sight* is still spoiled by being near the source of invisible flame. Anything ignited by the flames burns normally, however. The spell lasts until the fire source has been extinguished or until a time period of 1 hour/level has elapsed.

Flying cloak

Spell rank/type: 3/F
Element: Sonic
Ingredient cost: 4 gd
Maximum range: 0
Running time: Up to 30 minutes
Resistance roll: None
Area of exposure: The Gypsy's cloak

This spell enchants the caster's cloak into a device allowing her to fly at a movement rate of 50'/phase. The spell, however, is broken upon the character's landing, although it is not subject to *disenchantment*.

Forgery

Spell rank/type: 3/D
Element: Non-sonic
Ingredient cost: 25 gd* or 75 gd*
Maximum range: 0
Running time: Up to 1 hour
Resistance roll: None
Area of exposure: Special

This spell is used by the Gypsy to forge a document in the handwriting of a particular person. The ingredients for the spell include a quill from a fantastic creature such as a pegasus, some ink, and a drop of blood from the one whose writing the caster seeks to imitate. (Should a drop of blood be unavailable, it is possible for the Gypsy to use the target's *captured essence* if she can somehow obtain it.) The blood or essence is mixed together with a vial of ink as the halaka chants to her deity to bless the assembled ingredients. At the spell's conclusion, the caster must pen the desired document, for the ink loses its enchantment within an hour. To those later viewing it, the writing will seem to be perfectly consistent with that of the target, although the caster must certainly be able to write the person's language, and her superiority or inferiority in spelling or grammar may arouse suspicion.

Path follow

Spell rank/type: 3/F
Element: Non-sonic
Ingredient cost: 5 gd*
Maximum range: 0
Running time: 5 minutes/level
Resistance roll: None
Area of exposure: Special

This is a superior version of the 2nd rank *retrace path* spell. But instead of showing only the caster's footprints, the spell reveals the path taken by another person or creature. To enact the spell, the Gypsy scans an area she suspects was traversed by someone and the footprints of those who have passed that way within the last 10 minutes will be revealed for a few moments unless they were under the druid spell *passage*. The halaka must then choose one specific set of prints to follow, and she will be able to follow only those prints. The ingredient is a lens.

Phantom mount

Spell rank/type: 3/B
Element: Sonic
Ingredient cost: 1 gd*
Maximum range: 10'
Running time: 1 hour/level
Resistance roll: None
Area of exposure: Special

The purpose of this spell is to conjure a mount or pack beast for the Gypsy when one is otherwise unavailable. The ingredient for the spell consists of the powdered skull of a horse (including a donkey or mule, but excluding all other horse-like creatures) similar in type to that summoned. Upon completion of the spell, a mount appears in a flash of smoke. The summoned beast possesses no special abilities, but will perform normally, although it lacks riding equipment. At the spell's expiration the mount returns from whence it came, dropping anything it carries upon the ground.

Prickly rose

Spell rank/type: 3/F
Element: Sonic
Ingredient cost: 1 sr
Maximum range: Special
Casting: 10 minutes
Running time: Special
Resistance roll: Special
Area of exposure: Special

This spell enchants a rose with a particular effect depending on its color as shown below.

Black. This rose acts as a deadly poison, slaying instantly someone pricked by its thorns.

Blue. This rose causes one to forget any past experiences and to accept a new history told by the creator of the rose. The delusion lasts until curse-dispelling magic is cast upon the affectee.

Red. An enchanted rose of this color acts as a love potion against a particular victim. The creation of this rose entails its being bathed in a bowl containing the blood of the person hoping to be the object of the infatuation. The infatuation lasts until curse-breaking magic is cast upon the affectee.

White or yellow. When enchanted by the spell, someone pricked by the thorns becomes susceptible to a suggestion made by the caster. No resistance roll is allowed unless the suggestion greatly violates the target's ethics or will result in

certain death. The maximum running time of the suggestion is 24 hours.

To function, all *prickly roses* must be willingly handled by the target creature, who then makes a Luck roll to determine whether or not the rose's thorns prick the skin and activate their effects. (Of course, a glove or other hand covering prevents the rose from pricking the skin.) If the roll is successful, no harm befalls the intended victim and the rose immediately becomes powerless, something also occurring 72 hours after its creation if it is not used.

Special 4th rank Gypsy spells

Blade of biting

Spell rank/type: 4/D
Element: Sonic
Ingredient cost: Variable
Maximum range: 0
Running time: Special
Resistance roll: None
Area of exposure: 1 bladed weapon

With this spell, the Gypsy invokes her deity to enchant a bladed weapon she herself wields in combat. For up to 10 minutes thereafter, the blade holds the potency to inflict Body damage during the first successful strike. Thus, many halakas synthesize an *assassin blow* through this spell. After the first hit, or after 10 minutes in any event, the blade reverts to normal.

Blood talk

Spell rank/type: 4/F
Element: Sonic
Ingredient cost: 0
Maximum range: 10'
Running time: 1 minute
Resistance roll: None
Area of exposure: Special

When the halaka casts this spell upon a bit of dried blood of a deceased person, conversation between the two is enabled. The caster may ask simple questions, such as "Who were you?"; "What killed you?" etc., receiving simple answers in return. Naturally, the Gypsy must speak the language of the original creature so she may well use a *talk* spell in concert with this one. Note the voice of the blood is in every case a falsetto.

Cat claw

Spell rank/type: 4/G
Element: Sonic
Ingredient cost: 1 sr*
Maximum range: 0
Running time: 1 minute/level
Resistance roll: None
Area of exposure: The Gypsy

With this spell, the caster causes her fingernails to harden and extend into razor-sharp claws. She may then slash out at opponents, rolling to hit as a monster of equal level. Those struck suffer 1D8 points of damage which is not absorbed by armour. While the caster is under this spell, which she can end at any time, it is impossible to cast spells the GM infers require manual dexterity. The ingredient consists of a cat's paw.

Dispel curse

Spell rank/type: 4/D
Element: Sonic
Ingredient cost: 5 sr*
Maximum range: 10'
Casting: 10 minutes
Running time: Permanent
Resistance roll: Special
Area of exposure: 1 creature or object

By this spell, the Gypsy may dispel a *hex*, *vex*, *evil eye*, etc. Casting the spell entails the character scribing a 10' pentagram upon the ground and setting burning red candles at the cardinal points. Thereafter, the affected creature or object is placed at the pentagram's center and the halaka calls upon her deity to dispel the magic. The chance of success equals 5% per skill level. Note the magic functions upon curse-like spells beneath the 6th rank of power. Also, only one attempt at thwarting the spell through this spell is permitted a particular Gypsy unless she advances in level.

Finger of fumbling

Spell rank/type: 4/H
Element: Non-sonic
Ingredient cost: 0
Maximum range: 20'
Casting: 1 phase
Running time: Instantaneous
Resistance roll: Luck to neg.
Area of exposure: 1 creature

This spell causes a creature whom the Gypsy points at to drop something it holds in one hand, such as a weapon, shield, potion, etc. The dropped object may be retrieved on the following phase unless the target is in melee. In that case, retrieval and use occur on the next combat phase.

Lycanthropic bolt

Spell rank/type: 4/C
Element: Sonic
Ingredient cost: 3 sr*
Maximum range: 10'/level
Running time: Instantaneous
Resistance roll: None
Area of exposure: 1 creature

When the Gypsy invokes this spell, it enchants a small silver sphere into a bolt of energy she may hurl at a visible lycanthrope within range. No attack roll is required as the bolt unerringly strikes its target, similarly to a *magic dart*. Lycanthropic creatures in their non-natural form then sustain 1D6 points of (Stamina) damage per level of the caster. Non-lycanthropes, or lycanthropes out of animal form, are unaffected.

Scance

Spell rank/type: 4/B
Element: Sonic
Ingredient cost: 1 sr*
Maximum range: 0
Casting: 10 minutes
Running time: 1 minute/level
Resistance roll: Special
Area of exposure: Special

This spell allows the Gypsy to summon the spirit of a dead person to speak through her.

Needed to cast the spell are at least two other people and a lit white candle placed at the center of a table at which all sit. The halaka then goes into a trance, calling upon the desired spirit and the chance of its arriving equals 5% per level of the caster -1% per year it has been dead. (A bonus of 25% is added to the chances of the spirit's appearing if the deceased was personally known to someone at the table.) Should a 95-00 be rolled, a malevolent spirit inhabits the Gypsy, masquerading as whomever is being sought, to cause mischief and deception. Optionally, other Nether creatures might be drawn to the Nexus through the ceremony.

Upon the spirit's arrival, questions may be posed, although it is not constrained to answer. It might do so, however, if it was close to the querent, or if by doing so it can exact revenge on its enemies. Should there be no luck in conjuring the spirit, the caster may not try again for 30 days.

Note that a Gypsy never remembers what transpires when a spirit inhabits her.

Wheel of summoning

Spell rank/type: 4/D
Element: Sonic
Ingredient cost: 10 gd + 1 sr*
Maximum range: Special
Running time: Special
Resistance roll: Special
Area of exposure: Special

The Gypsy may use this spell to summon a person to her. The ingredients include a spinning wheel and a piece of parchment upon which the target's true name is written. The parchment is affixed to the wheel, which the Gypsy then spins while calling to her deity to invoke the magic. A charm-like force is then cast forth in all directions, and should the intended victim be within 1 mile of the caster per two levels of her skill, he must make an IQ roll or unexplainably head to the caster's location. The power of the spell also is such that the roll is made at a penalty factor of 1 for each three levels of the Gypsy.

Special 5th rank Gypsy spells

Amulet

Spell rank/type: 5/D
Element: Sonic
Ingredient cost: 10 gd+
Maximum range: Touch
Casting: 1 hour
Running time: Special
Resistance roll: Special
Area of exposure: Special

This is very similar to the witch spell *talisman*, for with it the Gypsy invokes her deity to enchant an amulet fashioned by her into a protective device. When the wearer is exposed to either a chosen sort of damage-causing element (fire, electricity, cold, etc.) or a specific spell against which resistance rolls are allowed, half of the person's current Luck may be applied as a bonus to the resistance roll. The amulet functions thus for three times, crumbling to dust thereafter. Note that the Gypsy may cast this spell but once each 30 days, and she may only fashion one *amulet* for herself at a time.

Charm lycanthrope

Spell rank/type: 5/A
Element: Sonic
Ingredient cost: 1 gd
Maximum range: 30'
Running time: Permanent
Resistance roll: IQ to neg.
Area of exposure: 1 lycanthrope

By use of this spell, the halaka brings into service a lycanthropic creature. The ingredient consists of a small silver pentagram which is presented to the creature when in animal form. Should it fail an IQ roll, the lycanthrope comes under the control of the caster. Note that creatures *charmed* by the Gypsy remain so even in their non-lycanthropic form. Those bound to a Gypsy in this manner, however, greatly resent their enslavement and will seek to betray their "mistress" if at all possible. Unlike the *charm* spell, this form of control is more powerful. While an order that would result in certain death breaks the enchantment, the lycanthrope must obey any lesser command.

Cure lycanthropy

Spell rank/type: 5/G
Element: Non-sonic
Ingredient cost: 1,000 gd+
Maximum range: 0 or touch
Casting: 2 hours
Running time: Permanent
Resistance roll: Special
Area of exposure: 1 creature

This spell grants the Gypsy a chance at removing the disease of lycanthropy from an affected victim. The ingredients for the spell include a number of very rare (i.e. a quest probably required to find them) healing herbs which are mixed into a broth to be drunk by the victim. The chance of being healed then equals 90%, -5% per year the person has been infected with the disease. Should the roll fail, only a wish or grant by a deity will suffice to cure him.

Dispel sigil

Spell rank/type: 5/E
Element: Sonic
Ingredient cost: 0
Maximum range: 30'
Running time: Special
Resistance roll: Special
Area of exposure: Special

This spell negates the power of *sigil* / *rune*-type magic (excepting the *witch mark* spell) without alerting the original caster to the *sigil*'s tampering. The base chance of success equals 50%, which is modified by +/- 5% for each level of difference between the Gypsy and whomever made the *sigil*. Note that *permanized sigils/runes* are not dispelled but are rendered inoperative for 1D4 minutes.

Lycanthropic form

Spell rank/type: 5/G
Element: Sonic
Ingredient cost: 50 gd*
Maximum range: 0
Running time: 1 hour
Resistance roll: None
Area of exposure: The Gypsy

The ability to change into the animal form of a lycanthrope is conferred by this spell. The ingredient consists of a vial of blood from a were creature. When the blood is drunk by the character at the completion of the casting, the halaka and her equipment undergo the transformation, which lasts up to an hour. While under this metamorphosis, the caster has all the benefits appropriate to a normal lycanthrope of that sort (including attack table but excluding the ability to inflict the disease on someone). The bane to her is that she also is subject to all spells and attack forms harmful to such creatures.

Lycanthropic ward

Spell rank/type: 5/F
Element: Sonic
Ingredient cost: 5 gd*
Maximum range: 10'
Casting: 24 hours
Running time: 1 day/level
Resistance roll: Special
Area of exposure: Special

The ingredient for this spell consists of a silver pentagram. When the Gypsy casts this spell upon it, the pentagram is enchanted into a protective device against lycanthropes. If worn upon the outer

clothing, the ward prevents all such creatures in their lycanthropic form from approaching within 10'. This protection is lost if the wearer takes offensive action against the lycanthrope.

Neutralize spell effects

Spell rank/type: 5/E
Element: Non-sonic
Ingredient cost: 5 gd*
Maximum range: 0
Casting: Instantaneous
Running time: 1 phase/level
Resistance roll: None
Area of exposure: Special

This temporarily removes the power of a spell affecting the caster. For example, a Gypsy trapped in a hall filled with *sheet lightning* could activate the spell, allowing her to escape. In another instance, a Gypsy struck by *spontaneous combustion* could stop the effects, possibly allowing her enough time to cast other neutralizing magic or run to a nearby pond and jump in. It should be noted that the spell will not affect spells bringing forth solid objects such as *hailstones*, *walls of bones*, etc., nor will it affect spells that change the form of something—*polymorph*, *acid globes*, and so on. The ingredient is a small hourglass.

Nimble hand

Spell rank/type: 5/G
Element: Non-sonic
Ingredient cost: 250 gd+*
Maximum range: 0
Running time: 1 minute/level
Resistance roll: None

Area of exposure: The Gypsy

This spell permits the Gypsy's hands to operate for purposes of *pickpocketing* as if she has a 20 Agility—or it will grant a bonus of 10% to the skill if her Agility is already 20. The hand of a 5th or higher level cutpurse is needed as the ingredient.

Shadow shift

Spell rank/type: 5/D
Element: Non-sonic
Ingredient cost: 10 gd*
Maximum range: 0
Casting: 1 phase
Running time: 1 minute/level
Resistance roll: None
Area of exposure: The Gypsy

By use of this spell, the Gypsy transfers her consciousness into her shadow. Her "body", while appearing entirely normal, then becomes the equivalent of a shadow, gaining immunity to physical and targeted magical attacks such as *magic dart*. The Gypsy's "shadow", however, retains the character's usual armour rating and is susceptible to all attacks she would normally suffer from, including those spells that damage undead such as *sun globe*, *curtain of light*, etc. While the Gypsy is so altered, she may not undertake physical attacks, though spellcasting is unaffected. Also, her voice can be heard to emanate from her shadow by those within five feet of her. The ingredient is an onyx figurine of the Gypsy.

* Ingredient disappears when spell is cast.





Spellcasters

Spellcasters are the most powerful characters in the game, harnessing the power of Magic to achieve their ends. Mastering such power, however, requires special dedication, and the demands on a spellcaster's time are such that he has little opportunity to spend on training with arms and building up the Stamina for prolonged battle. Nor can he don armour in most cases due to its restriction of his movements. Thus, a spellcaster must take great pain to assure nothing gets close enough to him to force him into armed combat, for he will then be fighting on his enemy's terms. Also, much use of magic relies on the graciousness of a character's deity, and this can place restrictions on one's freedom to act or do things his own way. Magicians also tend to be unpopular with many a noble, afraid of the trouble a mighty spellcaster can visit upon he and his lands.

Spellcasters also must go through a more complicated process to employ their talents. While fighters and tricksters may utilize their non-magical skills at will, spellcasting is limited to a certain number of times per day. Changing spells also requires the character carry and study bulky spell, song or prayer books, taking up space and time.

THE DRUID



The practice of druidism is generally limited to Avalon and the Elflands.

and it is the oldest known priestly profession. Unlike necromancers, druids are motivated to serve deities affiliated with nature, and thus they have less experience in dealing with Nether creatures. And though they are not actually witches, there is no question the two professions are related, and both generally get on well with each other. Most druids tend toward Good ethics, especially amongst Rhiannic druids. Evil druids are all but unheard of.

The background & purpose of the druid

To this day, a debate exists as to whether druidism predated witchery or was itself descended from witches. In any case, present-day druidism does have its roots with the first elves. In the time before recorded history, elven druids established the worship of Rhiannon (Brigit) and her sister Dellendryll while in Avalon a primitive form of druidism was practiced by the human inhabitants. Worship of a nature goddess named Bridgitt pervaded much of this early human religion, and during the Avalonians' exposure to elven lore during the war of the First Age, the priestesses of Bridgitt became influenced by the more refined worship of the elven "Brigit". Thus, both religions were merged, with many Avalonians concluding they were a sister race to the elves, which made the exclusively female Rhiannic druids the most numerous of druidkind. For this reason, Avalon and the Elflands remain closely tied to each other.

After the end of the First Age, aspects of druidism filtered down into cults worshipping other deities, and this is why a few male druids of other deities may be found in Avalon, whereas they are unknown in the Elflands.

Races best suited for druids

Elf, half-elf, human

Places of origin best suited for druids

Ashvryl, Avalon

Armour & arms

Druids are forbidden the use of armour unless they possess a second profession allowing it. In that event, they may don leather or softer attire. The weapons they are skilled with include:

Dagger, sickle, staff

Initial number of combat skill slots: 2

Additional combat skill slots gained: 1/4 levels

Cost for inappropriate weapons: 2 slots

Unskilled attack penalty: +2

Magic items allowed

Druids may employ items allowed all spellcasters. They may also use items allowed witches unless such are specifically denied them.

Druidic holy days

As do witches, druids have certain holy days when they honor their deities, the most important being Beltane, or the first day of spring. They also observe a few other holy days, among them Allhallows Eve, though witches regard it more highly.

Druids do not practice human sacrifice.

Level limitations & dual-profession options

Race	Character IQ						(Suggested) Dual-profession options				
	15/less	16	17	18	19	20	Wdsmn	Asn	Cps	Brd	Wtch*
LEVEL LIMITATIONS											
HUMAN (other)	14	15	16	17	18	20	x		x	x	x
ELF/HALF-ELF	15	16	17	18	19	20	x	x	x	x	x

* Dual-professioned druid/witches are limited to females.

CHAPTER TWO-Character professions (the Druid)

Level table

Skill level	Level points	Spell slots							Special abilities
		1	2	3	4	5	6	7	
1	0-2,300	2							A
2	2,301-6,700	4							
3	6,701-13,900	4	2						
4	13,901-25,900	4	4						
5	25,901-47,650	6	4	2					B
6	47,651-77,550	6	4	4					
7	77,551-127,050	6	6	4	2				C
8	127,051-204,550	8	6	4	4				D
9	204,551-344,550	8	6	6	4	2			B
10	344,551-514,550	8	8	6	4	4			
11	514,551-754,550	8	8	6	4	4	2		
12	754,551-1,054,550	10	8	8	6	4	2		E
13	1,054,551-1,354,550	10	8	8	6	4	4	2	B
14	1,354,551-1,654,550	10	8	8	8	6	4	2	
15	1,654,551-1,954,550	10	8	8	8	6	6	4	F
16	1,954,551-2,254,550	10	10	10	8	8	6	4	
17	2,254,551-2,554,550	10	10	10	10	8	8	6	B
18	2,554,551-2,854,550	10	10	10	10	10	8	8	
19	2,854,551-3,154,550	10	10	10	10	10	10	8	
20	3,154,551+	10	10	10	10	10	10	10	G, H

Explanation of special abilities

A. *Banish animals*. At 1st level, the character may use this talent to *banish* normal animals, fish or reptiles as a necromancer does. Neither creatures through *exorcism*. Each turn, the druid may attempt this ability against a single animal or colony of animals (such as bees or bats), though a successful IQ roll grants immunity to further *banishing* attempts by that druid until she rises in level.

Banished animals are never laid to rest, not being undead.

B. *Combat skill slot*. Self-explanatory.

C. *See faerie gates*. On reaching 7th level, the druid is enabled to see the invisible gates used by fairies to shift between the Nexus and their lairs.

D. *Create potions & elixirs*. At 8th level, druids can brew potions and elixirs.

E. *Enter gate*. At 12th level, a druid may utilize a faerie gate, including penetrating in or out of the area created through *Lyrazel's pocket dimension*.

F. *Erect shrine*. At 15th level, a druid may invoke his or her deity to erect a stone circle as a place of worship. In doing so, the deity causes a ring of stones to arise from a chosen spot, and thereafter the area within is *consecrated*. By the

next full moon, the druid gains 3D10 1st level druid followers of like ethics.

G. *Enter faerie realm*. At 20th level, the character may, during the night of a new moon, enter the Realm of Faerie without need of a gate.

H. *Build temple*. Also at 20th level, druids may construct a true temple to their deity. In building it, no cash expenditure is required so long as it is made from natural materials in a wilderness area. Construction time is 2-5 months.

Following is a list of available druid spells with a system for random determination. Druids may cast a number of witch spells of equal rank, as well as some of their own that are listed in **bold print**. Novice characters start play with 2D4 randomly generated spells, and one chosen with GM approval. Thereafter, they may obtain other spells over the normal course of adventuring, and also acquire a random spell within the ranks they are able to cast, each time a level is gained. It is the druid's choice as to the spell rank unless a particular rank spell is needed to fill a spellcasting allotment. All spells are kept in prayer books.



CHAPTER TWO-Character professions (the Druid)

1st Rank		2nd rank		3rd rank		4th rank	
01-03	Bind animal	01-03	Animal mimic	01-03	Animate wood	01-04	Air swim
04-06	Blood stop	04-06	Chameleon	04-06	Ball lightning	05-08	Bat swarm
07-09	Bonfire tree	07-09	Charm animal	07-09	Camouflage	09-12	Create nature guardian
10-12	Candlefire	10-12	Cure wounds	10-12	Capture essence (taken	13-16	Cure poison/disease
13-15	Conjure animal	13-15	Discern enchanted aura		automatically at 5th	17-20	Delay spell
16-18	Create familiar	16-18	Echo		level if not already	21-24	Faerie portal
19-21	Crown of light	19-21	Enchant clothing		possessed)	25-28	Greater slumber
22-24	Detect enchanted aura	22-24	Eyes of the familiar	13-15	Cloak of chills	29-32	Hailstones
25-27	Disenchantment	25-27	Fire darts	16-18	Cloak of warmth	33-36	Hex
28-30	Elemental protection	28-30	Fireflies	19-21	Elemental dart	37-40	Ice blast
31-33	Fog	31-33	Fire runes	22-24	Enchant cord	41-44	Lyrazel's arrow rain
34-36	Identify essence	34-36	Fire whip	25-27	Enchant fire	45-48	Lyrazel's globe of
37-39	Magic script	37-39	Food freshen	28-30	Fire blind		protection
40-42	Mist sight	40-42	Lyrazel's tree house	31-33	Foo fire	49-52	Neutralize aura
43-45	Phantom footprints	43-45	Lyrazel's wind chimes	34-36	Gnarl	53-56	Passage
46-48	Pop corn	46-48	Moon stairs	37-39	Heat room	57-60	Purify food and drink
49-51	Protection from	49-51	Night sight	40-42	Know true ethics	61-64	Rolling firesphere
	unliving	52-54	Protection from poison	43-45	Necromantic bell	65-68	Shooting stars
52-54	Quicksand	55-57	Ring around the moon	46-48	Plant grab	69-72	Sonic sight
55-57	Read magic script	58-60	Shiver	49-51	Protection from aquatic	73-76	Sun globe
					creatures		
58-60	Repair	61-63	Telesight	52-54	Seal	77-80	Wall of wood
61-63	Skull of flame	64-66	Thought projection	55-57	Shadows	81-84	Water breathe
64-66	Summon wind	67-69	Whirlwind	58-60	Shape change	85-88	Witching hour
67-69	Talk to animals	70-72	Will O' the wisp	61-63	Sheet lightning		
70-72	Tree talk	73-75	Wind grasp	64-66	Staff snake	89-00	Reroll or choose
73-75	Trick	76-78	Witch wand	67-69	Stone form		
76-78	Water stream			70-72	Water talk		
79-81	Whisper	79-00	Reroll or choose	73-75	Witch ring		
				76-78	Witch wind		
				79-81	Wood form		
82-00	Reroll or choose			82-00	Reroll or choose		

5th rank	6th rank	7th rank	
01-04	Bind plants	01-04	Abyss
05-08	Broth of healing	05-08	Alter weather
09-12	Control weather	09-12	Body lightning
13-16	Dominate undead	13-16	Conjure forth elemental
17-20	Enchant fire	17-20	Consumption
21-24	Enflame	21-24	Elemental wall
25-28	Essence grab	25-28	Greater foo fire
29-32	Greater will O' the wisp	29-32	Immunity to elements
33-36	Lyrazel's touch of	33-36	Lyrazel's hand of
	immunity		summoning
37-40	Mist moat	37-40	Lyrazel's poppet of
			protection
41-44	Moon sparkle	41-44	Lyrazel's talisman
45-48	Raise dead animal	45-48	Luck boost
49-52	Sleep mist	49-52	Permanize
53-56	Spontaneous combustion	53-56	Photosynthesis
57-60	Staff of healing	57-60	Song of Rhiannon
61-64	Talisman	61-64	Stone golem
65-68	Thunderbolt	65-68	Storm guardian
69-72	Transfer spirit	69-72	Sympathetic ward
73-76	Ward of watching	73-76	Vision globe
77-80	Well	77-80	Whirlwind of fire
81-00	Reroll or choose		
85-00	Reroll or choose	81-00	Reroll or choose

Special 1st rank druid spells

Bind animal

Spell rank/type: 1/A
 Element: Sonic
 Ingredient cost: 0
 Maximum range: 30'
 Running time: Special
 Resistance roll: 1Q to neg.
 Area of exposure: Special

This spell allows the druid to bind an animal of equal or lower level to perform a specific task, such as helping haul a wagon out of the mud; attacking an enemy, etc. The spell permits the animal to understand what it is to do, and the enchantment lasts to the task's completion.

Blood stop

Spell rank/type: 1/G
 Element: Sonic
 Ingredient cost: 0
 Maximum range: 40'
 Running time: 5 minutes
 Resistance roll: None
 Area of exposure: A 20' circle

With this spell, the druid may delay blood loss from a wounded creature. At the point the spell is cast, unconscious creatures within the area of exposure endure no blood loss for the spell's running time. This often aids in preserving a comrade's life until further aid can be rendered.

Bonfire tree

Rank/type: 1/F
 Element: Non-sonic
 Ingredient cost: 0
 Maximum range: Touch
 Running time: Up to 8 hours
 Resistance roll: None
 Area of exposure: 1 tree or log

This spell provides the druid with a fire source during evening hours. The ingredient consists of a stump, log or tree. When the spell is cast upon it, a low-burning fire is generated therein which discreetly warms all within 20' of the source in temperatures down to 0 degrees Fahrenheit. Below this, the magic fire is treated as normal. Note the fire can be extinguished only through *disenchantment* or by the caster's conscious will.

If not used upon a log or stump, most druids will employ a sick or withered tree as the ingredient, so in no way should this spell be considered inconsistent with preserving nature.

Mist sight

Spell rank/type: 1/G
 Element: Sonic
 Ingredient cost: 0
 Maximum range: 0 or touch
 Running time: 1 hour, + 10 minutes/level
 Resistance roll: None
 Area of exposure: 1 creature

By this spell, the recipient is granted special sight, discounting any mist, fog, smoke, etc., thus permitting unobstructed vision through such obstacles excepting the fog from a *mist moat* spell.

Phantom footprints

Spell rank/type: 1/G
 Element: Sonic
 Ingredient cost: 0
 Maximum range: 30'
 Running time: Permanent
 Resistance roll: None
 Area of exposure: Special

With this spell, the druid may create a set of footprints in terrain where impressions would normally be left. She may materialize whatever sort of footprints she pleases, up to one set per skill level, in a path up to 500' in length. The spell is most useful to distract pursuers into believing the caster and her party have ridden in a direction other than the one they actually have. A reverse of the spell erases existing footprints along the same guidelines, making them unnoticeable even through spells such as *path follow*.

Protection from unliving

Spell rank/type: 1/D
 Element: Sonic
 Ingredient cost: 1 gd*
 Maximum range: 0
 Running time: 1 minute/level
 Resistance roll: None
 Area of exposure: The druid

This spell offers some protection against an unliving being, acting as proof against a physical attack made by an undead, preventing witherings and damage from the body weaponry of these monsters (such as a mummy's punch, and various spells that cause withering, including withering devils/demons). The ingredient is a tallow candle carved with crosses.

Quicksand

Spell rank/type: 1/G
 Element: Sonic
 Ingredient cost: 0
 Maximum range: 60'
 Running time: 1 minute/level
 Resistance roll: Special
 Area of exposure: Circle 10' wide/level

This spell is usable only in an area of soil or sand, and with it the druid causes enemies moving through the area of exposure to sink to their waist, regardless of height. Those making Strength rolls can move in a direction of their choice, although speed is limited to five feet per turn. Others failing the roll remain trapped in the muck, unable to escape or cast spells requiring manual dexterity until the running time ends. If a natural 20 is rolled, the hapless victim is swallowed up and killed.

Disenchantment has no effect against the spell.

Summon wind

Spell rank/type: 1/G
 Element: Sonic
 Ingredient cost: 0
 Maximum range: 0
 Running time: 3 minutes
 Resistance roll: Special
 Area of exposure: Special

This spell causes a strong wind to rush through the area. In casting the spell, there are two possible

areas of exposure. The first is a 40' sphere centered on the druid. This absolutely prevents *small* flying creatures from effectively attacking in the area. The second form of the spell emits a cone-shaped breeze extending 30' from the caster and ending in a base of 20'. The wind generated therein forces creatures under *large* size to make a Strength roll to move through the area of exposure (at half speed).

Those firing missiles through either area of exposure suffer a penalty factor of 5 to their attack rolls. Also, both forms of the spell are useful in dispersing smoke or mist, excepting that from the *mist moat* spell.

Talk to animals

Spell rank/type: 1/G
 Element: Sonic
 Ingredient cost: 0
 Maximum range: 10'/level
 Running time: 1 minute/level
 Resistance roll: None
 Area of exposure: 1 animal

By this spell, an animal is enabled to communicate mentally with the druid. This is inferior to the communication enjoyed by a druid and her familiar as only limited cognition is possible on the creature's part, although it will impart information in rudimentary terms. The spell does not confer any control over an animal, though with a good reaction roll it may aid the druid in some way or cease attacking if offered food or assurance that its territory will be left undisturbed.

Tree talk

Rank/type: 1/D
 Element: Sonic
 Ingredient cost: 0
 Maximum range: 20'
 Running time: 1 minute/level
 Resistance roll: None
 Area of exposure: 1 tree or other plant

Trees often know more than people give them credit for. This spell permits the druid to manifest the spirit within a tree, that both may converse. Excepting trees and vegetation bound to an enemy through *capture essence*, the awakened tree will be on good terms with the caster and will answer simple questions—such as: what persons have passed, and what direction they went; the sort of creatures that dwell in the area, and so on. The spell also permits communication with tree sprites and other faeries who dwell within pockets of the faerie realm set in trees.

Use of this spell in concert with *animate wood* allows a tree to effectively hurl rocks or make other attacks as a 5th level monster upon enemies of the druid.

The spell has no effect against intelligent trees.

Water stream

Spell rank/type: 1/B
 Element: Sonic
 Ingredient cost: 0
 Maximum range: Touch
 Running time: Special
 Resistance roll: None
 Area of exposure: Special

With this spell, the druid conjures a stream of drinkable water from the ground. Up to one gallon

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per phase then flows forth to be utilized as desired. The stream flows for up to one minute/level unless there is a high water table in the area. In this event, flow is permanent. (Allow at least a 70% chance of a high water table in heavy forest or jungle, half this in areas of lighter growth, and only a 1% chance in deserts).

Special 2nd rank druid spells

Animal mimic

Spell rank/type: 2/G
Element: Sonic
Ingredient cost: 0
Maximum range: 500 yards
Running time: 10 minutes
Resistance roll: Special
Area of exposure: Special

This spell permits the druid to mimic some instinctual animal sounds, possibly resulting in certain effects as outlined hereafter.

Danger. Animals hearing this will flee from the source while the spell is in effect.

Defend. This cry causes an affected animal type to attack anyone physically attempting to harm the druid.

Mating call. This mimicry summons a particular sort of nearby animal. Such creatures hearing the call immediately proceed to the caster, arriving within 2D8 minutes if out of the druid's immediate vicinity. This type of call is used primarily to bring an animal to the druid so that further magics may bind or charm it into service. Unless visible, the GM must adjudicate whether desired animal types are in the vicinity (if he is unsure, a Luck roll can be made).

The druid may affect multiple animals whose combined levels do not exceed her own, or a single animal, whichever is more. An animal whose level exceeds the caster's, however, is entitled to an IQ roll to avoid the effects. Note the druid may only mimic the sounds of one particular animal type at a time. Throughout the spell duration, however, she may alternate the types of cries she makes and the creatures she desires to use the magic on, although she remains limited to the total number of animals she can affect. The spell can also be used as a means for the druid to signal others through making certain prearranged noises.

Charm animal

Spell rank/type: 2/A
Element: Sonic
Ingredient cost: 0
Maximum range: 50'
Running time: Special
Resistance roll: IQ to neg.
Area of exposure: Special

This spell permits the druid to charm an animal of equal or lower level. Charmed animals are not imbued with superior intelligence, nor are they enabled to communicate with the caster. They will, however, assume a positive attitude toward the druid and her friends so long as they are not mistreated or exploited unreasonably. They will also fight for the druid if a creature comes near enough to engage her in actual melee. The charm lasts until the druid dismisses the creature, usually as the borders of its native lands are reached.

Fireflies

Spell rank/type: 2/B
Element: Sonic
Ingredient cost: 3 sr*
Maximum range: 30'/level
Running time: 1 minute/level
Resistance roll: None
Area of exposure: Special

This spell conjures a horde of fiery insects that swarm forth from the caster to attack either a specific creature or all within a 20' area. In the first case, the *fireflies* surround a chosen victim, diving in to inflict 2D4 points of damage each turn, doubled if the target does other than fend off the bothersome insects, which will pursue him for 1D6 minutes if he moves beyond the stated spell range (thereafter, they return to the Nether planes).

In the second case, the flies swarm within a 20' sphere, subjecting those within to 1D4 points of damage each turn of exposure, doubled if they are not fended off. The *fireflies* are immune to all Type A and fire-based spells, although *greater slumber* immediately renders them inert, and they may be slain by any cold-based spell inflicting more than a point of damage, or by immersion in water. The ingredient is a firefly.

Fire whip

Spell rank/type: 2/F
Element: Sonic
Ingredient cost: 3 gd*
Maximum range: 0
Running time: 10 minutes
Resistance roll: None
Area of exposure: Special

This spell enchants a six- to eight-foot red silken cord into a fiery whip the druid may employ as a primary weapon. The *whip* even affects creatures requiring BF 1 weapons in order to be harmed, inflicting 1D4 points of damage. On a roll of a natural 1, the whip entwines a corporeal target, doing one point of damage per skill level each remaining minute of running time. The cord can only be broken by a creature rolling beneath its Strength on percentile dice, or by someone other than the entwined cutting it with a bladed weapon. *Undead in all cases suffer double damage.* The ingredient, as noted, consists of a red silk cord.

Food freshen

Spell rank/type: 2/G
Element: Sonic
Ingredient cost: 0
Maximum range: 5'
Running time: Permanent
Resistance roll: None
Area of exposure: 1 lb/level

By this spell, the druid freshens perishable food, even if it has become rotted or dehydrated. Up to a pound of food per skill level can be purified through the spell, although neither poison nor living creatures are affected.

Lyrazel's wind chimes

Spell rank/type: 2/G
Element: Sonic
Ingredient cost: 1 gd
Maximum range: Special

Running time: 2 hours/level
Resistance roll: None
Area of exposure: A 50' circle

This useful spell is attributed to Lyrazel, an elf princess responsible for many witch spells, and causes some to suppose Lyrazel was herself a druid as well as a witch. The spell utilizes a set of wind chimes as the ingredient, and when these are hung, the caster may select a pre-determined condition guideline to enact the magic. This guideline must be verifiable by sight, and should the act occur within a 25' radius of the chimes, they will ring loudly, alerting those nearby. The chimes otherwise remain silent even if a strong wind is blowing.

Disenchantment has no effect on the spell.

Moon stairs

Spell rank/type: 2/B
Element: Sonic
Ingredient cost: 0 or 50 gd*
Maximum range: 20'
Running time: 1 minute/level
Resistance roll: None
Area of exposure: 20', + 10'/level

This spell functions similarly to the rank 2 witch spell *moon rope*. However, druids are able to bring forth a stairway five feet in width that permits passage by numerous creatures, none of whom will find it insubstantial. The stairs may ascend up to an 80 degree angle, and *disenchantment* has no affect against them.

Protection from poison

Spell rank/type: 2/G
Element: Sonic
Ingredient cost: 0
Maximum range: 0 or touch
Running time: 10 minutes
Resistance roll: Special
Area of exposure: 1 creature

When cast upon a living creature, this spell allows one who makes his resistance roll against poison to suffer no damage. The spell also allows a normal Con roll for half damage against poisons usually permitting none.

Shiver

Spell rank/type: 2/G
Element: Sonic
Ingredient cost: 1 sr* or special*
Maximum range: 20'/level
Running time: Special
Resistance roll: Agility to neg.
Area of exposure: Special

This spell creates a wave of bitter cold that sweeps over a single target, causing various effects to assorted creatures failing an Agility roll:

Non-firebased living creatures suffer a chill, resulting in a penalty factor of 2 to their combat phase for 1D4 minutes.

Reptilian creatures, excluding cold-lovers, strike last in the turn for 1D4 minutes.

Fire-based living creatures suffer 1D4 points per level of the caster.

Vegetation-based creatures suffer one point of damage per level of the caster.

Undead are unaffected.

The ingredient is a shard of crystal or ice.

Wind grasp

Rank/type: 2/G
Element: Non-sonic
Ingredient cost: 0
Maximum range: 40'
Running time: Instantaneous
Resistance roll: Special
Area of exposure: 1 small object

This spell evokes a strong wind gust to blow an object weighing under six lbs to the caster. The spell is not sufficiently powerful to pull a weapon from someone holding it in actual combat, but a wand tucked in a magician's belt, or a sword casually held by someone can be affected, although the target creature can make an Agility roll to retain the item.

Special 3rd rank druid spells

Ball lightning

Spell rank/type: 3/B
Element: Sonic
Ingredient cost: 3 sr*
Maximum range: 20'/level
Running time: Special
Resistance roll: Special
Area of exposure: Special

This spell conjures up a small blue ball of electricity resembling a will O' the wisp. Upon its arrival, the ball may be sent forward to attack, or the druid may have it follow her for use on a subsequent combat phase. When the caster chooses to use it, the ball may be ordered forward at a tactical speed of 100'/phase, up to its maximum range. It then detonates in a selected spot or upon a chosen target, releasing arms of electricity in a 10' sphere that inflict 1D6 points of damage per caster level. Creatures subjected to the effect are permitted an Agility roll for half damage.

Disenchantment on the ball results in immediate detonation, though an Agility roll is allowed for half or no damage. Thus, the ball is often left in one position that the caster may detonate it with a *disenchantment* spell when she wishes, although she herself may some time be caught by an enemy spellcaster and subjected to her own *ball lightning's* explosion. The ingredient is a firefly.

Camouflage

Spell rank/type: 3/H
Element: Sonic
Ingredient cost: 0
Maximum range: 30'
Running time: 24 hours
Resistance roll: None
Area of exposure: A 10' square/level

This spell allows the druid to camouflage an indoor or outdoor area so that it outwardly resembles a desired type of terrain. Outdoors, the spell cannot hide trees or other large objects, but it can alter their apparent form. Oaks, for example, could be changed to resemble eucalypti or other trees. The spell can also hide an opening in a hillside or ground, causing a pit, for instance, to look no different than its surroundings, or a cave entrance to meld into a granite hillside. While there is no resistance roll against the spell, creatures touching an affected area will certainly feel a

difference in texture between that seen and what is felt. In the case of hidden apertures, something making physical contact (for example a probing hand) will pass through, thus alerting its owner that an illusion is present. Note the spell can also be used to alter the appearance of living creatures. Those altered can move through the area, retaining their camouflage, but will lose it if passing beyond the spell area, or attacking.

Cloak of chills

Spell rank/type: 3/F
Element: Sonic
Ingredient cost: 50 gd*
Maximum range: 0
Running time: 30 minutes/level
Resistance roll: None
Area of exposure: 1 cloak or cape

This spell enchants a cloak or cape into a chilly garment. Thus, one may comfortably endure an area of extreme heat, though some sort of foot protection is advised to prevent burnt feet. The cloak halves any damage sustained from heat-based attacks, although a penalty factor of 3 is applied to resistance rolls vs cold-based attacks. The ingredient is the *captured essence* of a cold day.

Cloak of warmth

Spell rank/type: 3/F
Element: Sonic
Ingredient cost: 50 gd*
Maximum range: 0
Running time: 30 minutes/level
Resistance roll: None
Area of exposure: 1 cloak or cape

This is an opposite form of the *cloak of chills* spell. When the cloak is donned, the wearer, even if otherwise naked in a snowstorm, is kept at a constant temperature of at least 75 degrees Fahrenheit, though once again a light foot covering is necessary to prevent frostbitten feet. The cloak also protects against cold-based attacks, halving any damage taken. One bane, however, is that a penalty factor of 3 is applied to resistance rolls vs fire-based attacks. The ingredient is the *captured essence* of a warm day.

Elemental dart

Spell rank/type: 3/C
Element: Sonic
Ingredient cost: Variable*
Maximum range: 20'/level
Running time: Instantaneous
Resistance roll: None
Area of exposure: 1 creature or object

This is a superior form of *magic dart* in that it enchants a dart-like object into a missile that automatically strikes a visible target for 1 point of damage per skill level, + 1D4. A difference, though, is that the caster may specify a chosen type of elemental base, ranging from that of a "normal" *magic dart*, to fire, cold, electricity, etc. The spell is thus handy for having at hand an elemental spell to damage creatures subject to particular elemental attack forms.

Fire blind

Spell rank/type: 3/D
Element: Sonic
Ingredient cost: Variable*
Maximum range: Special
Running time: Special
Resistance roll: Special
Area of exposure: Special

This spell protects the druid against those seeking to learn her whereabouts or actions through a device or spell. Its maximum duration is 24 hours or until extinguishment of the fire. Upon an attempt to so spy on the druid, a searing flame burns the eyes of the intruder. If a Luck roll is failed, the affected creature suffers 2D6 points of damage and is blinded for 10 minutes per skill level of the druid. No sort of fire protection helps against this spell unless the creature itself is naturally immune to fire. In all cases, no information on the druid will be gained. The ingredient is a fire which is consumed upon the spell's being activated by a spy.

Gnarl

Spell rank/type: 3/G
Element: Non-sonic
Ingredient cost: 0
Maximum range: Touch
Running time: Special
Resistance roll: Con to neg.
Area of exposure: 1 creature or object

This spell causes either an appendage of a humanoid creature or a wooden object to be twisted and bent. In the case of living creatures, the caster must successfully touch the target, which gains a Con roll to negate the effects. If the roll is unsuccessful, a D4 should be rolled against the following table to determine results.

1. Right arm *gnarled*--weapon or claw attack may not be employed.
2. Right leg *gnarled*--movement and Agility halved.
3. Left arm *gnarled*--shield or claw attack may not be employed.
4. Left leg *gnarled*--movement and Agility halved.

If both legs are *gnarled*, the target cannot stand. All these effects last for 10 minutes per level of the caster.

Non-living targets receive no resistance roll. The effects cause permanent warping and twisting of wooden objects.

Heat room

Spell rank/type: 3/G
Element: Non-sonic
Ingredient cost: Variable
Maximum range: 0
Running time: 1 hour/level
Resistance roll: None
Area of exposure: Up to a 10' cube/level

By this spell, the druid may heat a single room, tent or other enclosure to approximately 75 degrees Fahrenheit, regardless of surrounding cold. This keeps the inhabitants comfortable, and also is a possible bane to cold-based spells and attacks. Such that are attempted within a room subject to this spell are affected as though *disenchantment* is cast against them. The ingredient is a flame of any sort.

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Note the spell is immediately cancelled if the flame is extinguished.

Know true ethics

Spell rank/type: 3/D
Element: Non-sonic
Ingredient cost: 0
Maximum range: 10'
Running time: Instantaneous
Resistance roll: None
Area of exposure: 1 creature

This spell permits the druid to see the aura of a creature or consecrated object/area, revealing its true ethics. The spell is frustrated by the *damsel* spell as that alters a witch's aura.

Protection from aquatic creatures

Spell rank/type: 3/D
Element: Sonic
Ingredient cost: 20 gd*
Maximum range: 0
Running time: 5 minutes/level
Resistance roll: None
Area of exposure: A 15' sphere

This spell creates a shimmering sphere of protection centered upon the caster. While up, aquatic denizens seeking to harm the caster are restrained by an invisible force field preventing physical penetration unless the druid or someone else within inflicts damage on the creature. Also, the spell is only partially able to force something out of the way. A group could push away a sea witch with the force field, for instance, but not a whale, whose mass is so great that it is immovable by such a means. The ingredient is a pearl worth at least 20 gd.

Water talk

Spell rank/type: 3/G
Element: Sonic
Ingredient cost: 0
Maximum range: 10'
Running time: Special
Resistance roll: None
Area of exposure: Special

By this spell, the druid may converse with a body of water, asking up to one question per skill level regarding the knowledge it might have--such as: what creatures live in it; where it flows to; what sort of land-dwelling creatures are either upstream or down, etc. The spell also enables communication with a water elemental. If the elemental is hostile, the spell halts its aggression for up to one minute/level while it and the druid parlay, although no control is granted over the creature.

Special 4th rank druid spells

Air swim

Spell rank/type: 4/G
Element: Sonic
Ingredient cost: 0
Maximum range: 0 or touch
Running time: 5 minutes/level
Resistance roll: None

Area of exposure: 1 creature

This spell alters the recipient so he may "swim" through air as though water, never touching a solid surface unless desired. Movement while under the spell's effects equals 10'/phase, and the spell may be interrupted numerous times at will, so that one may walk normally for a while if he wishes.

Faerie portal

Spell rank/type: 4/G
Element: Sonic
Ingredient cost: 0
Maximum range: 0 or touch
Running time: Special
Resistance roll: None
Area of exposure: 1 creature

By use of this spell, the druid, or one touched by her may enter a faerie gate.

Lyrazel's arrow rain

Spell rank/type: 4/B
Element: Sonic
Ingredient cost: 1 sr*
Maximum range: 100'
Running time: 3 minutes
Resistance roll: None
Area of exposure: A 30'x30' cylinder

This spell is usable only if water from rain or some other source is falling upon the ground, and an arrow is used as the ingredient. The spell is so named because water within the area of exposure coalesces into arrow-shaped droplets, inflicting a variable amount of damage upon exposed targets, depending on the intensity of the falling water as shown hereafter.

Light: 1D6 points/turn.

Moderate: 2D6 points/turn.

Heavy: 3D6 points/turn.

Very heavy: 4D6 points/turn.

In all cases, armour absorption may be applied against the damage.

Passage

Spell rank/type: 4/G
Element: Non-sonic
Ingredient cost: 1 bz*
Maximum range: 0 or touch
Running time: 10 minutes/level
Resistance roll: None
Area of exposure: 1 creature

By use of this spell, the recipient is enabled to employ normal movement even through overgrown areas or snow, while leaving no noticeable trail even to *heat sight*. He may also avoid the effects of a *plant grab* spell, for instance, although the magic is not sufficiently powerful to overcome spells such as *time distortion*, which do not rely upon altering natural terrain to impede the progress of those passing through the area. The ingredient is a bit of grease.

Purify food and drink

Spell rank/type: 4/G
Element: Sonic
Ingredient cost: 1 gd
Maximum range: 5'
Running time: Permanent

Resistance roll: None

Area of exposure: 1 lb of food/level

By passing her deity symbol over a meal or drink, the druid neutralizes any poison, disease, or harmful bacteria present therein. The magic will not, however, restore spoiled food as does the *food freshen* spell.

Sonic sight

Spell rank/type: 4/G
Element: Non-sonic
Ingredient cost: 1 bz*
Maximum range: 0
Running time: 10 minutes/level
Resistance roll: None
Area of exposure: A 50' circle

This spell heightens the hearing of the druid so that she may "see" even in areas of total darkness, or if her eyes are shut or blinded. The effect approximates the sonic navigation of bats, and obviously subjection to *sound dampening* frustrates effective use. Naturally, *sonic sight* alone does not show an object's color nor does it reveal fine details.

Note that the area of exposure quadruples in liquid elements. Also, a bane to a druid under the spell is that she suffers a penalty factor of 3 to any resistance rolls vs sonic attacks (such as the stunning from a *thunderbolt*, or a banshee's wail). The ingredient is a pair of bat ears.

Wall of wood

Spell rank/type: 4/B
Element: Sonic
Ingredient cost: 1 bz*
Maximum range: 20'/level
Running time: Permanent
Resistance roll: None
Area of exposure: A 10' x 10' section/level

This spell causes a wall of wood to spring up from the ground. The wall melds with any existing wooden walls or foundations, or it remains free-standing if created between two or more good anchoring points. The wall is six inches thick, and may be hacked through in 4D4 minutes by one or more normal creatures with axes, or 1D4 minutes by a giant, for instance. Naturally, the spell *wood rot* is a bane to this spell. The ingredient is a sliver of wood similar in type to that of the desired wall, although the spell brings forth only common woods--oak, pine, etc.

Water breathe

Spell rank/type: 4/G
Element: Sonic
Ingredient cost: 1 bz*
Maximum range: 0 or touch
Running time: 1 hour/level
Resistance roll: None
Area of exposure: 1 creature

This spell allows one whom the druid touches to breath water as would a fish for the spell duration. The magic is dispellable at will by the recipient, however, so that he may breathe air again if he wishes. Note that *disenchantment* has no affect against the spell. The ingredient is a fish's gill.

Special 5th rank druid spells

Banish elemental

Spell rank/type: 5/D
Element: Sonic
Ingredient cost: 1 gd
Maximum range: 30'
Running time: 24 hours
Resistance roll: Special
Area of exposure: Special

By this spell, the druid may seek to *banish* one or more true elementals or lesser elemental creatures. In doing so, she must present her deity symbol, abjuring such creatures to depart. An IQ roll is then made, adding or subtracting 1 for each level of difference between the druid and the monster(s). Failure results in the creature(s) departing the caster's presence for 24 hours. The druid may affect at least one such monster, or multiple elementals (starting with those of lowest level), if their combined levels do not exceed her own. Those making the IQ roll are subject to another such spell if the druid tries again to affect them. *Disenchantment* has no effect against the spell.

Elemental blast

Spell rank/type: 5/D
Element: Sonic
Ingredient cost: 0
Maximum range: 100'
Running time: Instantaneous
Resistance roll: Agility for 1/2
Area of exposure: A 30' sphere or hemisphere

By this spell, the druid invokes her deity to unleash an explosion with an elemental base selected by her--fire, cold, steam (i.e. "water"), etc. Creatures within endure base damage of 1D6 points per caster level, halved with a successful Agility roll.

Enchant stone

Spell rank/type: 5/F
Element: Sonic
Ingredient cost: Variable
Maximum range: 30'
Running time: Special
Resistance roll: Special
Area of exposure: Special

This spell enchants an area of stone, allowing the druid to bring about certain effects as shown hereafter.

Up to 10th level.

Form stone. This version of the spell causes a section of stone no larger than a 10' cube to form into a shape of the caster's desire, although fine detail is impossible unless the druid has skills as a stone mason or sculptor. The running time is permanent.

11th level and above.

Passing. This version of the spell allows the druid to enter a piece of stonework at least as large as herself, to hide there, or to move through it to emerge somewhere along its span. The maximum area that may be enchanted equals a 10' cube per caster level. The running time is 10 minutes/level, and the druid may perform either of the benefits at will until the enchantment ends. Should she be caught within the stonework at the spell's ending, she will be expelled, suffering no damage, but must

make a Con roll or die. Note that for each level of the druid above 15th, she may take one person with her.

Disenchantment has no effect against the spell.

Eye of Rhiannon

Spell rank/type: 5/G
Element: Sonic
Ingredient cost: 100 gd*
Maximum range: 0
Running time: 3 minutes/level
Resistance roll: None
Area of exposure: A cone 30' in length ending in a 20' base

This spell confers special sight upon the druid, permitting her to see invisible creatures, secret panels, etc., and to penetrate any illusion-type magic. The ingredient is a 100 gd+ sapphire held to the forehead.

Flame of poison

Spell rank/type: 5/E
Element: Non-sonic
Ingredient cost: 1 sr*
Maximum range: 20'/level
Running time: Special
Resistance roll: Con to neg.
Area of exposure: 1 creature

The ingredient for this odd spell consists of a fire source of any sort carried by the caster, and a sprig of mistletoe. When the mistletoe is cast into the fire, the flame turns a cold black, lasting for up to 10 minutes. Within this time, the druid may select an enemy to attack, and the flame then surrounds the victim for one minute per caster level. Though no heat damage is suffered, each turn of exposure a Con roll must be made, with the target sustaining 2D6 points of Stamina damage for failure. This damage is treated as poison damage, thus normal healing spells do not restore it. Spells such as *control fire* are ineffective against *flame of poison*. Only *disenchantment* or entering an *air steal* can extinguish the flames.

Orb of truth

Spell rank/type: 5/D
Element: Sonic
Ingredient cost: 100 gd*
Maximum range: 10'
Running time: 3 minutes
Resistance roll: None
Area of exposure: 1 creature

This spell is used to interrogate a creature of equal or lesser level. The ingredient consists of a ball of perfect crystal which the caster employs to temporarily *capture the essence* of her prisoner. Upon the ball's being presented to someone, the druid may ask up to three questions. Failure to respond, or if a lie is related, causes the victim to sustain 1D4 points of Body damage. However, a cunning evasion of the truth frustrates the magic. Note that the victim's *captured essence* cannot be used for any purpose apart from the spell. Also, this spell may invoked against a specific person but once per month.

Plant grow

Spell rank/type: 5/G

Element: Sonic
Ingredient cost: 50 gd*
Maximum range: 50'
Running time: Permanent
Resistance roll: None
Area of exposure: A 30' circle

Upon the druid's casting this spell, plant life within the area of exposure instantly grows to maturity. Thus, a humble sapling can become a large tree, or a plant blossom fully in but a minute's time. The ingredient is a handful of soil any druid has cast *enchant focus* upon during Beltane.

Tree fort

Spell rank/type: 5/G
Element: Sonic
Ingredient cost: 0
Maximum range: Special
Casting: 4 minutes
Running time: 1 hour/level
Resistance roll: None
Area of exposure: A circle up to 3' wide/level

This spell is usable around heavy tree growth, and causes nearby trees to move and converge in a circle (with or without an opening to permit free passage), forming a stockade preventing passage of creatures larger than a cat. At the end of the spell, the trees return to their original positions. *Disenchantment* has no effect against the spell.

Special 6th rank druid spells

Broth of healing

Spell rank/type: 6/G
Element: Sonic
Ingredient cost: 50 gd*
Maximum range: Special
Casting: 8 minutes
Running time: Permanent
Resistance roll: Special
Area of exposure: 1 creature

With this spell, the druid mixes up a magical healing broth that must immediately be drunk by the intended recipient. The *broth* can restore 1D6 points of Stamina damage per skill level of the druid, or it will cure a single specified disease or poison so long as the recipient is alive to drink down the mixture. However, some magically-created poisons or diseases--such as lycanthropy or *leprosy*--cannot normally be healed by the *broth*, but their onset can be delayed up to 24 hours per skill level. Subsequent usage of this spell lowers in effectiveness against these, requiring a Luck roll be made with each preparation, applying a cumulative penalty factor of 1 for each time the *broth* is so used. Once the roll fails, the *broth* thereafter has no effect. The ingredient is a handful of healing herbs.

Enchant fire

Spell rank/type: 6/D
Element: Sonic
Ingredient cost: Variable
Maximum range: 10'
Running time: Special
Resistance roll: None
Area of exposure: Special

This spell permits the druid to enchant a fire,

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bringing forth one selected effect based on her level.

Up to 12th level.

Communication. Through this form of the spell, the druid may use two fires to verbally communicate with someone, though sight is not possible between the conversants. For the spell to function, the druid must be aware of the particular fire source acting as the receiving point, and someone obviously must be near it to respond. The running time is 10 minutes.

13th level and higher.

Spying/communication. If a target of hers is within 30' of a fire, this spell form lets the druid create a bond between two fires, using that element as a means to see, hear, and speak through it. The running time is 10 minutes/level. Note the druid may use the spell to observe a chamber she is familiar with if a fire source is present therein.

15th level and higher.

Transportation. This form of the spell permits the druid to use two large fire sources as a means of traveling from one place to another. Both must be at least equal in size to that which would fill a large fireplace, and the caster will be transported to a receiving fire nearest the intended destination if conditions are not such that a specific point may be reached. Note that for each level of the druid above 15th, she may bring along one person. Further, all who make use of this form of the spell suffer no harm from the flames.

All the above enchantments work upon the plane occupied by the caster, but also can connect to the Nether planes.

Essence grab

Rank/type: 6/D
Element: Non-sonic
Ingredient cost: 50 gd
Maximum range: 10'/level
Running time: Special
Resistance roll: Luck to neg.
Area of exposure: 1 creature

This is an improved version of the *capture essence* spell, usable only on creatures. With it the druid forces her target to make a Luck roll instead of an IQ roll to resist the spell.

Lyrazel's touch of immunity

Spell rank/type: 6/D
Element: Sonic
Ingredient cost: 0
Maximum range: Touch
Running time: 5 minutes/level
Resistance roll: None
Area of exposure: 1 creature

By touching another, the druid confers immunity to any harmful spell cast by her for the spell's running time. Example: a druid casts this spell upon a knight comrade. As he blocks a doorway to prevent passage by a group of monsters, she unleashes *hailstones* upon the area, which kill the monsters but bounce harmlessly off the knight.

Mist moat

Spell rank/type: 6/B
Element: Sonic
Ingredient cost: 50 gd*
Maximum range: 50'
Running time: 30 minutes/level
Resistance roll: Special

Area of exposure: Special

This spell is used by the druid to fashion a protective wall of magic fog between she and her enemies. When cast, a thick, stationary ground fog 15' in height, and up to 40' in length per caster level, arises and rings a set of walls or other vertical surface. Excepting the druid, creatures penetrating either side of the fog will become lost and will always exit in the same direction as they entered. The same partially holds true for spells directed through the fog's area of exposure, for the spellcaster must make a Luck roll or the spell penetrates five feet and then rebounds directly toward him. Creatures which by virtue of height can walk through the fog while looking above it may pass through without hindrance, while those tunneling up from beneath or falling in from above are lost for the spell duration, similar to the effects of a witch's *curtain of darkness*. Note that the spells *mist sight* and *sonic sight* offer no benefits when inside a mist moat, neither will *disenchantment* cancel the effects. The ingredient is the *captured essence* of fog.

Raise dead animal

Spell rank/type: 6/D
Element: Sonic
Ingredient cost: 50 gd*
Maximum range: 10'
Casting: 1 hour
Running time: Permanent
Resistance roll: None
Area of exposure: Special

By this spell, the druid invokes her deity to raise a dead animal (excluding true monsters) of lesser level. At completion of the ceremony, the animal is raised unless the deity wishes otherwise (i.e. GM discretion). The ingredient is a handful of incense burned in a brazier.

Staff of healing

Spell rank/type: 6/D
Element: Non-sonic
Ingredient cost: Variable*
Maximum range: Touch
Casting: 24 hours
Running time: Special
Resistance roll: None
Area of exposure: 1 creature

The ingredient for this spell consists of a staff (either normal or one made from a tree limb) upon which the druid carves certain magical runes and symbols. For up to seven days, the staff remains charged and upon being lain upon a wounded creature heals all Body and Stamina damage, crumbling to dust thereafter.

Thunderbolt

Spell rank/type: 6/C
Element: Sonic
Ingredient cost: 2 sr*
Maximum range: 100'/level
Running time: Special
Resistance roll: Special
Area of exposure: Special

By this spell, usable outdoors only, the druid calls down a mighty lightning bolt from the heavens, which impacts the ground with a thunderous crash. Those within a 10' radius of the

strike suffer 1D8 points of damage per caster level, halved if an Agility roll is made, and all within a 40' radius of the impact point must make a Con roll or remained stunned and helpless for 1D4 minutes unless the area is protected by *sound dampening*. The ingredient is a pair of willow twigs.

Well

Spell rank/type: 6/D
Element: Sonic
Ingredient cost: 50 gd*
Maximum range: 10'/level
Running time: 1 phase
Resistance roll: Agility to neg.
Area of exposure: A 20' circle

This is a lesser version of the 7th rank *abyss* spell, and by it the druid opens a circular portal to the Nether regions. All creatures then standing within the area of exposure must make an Agility roll or fall into a bottomless pit, not (?) to be seen again, with the portal closing up after them. Stationary objects within the area of exposure receive no roll and are immediately lost. A risk of using this spell, however, is a 10% chance of a Nether creature—such as a devil or demon—using the portal as a means to enter the caster's plane.

Special 7th rank druid spells

Conjure forth elemental

Spell rank/type: 7/B
Element: Sonic
Ingredient cost: 0
Maximum range: 30'
Running time: 10 minutes/level
Resistance roll: None
Area of exposure: Special

This spell allows the druid to conjure forth any sort of elemental so long as a large quantity of the proper substance is at hand. Conjured elementals are equal in level to the caster and willingly obey her commands. The druid may conjure one elemental for each seven skill levels.

Consumption

Spell rank/type: 7/D
Element: Sonic
Ingredient cost: 60 gd*
Maximum range: 50'
Running time: Permanent
Resistance roll: Special
Area of exposure: 1 undead creature

This spell is a dreaded bane to undead, for with it the druid boldly confronts the creature with the unnaturalness of its existence and abjures its essences to depart on to whatever awaits it. Non-corporeal undead—spectres, wraiths, etc.—are immediately banished fully to the realm of the dead, departing from the caster's plane. Corporeal undead—mummies, vampires, lichens, etc.—are entitled to an IQ roll to ward off the effects. If unsuccessful, the creature bursts into feral flame, severing the binding that permit the dead remains to stay animate, and leaving behind only ash and dust. Such is the power of the spell that the resistance roll is made at a penalty factor of 1 for each level that the druid exceeds her target, and not even spell immunity offers protection against the

magic. The ingredient is a cross inscribed within a pentagram, containing a vial holding the essence of fire.

Lyrazel's hand of summoning

Spell rank/type: 7/D
Element: Sonic
Ingredient cost: 105 gd*
Maximum range: Special
Running time: Instantaneous
Resistance roll: Special
Area of exposure: Special

Proper casting of this spell entails the druid chanting around a brazier burning valuable incense. She then casts a silk glove into it, and a spectral hand rises forth she may direct to summon a piece of property belonging to her that weighs less than 500 lbs (such as a spell book, familiar, weapon, etc.). The *hand* then departs and returns in a minute's time with the desired item so long as the druid knows the object's general location. If she doesn't, there is but a 1% chance per level of the caster that the *hand* can find the item. Also, the *hand* is capable of plane travel if necessary to obtain the druid's property. Note that only one attempt at retrieving a "lost" item is permitted through this spell.

Lyrazel's poppet of protection

Spell rank/type: 7/D
Element: Sonic
Ingredient cost: Variable
Maximum range: 0
Casting: 3 hours
Running time: Special
Resistance roll: None
Area of exposure: The druid

This useful spell protects the druid from the effects of Body damage. The ingredients for the spell include a doll carved into the caster's likeness, into which has been set a crystal holding her *essence*. Thereafter, the *poppet* remains enchanted for up to seven days. If during this time period the caster suffers Body damage, up to one point per level of her skill is instead transferred to it. (Conversely, if the *poppet* suffers damage, the druid suffers a like amount, up to her full normal Body points!) After the *poppet* has absorbed all it can, the caster sustains normal damage. To function, the *poppet* must be in the druid's possession. Also, during the time the *poppet* is employed, the druid will be without the 7th rank casting slot used to create it.

Lyrazel's talisman

Spell rank/type: 7/D
Element: Sonic
Ingredient cost: 1,000 gd(*)
Maximum range: Special
Casting: 24 hours
Running time: Up to 30 days
Resistance roll: None
Area of exposure: Special

This spell enchants a talisman of precious materials into a storage device that holds a spell placed in it by the caster. Upon a preset condition guideline occurring, the spell activates, under the caster's direction if appropriate. The *talisman* thereafter crumbles to dust. Note that the druid may fashion but one of these items per month.

Luck boost

Spell rank/type: 7/D
Element: Sonic
Ingredient cost: 1 sr*
Maximum range: 0 or touch
Running time: 10 minutes/level
Resistance roll: None
Area of exposure: 1 creature

This powerful spell boosts the recipient's luck score by 1D6 points, to a maximum of 19. Note, however, that any permanent Luck point loss must be deducted from the character's regular Luck total; it is never taken off of the extra Luck bestowed by this spell. Further, the effects of this spell are not cumulative, nor will any means make the boost permanent. The ingredient is a large shamrock.

Photosynthesis

Spell rank/type: 7/G
Element: Non-sonic
Ingredient cost: 1 bz*
Maximum range: 0
Running time: 1 minute/level
Resistance roll: None
Area of exposure: The druid

This spell permits the druid to draw strength and Stamina from exposure to natural sunlight. When the spell is invoked, 1D6 points of lost Stamina regenerate each combat phase, along with a point of Body damage if the caster has been injured. This process continues as long as the druid isn't below -5 Body points. Usefulness of the spell declines if the source of sunlight is from a quick-running time spell, for no benefits are derived from less than a full minute of exposure to the sun's energy. Also, a bane to one under this spell is that subjection to full darkness of any sort forces the druid to make a Con roll each turn or fall asleep until the spell ends or the darkness is removed. And obviously, no regenerative benefits apply in darkness. The ingredient is a flower bud.

Song of Rhiannon

Spell rank/type: 7/I
Element: Sonic
Ingredient cost: 0
Maximum range: 10'/level
Running time: Special
Resistance roll: None
Area of exposure: Special

This powerful spell-song allows the druid to make up a spell as needed, within the following parameters:

Offensive spells: Any sort of elemental base; damage cannot exceed 1D6 per level of skill; area of exposure cannot exceed a 10' cube/level or 1 creature/level, whichever is less, and an Agility roll is allowed for half damage. A bonus to attack or damage rolls cannot exceed 1 for each five skill levels.

Defensive spells: Armour rating cannot be bettered by more than 1 per three levels of skill. Penalty factors to opponents attack or damage rolls cannot exceed 1 per four levels of skill. No more than one creature per skill level can be affected within an area of exposure 20' in diameter.

The duration of damage-causing spells is *instantaneous*; all others are *one minute/level*.

The spell also may be used to duplicate any regular druid spell of 5th rank or less. Proper

ingredients are still necessary.

Storm guardian

Spell rank/type: 7/D
Element: Sonic
Ingredient cost: 50 gd*
Maximum range: Special
Running time: Special
Resistance roll: None
Area of exposure: Special

This spell allows the druid to protect her domain as defined by her *capture essence* spell. If pre-determined condition guidelines are met, a gigantic (100' x 100' x 100') sentient creature will form within 1D10 minutes to defend the druid's territory. Its description follows:

Armour rating: 0
Tactical move: 500/phase
Level: Equal to caster
BAR: Variable
BP/SP ratio: 0/1
Average stat: 15
Special stat: St-20
Attacks: 1 lightning bolt every three minutes or form whirlwind as air elemental.
Dmg: 1D8 per level (lightning) or by whirlwind.
Ethics: 1
Size: XL
Special note: Only harmed by magic or enchanted missiles; immune to *disenchantment* and electricity.

The storm guardian appears as a massive black cloud crackling with lightning and accompanied by high winds. It attacks either by emitting a lightning bolt each three minutes; or by touching down, which inflicts damage as an air elemental's whirlwind. The creature remains until it is slain, it has slain the intruders, or they leave the druid's domain. (The *guardian* regenerates all damage within 24 hours unless "Killed".) The ingredient is a vial containing the essence of a storm. Only one such spell may be cast at a time within the druid's lands.

Sympathetic ward

Spell rank/type: 7/F
Element: Sonic
Ingredient cost: 1,000 gd*
Maximum range: 30'
Casting: 1 hour
Running time: Special
Resistance roll: None
Area of exposure: Special

This powerful spell was used in ages past by the first elves to protect their structures from magical damage. The ingredient consists of a diamond vial used as the normal crystal vial necessary for the *capture essence* spell. The vial is used to capture the essence of the area the ward is to protect. Thereafter, it is placed within a model of the protected area, stored within the location in question. From this point, the ward absorbs ranks of magical spells directed specifically at structures, equal to 5 times that of the caster's level. An *earthquake* spell, for instance, is a 7th rank spell, thus to ward against someone trying to destroy a castle by that means, the ward would deduct 7 from whatever absorption potential it had remaining. The maximum area the ward may cover is a 100' cube per level of the caster.

* Ingredient disappears when spell is cast.

THE EARTH PRIEST



A priestly profession unique to dwarves and gnomes, earth priests are among the rarest of adventurers, for they are not often seen outside the ancestral lands of Naz-Al.

The background & purpose of the earth priest

Earth priests are one of the oldest professions known, dating to the creation of their races in the First Age. Since then, they have changed little, with their hierarchy ministering to the Dwarvenking in the ancestral underground city of Orion, where the profession is an inherited one. They were never large in numbers, and many were slain during the genocide of Gorus against dwarves and gnomes before the Triad came into conflict with the rest of Islay. By the Triad's demise at the beginning of the Second Age, not many remained to carry on the tradition, and their numbers since have hardly increased. For this reason, few depart ancestral lands, and most thereby tend toward Indeterminate ethics. In the case of a player earth priest, there is likely a good reason he or she has taken up the path of adventure. Perhaps the character hopes one day to explore and reclaim lost territories. Or, maybe he is on a personal quest to reclaim a lost Artifact of Power. It might even be possible that the earth priest has been banished from his clan for some transgression, which may be forgiven in time if he shows himself worthy.

Races best suited for earth priests

Dwarf, gnome

Places of origin best suited for earth priests

Naz-Al

Armour & arms

Earth priests may use any sort of armour or shield, for theirs is a unique spellcasting profession whose gods give them the ability to cast freely when in bulky armour. The weapons appropriate to earth priests include:

Axe (hand, battle), dagger, hammer

Initial number of combat skill slots: 2

Additional combat skill slots gained: 1/3 levels

Cost for inappropriate weapons: 2 slots

Unskilled attack penalty: +2

Magic items allowed

Earth priests may use magic items permitted all spellcasters.

Level limitations and dual-profession options

Race	Character IQ						(suggested) Dual-profession options
	15/less	16	17	18	19	20	None
LEVEL LIMITATIONS							
Any	15	16	17	18	19	20	



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Level table

Skill level	Level points	Spell slots					Special abilities
		1	2	3	4	5	
1	0-2,300	2					A
2	2,301-6,700	4					
3	6,701-13,900	4	2				
4	13,901-25,400	6	2				B
5	25,401-43,400	6	4				
6	43,401-73,300	6	4	2			
7	73,301-110,800	6	6	2			B
8	110,801-183,300	6	6	2	2		C
9	183,301-287,300	6	6	4	2		
10	287,301-442,300	6	6	4	2	2	B
11	442,301-637,300	6	6	6	2	2	
12	637,301-917,300	6	6	6	4	2	
13	917,301-1,217,300	8	6	6	4	2	B
14	1,217,301-1,517,300	8	8	6	4	2	
15	1,517,301-1,817,300	8	8	8	4	2	D
16	1,817,301-2,117,300	8	8	8	4	4	B
17	2,117,301-2,417,300	8	8	8	6	4	E
18	2,417,301-2,717,300	8	8	8	6	6	
19	2,717,301-3,017,300	8	8	8	8	6	B
20	3,017,301+	8	8	8	8	8	F, G

Explanation of special abilities

A. *Bind elementals*. At 1st level, the priest may *banish* or *dominate* true elementals as a necromancer does Nether creatures through *exorcism*. To do so, he boldly confronts one creature of this sort each combat phase. An IQ roll is then made, applying a bonus or penalty factor of 1 for each two levels of difference between the earth priest and the elemental. If the adjusted total exceeds the target number of the elemental by 1-9 points, it is *banished*, and will not bother the character or his party for up to 24 hours before another *binding* attempt must be made. But if the adjusted roll exceeds the target number by 10 or more points, it is *dominated* by the earth priest for the next 24 hours. Thereafter, another *binding* must be performed if the creature is not dismissed.

If control is gained over an elemental brought forth by a witch or druid there is no chance the creature will return under the former summoner's control. Naturally, an elemental that is not *bound* is immune to further attempts by that earth priest unless he advances in level.

B. *Combat skill slot*. Self-explanatory.

C. *Extra attack*.* At 8th level, the earth priest makes two attacks in the turn.

D. *Extra attack*.* At 15th level, the earth priest makes three attacks in the turn.

E. *Prayer*. At 17th level, the earth priest may invoke the equivalent of the 7th rank necromancer spell *prayer*. This may be done twice yearly.

F. *Permanize*. At 20th level, the earth priest once each year may beseech his deity to *permanize* a magical enchantment upon an item or area. The request is granted unless the deity has good cause not to (i.e. GM discretion).

G. *Form temple*. Also at 20th level, the character may form a temple to his deity, attracting 2D6 1st level earth priests as followers. If built in dwarven or gnomish lands, no cash expenditure is required as lay people are presumed to aid in the temple construction.

* An earth priest fighting two-handed makes but one attack with the off-hand weapon.

Following is a list of available spells, with a percentile system for random determination. Earth priests may cast a number of witch and necromancer spells of comparable rank, along with a handful of their own that are listed in **bold print**. Descriptions of these spells follow at the end of the spell lists.

Beginning characters start with 1D4 randomly generated spells, and one chosen with GM approval. Thereafter, they may obtain others over the normal course of adventuring, and also acquire a random spell within the range of those castable each time they advance in level. It is the player's choice as to the spell rank unless a particular rank spell is necessary to fill a spellcasting allotment. All spells are kept within prayer books.

1st rank	2nd rank	3rd rank
01-07 Air ball (W1)	01-07 Bless weapon (N2)	01-08 Chalice (N3)
08-14 Ball of bouncing (W1)	08-14 Embolden (W2)	09-16 Enchant armour (N3)
15-21 Bless (N1)	15-21 Fire darts (W2)	17-24 Enchant weapon (N3)
22-28 Control fire (W1)	22-28 Fire floor (N2)	25-32 Hand of entrapment
29-35 Detect enchanted aura (W1)	29-35 Heat sight (N2)	33-40 Necromantic bell (W3)
36-42 Detect living creatures (N1)	36-42 Mark passage	41-48 Phase effect (W3)
43-49 Detect secret panels	43-49 Night sight (W2)	49-56 Seal (W3)
50-56 Disenchantment (W1)	50-56 Phantom dagger (N2)	57-64 Sense fate (W3)
57-63 Elemental protection (W1)	57-63 Smoke cloud (W2)	65-72 Sheet lightning (W3)
64-70 Hammer of throwing	64-70 Spirit flail (W2)	73-80 Sound dampening (N3)
71-77 Healing (N1)	71-77 Stone speak (W2)	81-88 Stamina transfer (N3)
78-84 Repair (W1)	78-84 Wall walk (N2)	89-96 Stone form (W3)
85-91 Spell warning (W1)	85-91 Weapon wield	
92-98 Water conjure (N1)	92-98 Whirlwind (W2)	
99-00 Reroll or choose	99-00 Reroll or choose	97-00 Reroll or choose

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4th rank	5th rank
01-08 Bat swarm (W4)	01-07 Acid globes (W5)
09-16 Body transfer (N4)	08-14 Consecrate (N5)
17-24 Create stairway (N4)	15-21 Create wight (N5)
25-32 Cure poison/disease (W4)	22-28 Dispel weariness
33-40 Death's eye (W4)	29-35 Greater disenchantment (W5)
41-48 Fist (N4)	36-42 Mute
49-56 Portal of escape (N4)	43-49 Prevent ingress
57-64 Secret door (W4)	50-56 Protection from liquids (W5)
65-72 Stone tongue	57-63 Regeneration (N5)
73-80 Strengthen (W4)	64-70 Summon elemental
81-88 Wormhole	71-77 Summon weapon (N5)
89-96 X-ray vision (N4)	78-84 Talking script (W5)
	85-91 Weapon ward
97-00 Reroll or choose	92-00 Reroll or choose

Special 1st rank earth priest spells

Detect secret panels

Spell rank/type: 1/G
Element: Non-sonic
Ingredient cost: 10 gd*
Maximum range: 0
Running time: 1 minute
Resistance roll: None
Area of exposure: The earth priest

By this spell, the earth priest is granted special sight enabling him to notice secret panels within a 50' radius circle. The ingredient is a glass lens through which he peers.

Hammer of throwing

Spell rank/type: 1/F
Element: Non-sonic
Ingredient cost: 0
Maximum range: 10'/level
Running time: 1 minute/level
Resistance roll: None
Area of exposure: 1 hammer

This spell enchants a hammer into a boomerang-like weapon the priest may hurl at an enemy up to 10' distant per skill level. The hammer flies forward at a speed of up to 100'/phase to its maximum range before a normal attack roll is made, inflicting Body damage with a successful strike. Whether or not it hits, the hammer then returns to its thrower, landing at his feet and ending the spell if he cannot or does not choose to catch it. Note the enchantment upon the hammer makes it impossible for one other than its thrower to pluck it out of the air. However, the hammer can be stopped, and the magic upon it dispelled, by use of *wall of repulsion*, *color wall*, etc.

Special 2nd rank earth priest spells

Mark passage

Spell rank/type: 2/E
Element: Sonic
Ingredient cost: 1 sr*
Maximum range: Special
Running time: 3 hours
Resistance roll: None
Area of exposure: Special

By use of this spell, the priest can mark walls with marks only he can see. The ingredient is a writing device. While the spell lasts, the instrument may be used to mark arrows showing the direction out; to outline pit traps; leave notes upon walls, floors, etc. The marks, as mentioned, are unseen to all but the caster (though *detect enchanted aura* or *read magic script* makes them visible to a spellcaster), and they may be seen even in areas of normal darkness. After three hours, all marks disappear.

Weapon wield

Spell rank/type: 2/D
Element: Sonic
Ingredient cost: 0
Maximum range: 0 or touch
Casting: 1 phase
Running time: 10 minutes/level
Resistance roll: None
Area of exposure: 1 creature

By this spell, the earth priest, or one touched by him, is imparted with special melee ability, allowing him to wield any specific weapon he has not mastered as if it were a *primary* arm. Note the spell offers no protection against arms *consecrated* to certain ethics, nor does it cancel any baneful effects from enchanted or cursed weapons.

Special 3rd rank earth priest spells

Hand of entrapment

Spell rank/type: 3/G
Element: Non-sonic
Ingredient cost: 0
Maximum range: 50'
Casting: 1 phase
Running time: Permanent
Resistance roll: St to neg.
Area of exposure: Special

With this spell, the priest enchants a section of stone from a tunnel, floor or wall, allowing him to entrap a creature under *large* size. When the spell activates, a hand of stone forms from its base and grasps hold of a single specified target within 50' of the caster, who must be within 10' of the base (that is, either walking close by or floating just off the ground). A Strength roll is allowed to escape the hand; failure means the victim is trapped unless he uses magic to escape, or he is freed by outside help

breaking apart the hand (requiring 2D4 minutes of time).

Special 4th rank earth priest spells

Stone tongue

Spell rank/type: 4/F
Element: Sonic
Ingredient cost: 0
Maximum range: 10'
Running time: Special
Resistance roll: None
Area of exposure: A section of stone

This spell is usable upon a piece of stone or stonework weighing at least 10 lbs, and has the effect of enchanting it to speak up to 50 words when a preset condition guideline comes to pass, although spells cannot be invoked through this process. Note the area does not radiate magic.

Wormhole

Spell rank/type: 4/G
Element: Sonic
Ingredient cost: 1 bz*
Maximum range: 10'
Running time: Permanent
Resistance roll: None
Area of exposure: 5'/level

This spell permits the caster to make an instant tunnel. The ingredient is a worm, and when the spell is cast, a tubular tunnel three feet high, and five feet long per skill level, is created within an area of stone or earth. This and similar spells, however, can be frustrated by the 5th rank *prevent ingress* spell.

Special 5th rank earth priest spells

Dispel weariness

Spell rank/type: 5/D
Element: Sonic
Ingredient cost: 0
Maximum range: 0 or touch
Running time: Permanent
Resistance roll: None
Area of exposure: 1 creature

By this spell, the earth priest may cancel the

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effects of exhaustion due to lack of rest. Thus, any lost stat points are immediately restored, and the recipient may function as though he had just ended a restful sleep. *Dispel weariness* in no way restores expended casting slots, although a spellcaster under its effects may change his memorization slots as though he had slept the requisite amount of time.

Mute

Spell rank/type: 5/G
Element: Non-sonic
Ingredient cost: 0
Maximum range: Touch
Running time: Special
Resistance roll: Luck to neg.
Area of exposure: 1 creature

By use of this spell, the earth priest causes one touched by him to make a Luck roll or become mute, preventing speech and the utterance of sonic spell elements. The condition lasts until a *cure (disease)* spell is obtained.

Prevent ingress

Spell rank/type: 5/D
Element: Sonic
Ingredient cost: 10,000 gd*
Maximum range: 50'
Casting: 1 hour
Running time: Permanent
Resistance roll: None
Area of exposure: Special

This spell is usually employed to protect a

temple, crypt, or other sanctified area from unauthorized ingress through spells that affect stone. The spell ingredients include 10,000 gd of precious gems, which are consumed in a brazier as an offering to the earth priest's deity. Thereafter, the deity enchants the area in question, preventing any stone-affecting spell from allowing strangers ingress into the protected area. Thus, a witch hoping to employ *stone form* to penetrate into a locked temple, or a druid planning to use *enchant stone* to walk through a wall into a crypt, would have no success. Other spells, such as *astral projection* and the like, would, however, be effective since they do not rely on magically altering the stone in order to work. Also, those with a legitimate right to penetrate into the area may discount the spell.

Summon elemental

Spell rank/type: 5/B
Element: Sonic
Ingredient cost: 0
Maximum range: Special
Casting: Up to 4 minutes
Running time: 30 minutes after arrival
Resistance roll: None
Area of exposure: Special

With this spell, the priest attempts to summon a nearby elemental to aid him in some task so long as there is an ample amount of the proper substance in the area (air, water, fire, earth). If there are uncontrolled elementals in the area, one automatically appears within 1D4 minutes to do the priest's bidding. Otherwise, there is a 10%

cumulative chance per minute of the casting (checked by the GM), to a maximum of 40% on the fourth minute, that an elemental will be nearby within 10-60 minutes to aid the priest. When an elemental is determined to be available to the caster, percentile dice should be rolled against the following table to determine its level.

01-50:	5
51-75:	9
76-90:	12
91-99:	15
00:	20

Note the spell does not affect elementals under the control of someone else.

Weapon ward

Rank/type: 5/D
Element: Sonic
Ingredient cost: 0
Maximum range: 0
Running time: 1 hour
Resistance roll: Special
Area of exposure: The earth priest

This protective spell grants the earth priest a chance to avoid harm from a single specific weapon selected at the time of the casting. Provided he makes a Luck roll each time an enemy strikes him, the spell negates all damage. Note that only one such spell may aid the caster at a time.

* Ingredient disappears when spell is cast.

THE NECROMANCER



Necromancers (or priests) are the most common spellcasters upon the continent. While some, perhaps most, become consumed in some of its darker aspects, many follow the paths of Good ethics, using the skills of the profession to attract new worshippers to their deities, or to resist counterparts who would employ the craft as a means of achieving the domination of the world by themselves--and ultimately the powers of darkness.

The background & purpose of the necromancer

Most necromancers trace their origin to Goth, who lived at the end of the First Age and is often referred to as the fourth member of the Triad. Ostensibly Serpen's lieutenant, Goth is said to have founded necromancy as a Black Art, heading the first school of sorcery in Serpenalik. None are certain of his end, although it is generally believed that he fell with Gorus and Serpen in their demise.



Level limitations & dual-profession options

Race	Character IQ						(Suggested) Dual-profession options		
	15/less	16	17	18	19	20	Sar	Asn	Cps
LEVEL LIMITATIONS									
HUMAN (other)	14	15	16	17	18	20	x	x	x

With the end of the First Age, necromancy was driven underground, with its practitioners being hunted down by the rampaging hordes of Torrence, and even by their former servitors. As time passed, however, the Dark Covens, as they called themselves, regrew in power, allying themselves with the remnants of Serpen's sorcerers, and re-emerged as the dominant force in Hocwrath. Rebuilding the nation after the withdrawal of the Torrencians, both groups founded new colleges, establishing an unbreakable magocracy in the largest cities. But in the ensuing centuries, many necromancers turned from the paths of darkness, worshipping benign deities and drawing followers working to make the world a more humane place. With their efforts, necromancy spread throughout most of the human nations, including Torrencia, with the new practitioners dubbing themselves *priests* or *ecclesiasts*. But for many the evil reputation of those who preceded them resulted in much persecution and rejection. Even witches, who had nothing to do with true necromancy, were, over the title of the Dark Covens and a similarity of spells, linked with Goth's descendants, enduring similar unpopular treatment. So today, after millennia of winning over the approval of the common people, those who refer to themselves as *priests*, and those who still maintain the original title of *necromancer*, have at best a cool regard for each other.

Present-day necromancers can have a variety of backgrounds, from being raised in a temple or serving an apprenticeship in a Hocwrathian College of Magic, to indoctrination in the craft from a humble traveling priest. There are no known practitioners of the craft among the elves, dwarves or gnomes, who instead have druids or earth priests, following their own deities.

Races best suited for necromancers

Human

Places of origin best suited for necromancers

Andor, Arwin, Hocwrath

Armour & arms

Necromancers are forbidden the use of armour unless they possess more than one profession. In that event, they may don leather or softer attire. Those weapons appropriate to the profession include:

Dagger, dart, mace, staff

Initial number of combat skill slots: 2

Additional combat skill slots gained: 1/4 levels

Cost for inappropriate weapons: 2 slots

Unskilled attack penalty: +2

Magic items allowed

Necromancers may employ items allowed spellcasters.

CHAPTER TWO-Character professions (the Necromancer)

Level table

Skill level	Level points	1	2	3	4	5	6	7	Special abilities
1	0-2,300		2						A
2	2,301-6,700		4						
3	6,701-13,900		4	2					
4	13,901-25,900		4	4					
5	25,901-47,650		6	4	2				B
6	47,651-77,550		6	4	4				
7	77,551-119,550		6	6	4	2			
8	119,551-197,050		8	6	4	4			C
9	197,051-345,050		8	6	6	4	2		B
10	345,051-520,050		8	8	6	4	4		D
11	520,051-760,050		8	8	6	4	4	2	
12	760,051-1,060,050		10	8	8	6	4	2	E
13	1,060,051-1,360,050		10	8	8	6	4	4	B
14	1,360,051-1,660,050		10	8	8	8	6	4	2
15	1,660,051-1,960,050		10	8	8	8	6	4	4
16	1,960,051-2,260,050		10	10	10	8	8	6	4
17	2,260,051-2,560,050		10	10	10	10	8	8	6
18	2,560,051-2,860,050		10	10	10	10	10	8	8
19	2,860,051-3,160,050		10	10	10	10	10	10	8
20	3,160,051+		10	10	10	10	10	10	10

Explanation of special abilities

A. *Exorcism*. The most important skill of necromancy is the ability to repel or bind into servitude undead and Nether creatures. This is imparted by the character's deity, who grants it to aid his followers, or for some ulterior motive. The act is done through boldly presenting an emblem of the necromancer's deity to such creatures during his combat phase, sweeping it in up to a 360 degree arc while commanding them to depart or obey. The area of exposure is a 40' diameter circle centered on the necromancer, and assuming he can see and vocally direct his abjurations to intended targets, all must make an IQ roll to resist the effect, applying a bonus or penalty factor of 1 for each two levels of difference between them and whomever faces them. In virtually all cases, a resistance roll of 1 overcomes the effect and a 20 fails. Those resisting gain immunity to further such *exorcism* attempts by that particular necromancer until he advances in level.

At the necromancer's option, he may attempt to *exorcise* only a single target within a group, forcing it to apply a penalty factor of 3 to its IQ roll. This does not apply if the creature is not part of a group of at least three undead or Nether creatures.

Optional game variant: In the case of a necromancer's attempting *exorcism* without showing boldness—i.e. from the "safety" of one or more party members between he and the monster(s), the GM may consider disallowing any normal penalty factors to the IQ roll. This should apply only if nothing hinders the character from stepping forward and exposing himself during the attempt. Also, GMs who feel that the number of Nether creatures subject to *exorcism* should be restricted may rule that each turn the character can affect one creature per level of his skill, starting with the those nearest to him.

If the necromancer's intent is to *banish*, a resistance roll that is 10 or more above the monster's IQ (or 5 or more if necromancer and target are of like ethics), lays an undead to rest, causing it to crumble to dust if corporeal, or driving it back to the Nether planes if it is a spirit or Nether creature. A lesser failure causes it to flee the necromancer's presence for the next 24 hours.

If the intent is to *dominate*, only one creature per turn can be affected, and it must fail an IQ roll by at least 10 points (or 5 points if necromancer and target are of like ethics), else it is considered to have made its resistance roll even if a score of 20 is thrown. Assuming it does fail as illustrated, results vary, depending on the ethics of the necromancer and target:

Both of like ethics: Serve faithfully for the next 24 hours, departing thereafter.

Of differing ethics, one step removed (i.e. one is Indeterminate, the other Evil or Good): Serve for one hour (but not in combat or other dangerous role), thereafter departing as though *banished* from the necromancer's presence.

Of differing ethics, two steps removed (i.e. one is Good, the other Evil):

Answer up to three questions fully and truthfully (assuming it is capable of communication), and obey simple commands that do not endanger or harm the monster, departing after 10 minutes have passed as if it were *banished* from the necromancer's presence.

Needless to say, one using *exorcism* must be in good standing with his deity, else his targets may receive a GM-determined bonus factor to their resistance rolls, or, worst of all, the character may discover the power stripped from him when he needs it most.

Miscellanea about exorcism

Exorcism by ability does not affect creatures possessing a person or object. Instead, the rank 3 *exorcise* spell must be employed.

When a monster is *banished* but not laid to rest, it will exit the necromancer's presence and avoid him for up to 24 hours before a new *exorcism* must be performed, unless the necromancer or one of his party inflicts damage on it or makes it clear the creature(s) will be destroyed. This immediately frees the monster—and any others in its general vicinity who are likewise threatened—from the necromancer's power, and none can thereafter be *exorcised* (through ability) by the same character unless he advances in level.

Exorcised creatures will not attack any former master. In fact *dominated* monsters brought into the presence of a previous master who captured them through an *exorcism* roll, *ceremony of binding* spell, or through conjuration magic, make a resistance roll as though *disenchantment* were being performed by the original master. Success results in the monsters returning under his control. This control cannot be broken by the character without the original master's death.

Spell immunity and *disenchantment* are ineffective against *exorcism*.

A necromancer always senses if the *exorcism* is successful. An intelligent undead or Nether creature cannot "fake it" in hope of betraying the character later on. Finally, necromancers should be considered to possess *detailed* knowledge regarding common types of undead/Nether creatures, and *general* knowledge of uncommon monsters of these types.

B. *Combat skill slot*. Self-explanatory.

C. *Create potions & elixirs*. At 8th level, the necromancer can brew potions and elixirs.

D. *Build temple*. Upon reaching 10th or higher level, the character, if he curtails adventuring and settles down, may build a temple (or school) to his deity. In the process, he will attract 4D6 followers of like ethics who will seek to learn under the master. These are 1st level necromancers who are considered to have absolute loyalty unless the character changes ethics or mistreats them. Needless to say, the temple must be of sufficient size to house the master and his followers. Generally, a cash expenditure of 50,000 ounces of gold will be

CHAPTER TWO-Character professions (the Necromancer)

necessary to complete the complex. Thereafter, upkeep funds are presumed to come from donations and tithes. Other followers may be gained at GM discretion.

E. *Create golem*. At 12th level, the necromancer gains the knowledge of how to fashion any sort of golem but those made of stone, brass, bronze or iron (see the monster descriptions for full details). While there is no limit to the number of these creatures a necromancer can create, the cost and time involved will certainly place limits on them.

F. *Extra attack*.* On reaching 15th level, the necromancer makes two attacks in the turn.

G. *Become lich*. At 15th level, the knowledge and skill of a necromancer are such that he discovers the means of becoming a lich. Obviously, many necromancers would be loathe to undertake such an act.

H. *Create golem*. On finally reaching 20th level, the necromancer may fashion golems of brass, bronze or iron (see the monster descriptions for full details).

* A necromancer fighting two-handed makes one attack with the off-hand weapon.

Following is a list of available necromancer spells with a percentile system for random determination. Necromancers may cast a number of witch spells of comparable rank, along with many of their own which are listed in **bold print**. Descriptions of these special necromancer spells follow at the end of the spell lists.

Beginning necromancers start with 2D4 randomly generated spells, and one chosen with GM approval. Thereafter, they may obtain others over the normal course of adventuring, and also receive a random spell within the range of those castable each time he advances in level. It is the necromancer's choice as to the spell rank unless a particular rank spell is necessary to fill a spellcasting allotment. All spells are kept within prayer books.

1st rank	2nd rank	3rd rank	4th rank
01-03 Aura read	01-05 Acid dust	01-03 Awaken dead	01-04 Astral projection
04-06 Ball of shadow	06-10 Befuddle	04-06 Babble	05-08 Balance
07-09 Bless	11-15 Bless weapon	07-09 Black steed	09-12 Bat swarm
10-12 Bone dust	16-20 Cleanse	10-12 Bone swarm	13-16 Biting skull
13-15 Candlefire	21-25 Diamond cloud	13-15 Chalice	17-20 Blight
16-18 Circle of protection	26-30 Discern enchanted aura	16-19 Ectoplasm	21-24 Body transfer
19-21 Create skeleton	31-35 Fear phantom	20-21 Enchant armour	25-28 Cloud leech
22-24 Detect curse	36-40 Finger of amnesia	22-24 Enchant weapon	29-32 Create stairway
25-27 Detect enchanted aura	41-45 Fire floor	25-27 Energy blast	33-36 Cure poison/disease
28-30 Detect living creatures	46-50 Fire palm	28-30 Ether gas	37-40 Death's eye
31-33 Disenchantment	51-55 Float	31-33 Exorcise	41-44 Fist
34-36 Grave	56-60 Guardian skull	34-36 Eye palm	45-48 Greater helping hands
37-39 Healing	61-65 Heat sight	37-39 Laughing skull	49-52 Neutralize aura
40-42 Helping hands	66-70 Mind shield	40-42 Lightning disc	53-56 Phantom sail
43-45 Magic dart	71-75 Net	43-45 Mesmerize	57-60 Portal of escape
46-48 Mirror	76-80 Phantom dagger	46-48 Necromantic bell	61-64 Shift
49-51 Protection from withering	81-85 Shadow sword	49-51 Necromantic darkness	65-68 Snake arrow
52-54 Repair	86-90 Spirit flail	52-54 Necromantic familiar	69-72 Spirit bind
55-57 Ring shield	91-95 Sun ball	55-57 Phantasmal fighter	73-76 Summon shade
58-60 See spirits	96-00 Reroll or choose	58-60 Phase effect	77-80 Sunburn
61-63 Shadow darts		61-63 Seal	81-84 Vanish
64-66 Spirit lights		64-66 Seek object	85-88 Wisdom of the dead
67-69 Skull of flame		67-69 Smoke sticks	89-92 X-ray vision
70-72 St. Elmo's fire		70-72 Sound dampening	
73-75 Talk		73-75 Spirit messenger	93-00 Reroll or choose
76-78 Unlock		76-78 Spirit talk	
79-81 Voice mimic		79-81 Stamina transfer	
82-84 Wall walk		82-84 Wall of swords	
85-87 Water conjure		85-87 Warrior's might	
88-00 Reroll or choose		88-00 Reroll or choose	

CHAPTER TWO-Character professions (the Necromancer)

5th rank	6th rank	7th rank
01-04 Acid globes	01-04 Abdallah's sand castle	01-04 Air steal
05-08 Activation	05-08 Blade of seeking	05-08 Black sleep
09-12 Consecration	09-12 Body drain	09-12 Ceremony of binding
13-16 Create wight	13-16 Bone cage	13-16 Demon flame
17-20 Fetch	17-20 Bounce bane	17-20 Dimension walk
21-24 Five fingers of death	21-24 Circle of healing	21-24 Fear
25-28 Greater disenchantment	25-28 Displacement	25-28 Immunity to elements
29-32 Mind meld	29-32 Excommunication	29-32 Leprosy
33-36 Necromantic healing	33-36 Enflame	33-36 Locust swarm
37-40 Nether bolt	37-40 Greater healing	37-40 Non-corporeality
41-44 Protection from liquids	41-44 Hydra's children	41-44 Pentagram of entrapment
45-48 Regeneration	45-48 Necromantic flame	45-48 Permanize
49-52 Shun	49-52 Pentagram of protection	49-52 Phantom member
53-56 Spirit watcher	53-56 Phantom	53-56 Prayer
57-60 Stamina drain	57-60 Phantom door	57-60 Red death
61-64 Summon	61-64 Shift spell rank	61-64 Restore withering
65-68 Summon weapon	65-68 Skill leech	65-68 Rune magic
69-72 Suspend animation	69-72 Skull watcher	69-72 Shattering
73-76 Teleportal	73-76 Spell reflection	73-76 Spell leech
77-80 Vex	77-80 Stasis	77-80 Summon Nether creature
81-84 Wall of bones	81-84 Summon object	81-84 Talking skull
85-88 Wall of repulsion	85-88 Ward of watching	85-88 Transmute creature to dust
89-92 Watch dog		89-92 Unholy strength of dar-Sala
93-00 Reroll or choose	89-00 Reroll or choose	93-00 Reroll or choose

Special 1st rank necromancer spells

Aura read

Spell rank/type: 1/G
Element: Non-sonic
Ingredient cost: 0
Maximum range: 10'
Running time: 1 phase
Resistance roll: Special
Area of exposure: 1 creature

This spell enables the caster to read the aura of a creature, thereby noting any spiritual possession, *hexes*, magical *charm*, etc. It also can be used to scan an area suspected of exposure or *consecration* to an extremely powerful being from another plane, such as a devil. The spell can also confer knowledge of a creature's general ethics, with the chance of success equalling 10% per level of the target. Should the roll fail, the necromancer may not try again until he advances in level.

Ball of shadow

Spell rank/type: 1/E
Element: Non-sonic
Ingredient cost: 5 gd*
Maximum range: 100'
Running time: 10 minutes
Resistance roll: None
Area of exposure: A 20' sphere

Through this spell, the necromancer creates a spherical ball of darkness. Light within equals that of a dark night, restricting vision to only a foot or two and completely blocking the sight of those outside peering through without *heat* or *night sight*. The *ball* also can mentally be moved at 20'/phase,

up to 100' away. If concentration is interrupted, or if the caster moves to another position, the *ball* remains where left for the spell duration. The ingredient is a bead of onyx.

Bless

Spell rank/type: 1/D
Element: Sonic
Ingredient cost: 10 gd*
Maximum range: 0
Casting: 10 minutes
Running time: Special
Resistance roll: None
Area of exposure: Special

This spell is used by the necromancer as preparatory magic, including the creation of up to a gallon of holy water/oil. With it he calls upon his deity to bless (or curse) an item, thus rendering it fit for other magic use, such as candles in the *reflect curse* or *exorcise* spells. The ingredient consists of holy water which is sprinkled upon the object to be prepared. The spell can also be used to bless (or curse) an object or area up to 10' square for an hour. Thereafter, an undead or Nether creature making contact with the object/area sustains 1D4 Body points of damage each turn of exposure. If this latter effect is invoked by a necromancer of Evil ethics, the magic is limited to creatures of Good from other planes.

Bone dust

Spell rank/type: 1/F
Element: Non-sonic
Ingredient cost: 1 sr*
Maximum range: 10'/level
Running time: 1 minute/level
Resistance roll: Special
Area of exposure: Up to a 20' cube

By this spell, the necromancer enchants a sackful of bone dust into a swirling cloud that flies out to the area of exposure, irritating the eyes of those within. While no damage is caused, those in the cloud are most uncomfortable and will seek to move out. Spellcasting from within the cloud is possible only if a Luck roll is made each turn.

Circle of protection

Spell rank/type: 1/D
Element: Sonic
Ingredient cost: 31 gd*
Maximum range: 0
Casting: 5 minutes
Running time: 10 minutes/level
Resistance roll: Special
Area of exposure: Up to a 20' circle

This spell offers protection from attacks by spirits and other creatures from the Nether planes. Casting entails scribing a circle upon the ground with bone dust mixed with a vial of holy oil. When the scribing is completed, the necromancer and anyone else he wishes may stand within. The *circle* offers an invisible force field protecting from any sort of physical/magical attack from undead creatures (including devils/demons) of equal or lesser level. Those exceeding this have a 10% chance per additional level of forcing their way into the *circle* or overcoming its protection. People inside are otherwise protected so long as they take no offensive action against their nemesis save for an *exorcism* by spell or ability. Otherwise, the protection is lost. The spell is mostly used to offer protection while *exorcising* spirits or negotiating with creatures from the Hells, although the 7th rank spell *ceremony of binding* lets the caster use the spell to hold certain creatures within.

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Create skeleton

Spell rank/type: 1/F
Element: Non-sonic
Ingredient cost: 0
Maximum range: 20'
Running time: Permanent
Resistance roll: None
Area of exposure: 1 skeleton, + 1 per 2 levels

Through this spell, the necromancer awakens one or more intact skeletons, causing them to arise and do his bidding.

Detect curse

Spell rank/type: 1/D
Element: Non-sonic
Ingredient cost: 0
Maximum range: 10'
Running time: 1 phase
Resistance roll: Special
Area of exposure: 1 creature/object/area

By this spell, the necromancer is enabled to detect a curse and its type upon a person or area. The spell can also reveal if an object is cursed, although the chance of correctly noting the fact is 10% per level of the caster, and only one attempt is allowed a particular necromancer until he advances in level.

Detect living creatures

Spell rank/type: 1/G
Element: Sonic
Ingredient cost: 0
Maximum range: 0
Running time: 3 minutes
Resistance roll: None
Area of exposure: A cone ending in a 30' base

By passing his hands across his eyes while reciting an ancient prayer, the necromancer is enabled to see intelligent living plant and animal creatures, which glow to his sight even if masquerading as non-living objects, or if under a *stone hide* spell. The spell does not detect someone using *camouflage* or *concealment* skills, nor will it note someone under a *vanish* or similar spell as it is used primarily to determine if a suspicious object is actually some sort of creature.

Grave

Spell rank/type: 1/G
Element: Sonic
Ingredient cost: 0
Maximum range: 10'
Running time: Permanent
Resistance roll: None
Area of exposure: Up to 10' x 5' x 5'

By this spell, the necromancer prepares a grave or pit up to the size allowed, so long as the spell is cast upon natural ground, excluding rock. All excavated materials gather to the sides of the grave, which must be refilled manually, although a reverse of the spell acts accordingly.

Healing

Spell rank/type: 1/D
Element: Sonic
Ingredient cost: 0
Maximum range: 0 or touch
Running time: Permanent
Resistance roll: None
Area of exposure: 1 creature

This spell permits the caster to heal either Body or Stamina damage by touching himself or another while calling upon his deity. In the first case, 2D6 points of Body damage may be healed, while in the latter 4D6 points of Stamina can be restored.

Mirror

Spell rank/type: 1/G
Element: Sonic
Ingredient cost: 5 gd*
Maximum range: 5/level
Running time: Permanent
Resistance roll: None
Area of exposure: Up to a 10' square

Through this spell, the necromancer creates a mirrored finish upon a solid surface of non-organic material. The spell is thus useful to aid in fighting a medusa or other creature with a gaze attack, and smart gamers may think of other uses. The ingredient is a small hand mirror.

Ring shield

Spell rank/type: 1/F
Element: Sonic
Ingredient cost: 100 gd*
Maximum range: 0
Running time: 1 minute/level
Resistance roll: None
Area of exposure: A 2' circle

This spell radiates a shieldlike field of force from a ring of gold and diamond worn by the caster. While up, the *shield* improves the necromancer's armour rating vs physical attacks by 1, + 1 factor per three skill levels. Spellcasting is unaffected, although no benefit is gained if one is attacked while casting spells requiring manual dexterity. The bonus conferred by the *shield* is cumulative with other magical protections, although dual-professioned characters certainly cannot employ a regular shield as well as the magical one, nor is two-handed fighting allowed.

See spirits

Spell rank/type: 1/G
Element: Sonic
Ingredient cost: 31 gd*
Maximum range: 0 or touch
Running time: 10 minutes/level
Resistance roll: None
Area of exposure: Creature touched

By this spell, the recipient is enabled to see spirits or Nether creatures that are naturally invisible. This does not include undead employing a *vanish* spell or similar invisibility-granting magic. The ingredient for the spell consists of a paste rendered from holy oil and the pulverized eye of a raven. When rubbed into the eyes, special sight is conferred, thus allowing the recipient to clearly see wraiths, fetches, etc.

Shadow darts

Spell rank/type: 1/B
Element: Non-sonic
Ingredient cost: 0
Maximum range: 0
Running time: 1 minute/level
Resistance roll: None
Area of exposure: Special

This unusual spell provides the necromancer with a ready supply of darts he may hurl at enemies. When the spell is invoked, a shadowy dart appears in his hand, which may be hurled as a *primary* weapon up to 40' distant, delivering 1 point, +1 point of Stamina damage per three caster levels with a successful hit. (Note that damage is not absorbed by armour.) During subsequent combat phases, the caster may materialize and throw more darts until the spell ends. Only one point of damage is inflicted if the dart is employed in an area with illumination equal to sunlight.

Spirit lights

Spell rank/type: 1/D
Element: Non-sonic
Ingredient cost: 0
Maximum range: 0
Running time: 10 minutes
Resistance roll: None
Area of exposure: A 100' circle visible to the caster

This spell allows the caster to note the presence of dead remains. When it is invoked, wispy lights appear before any spot where remains are buried or otherwise hidden. This includes both dead and undead.

St. Elmo's fire

Spell rank/type: 1/D
Element: Non-sonic
Ingredient cost: 10 gd*
Maximum range: 100'
Running time: 10 minutes
Resistance roll: None
Area of exposure: A 40' circle

By this spell, the necromancer causes animated creatures to glow with a fiery aura. The ingredient consists of a sunstone, and when the spell is cast, all visible living/unliving creatures within a specified 40' circle become limed in light. This has the effect of cancelling any attack roll penalty for fighting in *dim* conditions, and also helps to track fleeing creatures in the dark.

Wall walk

Spell rank/type: 1/G
Element: Sonic
Ingredient cost: 5 sr*
Maximum range: 0 or touch
Running time: 10 minutes
Resistance roll: None
Area of exposure: 1 creature under 500 lbs in weight

This spell allows the recipient to alter the flow of gravity about his feet, permitting him to walk up a wall or even across a rotted roof. While so altered, one may undertake any normal action while suffering no penalty to movement rate. The ingredient is a pair of shoes.

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Water conjure

Spell rank/type: L/B
Element: Sonic
Ingredient cost: Variable*
Maximum range: 0
Running time: 1 phase/level
Resistance roll: None
Area of exposure: 1 gallon/level

This handy spell is used by the caster to conjure up drinkable water. The ingredient consists of a bottle or other container into which is placed a small bit of pure water. When the spell is thereafter cast, the necromancer tips the container and 1 gallon of water per phase flows forth. The water lasts indefinitely and may be employed as desired.

Special 2nd rank necromancer spells

Acid dust

Spell rank/type: 2/C
Element: Non-sonic
Ingredient cost: 21 gd*
Maximum range: Special
Running time: 1 minute/level
Resistance roll: Special
Area of exposure: Up to a 20' cube

This spell releases a fine cloud of acidic dust particles from a glass vial filled with a mixture of ash and acid. Upon the vial's being thrown and broken, the dust is released until it fills a space equal to the maximum area of exposure. Creatures caught within suffer 1 point of Body damage per turn of exposure. Thin metallic objects (swords, armour, etc.) exposed to the dust must make a resistance roll vs light exposure to acid each turn or dissolve into useless slag. Creatures of metal, such as iron golems, sustain 2D6 points of damage each turn of exposure to the dust. The range of the spell is however far the caster can get the bottle within one turn. If not impacted by the end of the 6th phase of action, the concoction is rendered inert.

Befuddle

Rank/type: 2/A
Element: Sonic
Ingredient cost: 0
Maximum range: 5'/level
Running time: Instantaneous
Resistance roll: IQ to neg.
Area of exposure: 1 creature

By this spell, the necromancer charms a creature in melee to attack one of its comrades instead of an enemy. If an IQ roll is failed, a target creature makes its next single attack against a friendly person or creature so long as it is within melee range (i.e. within five feet of that target). The spell has no effect against someone casting spells or using magic items.

Bless weapon

Spell rank/type: 2/D
Element: Sonic
Ingredient cost: Variable
Maximum range: 1'
Running time: 10 minutes/level

Resistance roll: None
Area of exposure: 1 weapon

With this spell, the necromancer passes his deity symbol across a weapon while calling upon his deity to bless it. For a period of 10 minutes per caster level thereafter, the weapon gains a bonus factor of 1 to attack and damage rolls, and is also enabled to strike creatures requiring BF 1 or better arms in order to be harmed. The spell is not cumulative with any other spell that enchants a weapon.

Cleanse

Spell rank/type: 2/D
Element: Sonic
Ingredient cost: 10 gd*
Maximum range: Special
Casting: 10 minutes
Running time: Permanent
Resistance roll: None
Area of exposure: 1 creature or room

This spell is used by the necromancer to prevent return by an Evil spirit or Nether creature, or to break the power of a consecration spell. In doing so, holy water is sprinkled upon the person or area that is the object of the spell. In the first case, this prevents the Evil spirit from being able to return. Thus, a possessed person is freed permanently from harassment by a troublesome spirit or devil/demon, and an area or object (such as a vampire's coffin) is thereby protected from a spirit or undead using it as a place of habitation. Only one attempt at breaking a consecration is permitted through this means, and the chance of doing so equals 5% for each level the caster is higher than the consecrator. If successful, any magical effects from the consecration are broken.

Fire floor

Spell rank/type: 2/G
Element: Sonic
Ingredient cost: 0
Maximum range: 10'/level
Running time: 1 minute/level
Resistance roll: Special
Area of exposure: Up to a 5' square/level

The casting of this spell entails the necromancer chanting while rubbing his palms together. The resulting magic excites the molecules of a vertical or horizontal solid surface, emitting large amounts of heat, possibly igniting combustibles. Creatures in the affected area without hard boots suffer Body damage as noted below, half that otherwise.

1st turn of activation: 1 point

2nd turn of activation: 1D2 points

Additional turns of activation: 1D4 points

Note that spells protecting against fire/heat aid in overcoming this spell, which can also be directed against a single inanimate object that is not worn, inflicting the same damage to those touching it (gloves/gauntlets count as protection). If the object, which must be visible, is in the possession of a creature, a Luck roll is permitted to avoid the effects.

Float

Spell rank/type: 2/G
Element: Non-sonic

Ingredient cost: 1 sr*
Maximum range: 0 or touch
Running time: 5 minutes/level
Resistance roll: None
Area of exposure: 1 creature under 350 lbs

This spell grants either the caster, or one whom he touches, the ability to float upwards at a rate of up to 10'/phase. While so affected, the person may carry no more than he might under normal circumstances, slowing the upward movement in any appropriate ratio for a heavy load. As minimal concentration is required to maintain altitude, spellcasting while floating is possible only if an IQ roll is made. Floating may be interrupted and begun numerous times so that the recipient may walk normally for a time if he wishes to. It is not wholly effective against falls, however, as it takes up to a phase to activate, reversing the direction of travel in 2D100', although something impacting during this time takes but half damage. Even so, a controlled fall is possible if planned beforehand, with the recipient gently descending at a safe rate of speed. In all cases, the spell is controlled by the recipient's conscious will. The ingredient is a pair of wax wings.

Heat sight

Spell rank/type: 2/G
Element: Sonic
Ingredient cost: 5 gd*
Maximum range: 0 or touch
Running time: 30 minutes/level
Resistance roll: None
Area of exposure: 1 creature

This spell imparts special vision to a character in darkened surroundings, permitting him to note the heat traces of objects and creatures. The effect is to "see" things in various hues of grey, akin to a photographic negative. Though the spell is frustrated by objects with very high heat radiance which obscure the vision with a blob of white three times its diameter, the spell absolutely foils something's hiding in shadowed areas if scanned under direct observation, and also lets the caster follow the heat trail of a fleeing creature so long as he is not more than five minutes behind it. (Undead, for those interested, appear as blackish cold spots.) A bane to one under this spell, though, is that subjection to normal sunlight blinds him for six phases until his eyes adjust to the light. The area of exposure for this vision is 100' in darkness, half that in torchlight, and the ingredient is a catseye jewel.

Blind shield

Spell rank/type: 2/G
Element: Sonic
Ingredient cost: 1 sr*
Maximum range: 0 or touch
Running time: 10 minutes/level
Resistance roll: Special
Area of exposure: 1 creature

Through this spell, the necromancer conveys several forms of mental protection. First, one under mind shield is immune to spells such as mind meld or mind read. In addition, a bonus factor of 1 per five caster levels is assessed resistance rolls vs Type A & H spells. The ingredient is an oyster eaten by the recipient.

CHAPTER TWO-Character professions (the Necromancer)

Phantom dagger

Spell rank/type: 2/F
Element: Non-sonic
Ingredient cost: 4 gd*
Maximum range: Special
Running time: 1 minute/level
Resistance roll: None
Area of exposure: Special

When this spell is cast, the necromancer enchants a normal dagger into a magic weapon that appears next to him on his combat phase each turn. On completion of the casting, the caster may pluck this dagger from the air and hurl it forth as a *primary* weapon. While it possesses no bonuses either to attack or damage rolls, the dagger can strike monsters requiring magic arms to be wounded. Upon reaching the end of its flight, the dagger vanishes and reappears at the necromancer's next combat phase, when it may be reused. If not used, it remains floating near its creator until the spell expires or it is employed. Note the dagger must be thrown; it cannot be used as a melee weapon. Also, should it make contact with something that would consume it--for instance an acid monster--the dagger must make appropriate resistance rolls to avoid destruction. At the expiration of the spell, the dagger crumbles to dust.

Shadow sword

Spell rank/type: 2/B
Element: Sonic
Ingredient cost: 10 gd*
Maximum range: 0
Running time: 1 minute/level
Resistance roll: None
Area of exposure: Special

This spell conjures a shadowy sword that is wielded by the caster as a *primary* arm. In areas of relative darkness (i.e. torchlight or less), damage inflicted is 1D8 points. Under various *light* spells, and in brightly lit areas, the damage lowers to 1D4. No damage occurs under lighting conditions equal to daytime illumination. Note that the sword is ineffective against shadow-based monsters. Also, its damage is not absorbed by armour, nor will it deliver an *assassination*. The ingredient consists of a small onyx model of a sword.

Sun ball

Spell rank/type: 2/B
Element: Sonic
Ingredient cost: 10 gd*
Maximum range: 30'
Running time: 1 minute/level
Resistance roll: None
Area of exposure: Special

Through this spell, the necromancer conjures up a globe of sunlight in his palm. While held, it has the effect of illuminating a spherical area 30' in diameter. Should the caster wish to, the *sun ball* may be hurled at an undead, impacting with a successful attack roll. A monster struck by the *ball* is then surrounded, sustaining 1D6 points of damage each turn of exposure until the spell ends. Note that subjection to magical darkness immediately dispels the *ball*. The ingredient is any sort of yellow gemstone.

Special 3rd rank necromancer spells

Awaken dead

Spell rank/type: 3/D
Element: Sonic
Ingredient cost: 1 gd
Maximum range: 30'
Running time: Permanent
Resistance roll: None
Area of exposure: Up to 5 sets of remains

By this spell, the necromancer returns the spirit to one or more relatively intact sets of remains. The remains rise as zombies (see the monster description). Such undead are little more than mindless golems, obediently following their creator's simple commands ("Kill them"; "Slay any creature but myself that approaches you," etc.). The ingredient is the necromancer's deity symbol.

Bone swarm

Spell rank/type: 3/F
Element: Sonic
Ingredient cost: 3 gd*
Maximum range: 30'
Running time: 5 minutes
Resistance roll: None
Area of exposure: A 10' sphere

This spell enchants a sackful of bone fragments into a cloud of shards that fly forth from the necromancer to damage creatures caught within the area of exposure. Those subjected to the whirling mass of bone suffer 2D8 points of damage each turn, though armour absorption may be applied when Stamina points are gone.

Chalice

Spell rank/type: 3/D
Element: Sonic
Ingredient cost: 50 gd+
Maximum range: Touch
Casting: 10 minutes
Running time: Special
Resistance roll: None
Area of exposure: Special

The necromancer invokes his deity to enchant a chalice of precious materials through this spell. One special effect may then be utilized by the caster from those listed:

Create holy water. This serves to create a vial of holy water retaining its power for up to an hour. The water may be used as the ingredient for spells.

Healing. A magical broth is fashioned through this version of the spell. If immediately drunk, it cures both 1D4 Body points and 3D6 Stamina points.

Protection from poison liquids. In this case, any poison within a beverage drunk from the chalice is neutralized.

Ectoplasm

Spell rank/type: 3/E
Element: Non-sonic
Ingredient cost: 0
Maximum range: 0
Running time: Up to 1 hour/level
Resistance roll: None

Area of exposure: 1 lb/level

This spell is enacted by the necromancer's intense concentration, causing a ghostly white mist to emanate from his person. This mist acts as the caster wishes, forming itself into various shapes or words. Thus, gypsies put it to great use in seance scams. The greater power of *ectoplasm* lies in the fact that the caster may form it into soft goods--clothing, sacks, rope, etc., up to one lb per skill level. Things created of *ectoplasm* shimmer with a pale radiance and are as durable as normal items, although at the expiration of the spell the *ectoplasm* fades into nothingness.

Enchant armour

Spell rank/type: 3/F
Element: Sonic
Ingredient cost: 30 gd*
Maximum range: Touch
Running time: 10 minutes/level
Resistance roll: None
Area of exposure: 1 set of armour

This spell enchants a set of non-magical armour, lowering its AR to 0 and halving its equivalent bulk. The ingredient consists of a vial of holy oil rubbed upon the armour.

Enchant weapon

Spell rank/type: 3/D
Element: Sonic
Ingredient cost: 30 gd*
Maximum range: Touch
Running time: 1 hour/level
Resistance roll: None
Area of exposure: 1 weapon

With this spell, the necromancer invokes his deity to enchant a normal weapon with special potency against one particular sort of creature--orc, human, ogre, etc. For 10 minutes thereafter, the weapon gains a bonus factor of 1 per five levels of the caster's skill to attack and damage rolls, crumbling to dust at the spell's expiration. The ingredient is a vial of holy oil poured over the weapon to be enchanted.

Ether gas

Spell rank/type: 3/G
Element: Sonic
Ingredient cost: 60 gd*
Maximum range: 0
Running time: Special
Resistance roll: Special
Area of exposure: A 30' sphere

This spell aids in battling non-corporeal creatures. The ingredient consists of a bottle filled with a concoction of alchemical ingredients. When the spell is then cast and the bottle uncorked, a wispy cloud of gas spills forth, filling up roughly a 30' sphere. Non-corporeal undead and plane-traveling creatures then take on solid form, making their armour rating 0 so long as they remain within the area of exposure. Those under spells such as *non-corporeality*, *shadow spy*, etc., are instead affected as though *disenchantment* were applied.

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Exorcise

Spell rank/type: 3/D
Element: Sonic
Ingredient cost: 5 sr*
Maximum range: 10'
Casting: Special
Running time: Permanent
Resistance roll: Special
Area of exposure: 1 creature or room

This ancient rite is used by the necromancer either to *exorcise* an Evil spirit possessing a person, or a creature he has failed to lay to rest through the natural ability of the same name. The ingredient for the spell consists of a white candle the caster has used the *bless* spell upon. Together with a book of prayers, a small hand bell, and a deity symbol, the necromancer scribes a *circle of protection* on the ground, then lights the candle. Standing inside with anyone possessed, he then abjures any spirits to depart. The length of casting equals one minute per level of the spirit in question, and when it is completed, the candle is extinguished and an *exorcism* roll is made to see if the spirit is *banished*, applying modifications as though the necromancer were five levels higher in skill (to a maximum of 20th level). If the roll is successful, the spirit exits whomever it is possessing and must be dealt with in any usual manner (a normal attempt at *exorcism*, fighting it, etc.). In the case of dispelling a Haunting, a successful roll forces the spirit permanently from the room. While it may seek a new home elsewhere in the general area, immediate use of the *cleanse* spell will permanently drive it away. Should the roll fail, the spirit remains and must be fought, the *circle of protection* being negated.

Spell immunity is never proof against this enchantment.

Eye palm

Spell rank/type: 3/F
Element: Non-sonic
Ingredient cost: 50 gd*
Maximum range: Special
Running time: 3 minutes/level
Resistance roll: None
Area of exposure: The necromancer

This spell enchants the necromancer's palms into magical devices permitting him special sight. The ingredient consists of rare inks that are drawn into a closed eyelid upon the caster's palm. Thereafter, the necromancer passes his palm across his eyes, immediately blinding himself and opening the eye upon his palm. The enchanted eye can see invisible creatures and also makes its creator immune to gaze attacks. As his depth perception is affected, however, the necromancer suffers a penalty factor of 2 to any attacks he tries making, and his enemies receive a bonus factor of 2 to any resistance rolls to lessen damage inflicted by his spells. The eye can "see" as far as the caster would under prevailing conditions, and any spell like *heat sight* is transferred to the eye if the necromancer was under it at the time he cast the spell.

Lightning disc

Spell rank/type: 3/C
Element: Sonic
Ingredient cost: 50 gd*(*)
Maximum range: 20'/level

Running time: Special
Resistance roll: None
Area of exposure: A 10' sphere

Through this spell, the necromancer launches forth a flying disc that explodes in a shower of electrical sparks when it strikes a solid object. The ingredient for the spell consists of a runed silver disc six inches in diameter. At the completion of casting, the necromancer flips the disc forward, making an attack roll if aiming at a particular creature or object. If the roll is successful, the disc strikes its intended target and explodes, inflicting 1D4 points of electrical damage per caster level to those within 10' of the impact area. If the attack roll fails, the disc flies on to its maximum range, exploding if it collides against a solid object, or falling inert if it exceeds maximum range without impacting against anything. In this event, the disc is reusable.

Alesmerize

Spell rank/type: 3/A
Element: Sonic
Ingredient cost: None
Maximum range: 30'
Running time: 30 days
Resistance roll: IQ to neg.
Area of exposure: 1 creature

This is a powerful charm spell that brings one failing an IQ roll into the service of the caster. In forming the spell, the necromancer must make eye contact with his victim during a period of no combat, forcing an IQ roll to be made. If it fails, the victim's will becomes dominated by the necromancer and he willingly follows most any command, assuming bilateral communication is possible. Obviously suicidal orders, however, entitle the creature to a second IQ roll to overcome the *charm*. The spell is effective against intelligent monsters and people. Animals and undead are unaffected.

Necromantic darkness

Spell rank/type: 3/E
Element: Sonic
Ingredient cost: 500 gd*
Maximum range: 100'
Running time: 1 minute/level
Resistance roll: None
Area of exposure: A 30' sphere

This spell forms a sphere of utter darkness, completely blocking any type of non-sonic sight, and negating various sorts of magical light unless their spell descriptions say otherwise. The sphere cannot be moved, and a black pearl worth at least 500 gd is the ingredient.

Necromantic familiar

Spell rank/type: 3/D
Element: Sonic
Ingredient cost: 100 gd*
Casting: 1 hour
Maximum range: 10'
Running time: Permanent
Resistance roll: Special
Area of exposure: Special

The ingredient of this spell is a handful of precious incense cast into a burning brazier. When the spell is cast, the necromancer beseeches his

deity to assign him a special familiar, and the chance of the request being granted that month equals 5% per skill level of the caster. The form of the familiar is left to GM discretion, but it will typically reflect the ethics of the deity--implike if Evil; animal if Indeterminate or Good. All necromantic familiars are between 1st-4th level, with IQs ranging from 7-12, and 1D6 Luck, which can be expended to guarantee survival. In addition, the creature may *vanish* at will, and it also possesses one ability chosen by the GM off devil/demon powers table.

A necromancer may have but one familiar at a time.

Phantasmal fighter

Spell rank/type: 3/H
Element: Sonic
Ingredient cost: 0
Maximum range: 0
Running time: 1 minute/2 levels
Resistance roll: None
Area of exposure: Special

When this spell is cast, 1D3 transparent images of the necromancer appear and melee as he does, hitting when he hits and missing when he misses. A target struck by a *phantasmal fighter* suffers damage equal to that inflicted by the necromancer with his melee weapon, although the *fighters* cannot perform an *assassination*. Each of the *fighters* is AR 0, and takes two points of damage to dispel.

Sound dampening

Spell rank/type: 3/G
Element: Non-sonic
Ingredient cost: 1 gd*
Maximum range: 10'/level
Running time: 1 minute/level
Resistance roll: Special
Area of exposure: A 20' sphere

This spell absorbs sound waves generated within the area of exposure, frustrating spellcasting requiring sonic elements, and protecting against sonic attacks such as the *thunderbolt* spell. Apart from placement upon an object (such as a floor, arrow, etc.) it may be cast upon a creature, which gains an Agility roll, with success indicating the spell centers in the air nearby instead of on it. The target may thus avoid hindrance by moving out of the area of exposure. A brass cone stuffed with wax is used for the ingredient.

Spirit messenger

Spell rank/type: 3/B
Element: Sonic
Ingredient cost: 10 gd*
Maximum range: 10'
Casting: 3 minutes
Running time: Special
Resistance roll: None
Area of exposure: Special

Through this spell, the necromancer conjures forth the spirit of a dead human or humanoid to act as a messenger. To cast the spell, he must chant within 10' of a set of remains whose spirit he seeks. He then drops a pinch of fine incense into the flame of a torch or other fire source, and the departed spirit will be summoned forth. The caster may then direct the spirit to deliver a message of his choice to

CHAPTER TWO-Character professions (the Necromancer)

someone, although it cannot be used to convey messages back and forth, nor will the spirit reveal any information it may be privy to. The chance of the spirit's finding the intended target is 100% if that person was personally known to it. Otherwise, the percentage drops to 10% unless the caster provides general details of the target's whereabouts. Note that a particular spirit can be used as a messenger but once by the caster.

Stamina transfer

Spell rank/type: 3/G
Element: Non-sonic
Ingredient cost: 0
Maximum range: Touch
Casting: Special
Running time: Special
Resistance roll: None
Area of exposure: Creature touched

With this spell, the necromancer transfers his own Stamina points to up to three creatures that have lost some of their own. The casting time equals 1 phase per Stamina point imparted, and the necromancer may bestow as much of his Stamina as he desires, although a recipient's Stamina points can never be raised above his normal maximum. Any Stamina loss is first deducted from the new points, and the Stamina drained from the caster may be regained in any normal manner.

Wall of swords

Spell rank/type: 3/B
Element: Sonic
Ingredient cost: Variable*
Maximum range: 100'
Running time: 1 minute/level
Resistance roll: None
Area of exposure: Up to a 10' square/level

This spell lets the caster bring forth a wall of flashing swords to hinder those seeking to pass through them. The spell may be cast either vertically or horizontally, and the damage delivered to a creature passing through the area of exposure depends upon its size:

- S: 2D6 points
 - M: 4D6 points
 - L: 6D6 points
 - XL: 10D6 points
- The ingredient is a sword.

Warrior's might

Spell rank/type: 3/G
Element: Sonic
Ingredient cost: Variable*
Maximum range: 0
Running time: 1 minute/level
Resistance roll: None
Area of exposure: The necromancer

By use of this spell, the necromancer can be empowered with superior fighting ability. The ingredient for the spell includes a handful of hair from a deceased member of a fighter profession (knight, rogue, etc.). When the necromancer calls upon his deity, he is imbued with the skill to attack as a fighter of that level. Thus, if the hair of a 15th level character was used, the caster would attack as a 15th level fighter, gaining any appropriate multiple attacks and/or weapon bonuses. (If the hair belongs to one of lesser level, the necromancer

attacks as the fighter even if his own skill would normally be superior.) Note the caster may attack with weapons normally unfamiliar to him, applying an attack penalty appropriate to the donor of the hair, even if he formerly was versed in such weapons. The cost for the ingredient varies, although a safe median would be 10 gp per level.

Special 4th rank necromancer spells

Astral projection

Spell rank/type: 4/G
Element: Non-sonic
Ingredient cost: 0
Maximum range: Special
Casting: 3 minutes
Running time: 1 minute/level + travel time
Resistance roll: None
Area of exposure: The necromancer

By reclining in a comfortable position and then concentrating, the necromancer may release his spirit to travel to a known place of his choosing. The mode of transportation is through the Astral plane, requiring 1D4 minutes of travel, during which time the GM may check for possible encounters. If he arrives safely, the necromancer is visible as a shade, and is subject to those spells affecting undead and non-corporeal creatures. He otherwise may freely pass through solids or fly at a tactical movement rate of 20'/phase. Spellcasting while so altered is impossible save for those magics that would affect only the caster's person or creatures in a similar non-corporeal state. At his desire, or upon the spell's ending, the necromancer is immediately drawn back to his body--so long as it hasn't been located and destroyed in the interim! In this sad event, the caster becomes a shade, forever more consigned to the realm of the dead. Successful use of *disenchantment* by another magician cancels the spell.

Balance

Rank/type: 4/D
Element: Non-sonic
Ingredient cost: 10 gp
Maximum range: 30'
Running time: Up to 1 minute/level
Resistance roll: None
Area of exposure: 1 creature

With this spell, a necromancer may detect the righteousness of someone belonging to his own faith. The ingredient consists of a hand scale, and when the caster invokes the magic, it shows the worshipper's degree of consistency and truthfulness. Assuming the worshipper is entirely faithful to the tenets of his creed (a rare event), the balance remains still. If the worshipper is less than faithful but working toward perfection, the balance tilts to the caster's right. If the worshipper is unfaithful and unrepentant, the balance tilts to the caster's left. This may result in a *shun* being placed upon the sinner (see 5th rank spells).

The spell can also be used to detect whether a creature of any faith is speaking an untruth, with the balance tipping to the caster's left when lies are voiced.

Blight

Spell rank/type: 4/D
Element: Sonic
Ingredient cost: 1 sr*
Maximum range: 20'
Running time: Permanent
Resistance roll: Special
Area of exposure: Up to a 10' square/level

This spell is used by the caster to blight vegetation and plant growth, and is accomplished by the necromancer's casting forth a handful of dirt from a grave while calling upon his deity to curse the target area. Immediately, any vegetation within the area of exposure withers and collapses into a dried husk. Intelligent plants and the like are entitled to an IQ roll to avoid the effects.

Body transfer

Spell rank/type: 4/G
Element: Non-sonic
Ingredient cost: 0
Maximum range: Touch
Casting: Special
Running time: Special
Resistance roll: None
Area of exposure: Creature touched

This is similar to the 3rd rank *Stamina transfer* spell, although Body points are instead imparted to a wounded creature.

Cloud leech

Spell rank/type: 4/B
Element: Sonic
Ingredient cost: 1 gp*
Maximum range: 100'
Running time: 1 minute/level
Resistance roll: None
Area of exposure: Up to a 10' cube/level

This spell conjures a type of *midnight shadow* (see MMS II) from the Nether planes. In casting the spell, a pinch of incense is cast into a fire source of any type, consuming it while the black *cloud leech* billows forth, moving where directed at a speed of 10'/phase. Once the cloud has reached its destination, it remains for the spell duration, disappearing at its conclusion. Living creatures passing through suffer a minor withering of 2D4 Stamina points during any turn they are exposed to the *leech*.

Create stairway

Spell rank/type: 4/G
Element: Sonic
Ingredient cost: 0
Maximum range: 30'
Running time: Permanent
Resistance roll: None
Area of exposure: Special

This spell creates a stairway out of handy materials, for instance a wall of stone or wood. When cast, stairs 3' wide and 10' long per level, extend outward, allowing passage up or down. Stairs of wood support creatures up to 300 lbs in weight, while those of stone permit use by those weighing up to 600 lbs. The stairs ascend/descend 10' per 10' of length while conforming to any twists and turns in the material they come from. Thus,

they are useful in traversing cave or canyon walls.

Fist

Spell rank/type: 4/G
Element: Non-sonic
Ingredient cost: 3 gd*
Maximum range: 0
Running time: 1 minute/level
Resistance roll: None
Area of exposure: The necromancer

This spell strengthens the caster's fist into a lethal weapon, allowing him when punching to do extra damage equal to one-third of his Strength, rounded up. Thus, a necromancer with a strength of 19 would add 7 points of damage to the 1 point he inflicts with a punch. The ingredient is a gauntlet.

Greater helping hands

Spell rank/type: 4/F
Element: Sonic
Ingredient cost: Variable*
Maximum range: Touch
Running time: 1 hour
Resistance roll: None
Area of exposure: A pair of hands

This is a superior version of the witch spell *helping hands*, with these differences: First of all, the hands may be employed numerous times for various tasks. Their greater power is that they can employ a skill of their former host. Example: a necromancer uses the hands of a 6th level cutpurse. He may thus command the hands to pick a lock, and assuming tools are given them, the hands may attempt that, though without any Agility bonuses to their chances. The hands of a knight could wield a weapon and fight with any appropriate extra attacks, Strength bonus to damage rolls, and so on. The hands cannot perform an *assassination*.

Phantom sail

Spell rank/type: 4/B
Element: Non-sonic
Maximum range: 50'
Ingredient cost: 10 gd*
Running time: 1 hour/level
Resistance roll: None
Area of exposure: Up to a 10' square increment/level

This spell creates a shimmering non-corporeal sail that may be used to move a boat or ship in any direction desired. The speed at which the craft moves equals 5 MPH times the number of sail increments divided by the gross tonnage of the vessel or 1, whichever is more. As an example, a 10th level necromancer casts this spell upon a 20-ton vessel. Multiplying the sail increments by the caster's level, he gets 10 sail increments that have a base movement of 50 MPH. This is divided by the vessel's 20 tons, and the final result is a lumbering 2.5 miles per hour. One spell of this sort may be cast per mast of the vessel, thus bettering its possible speed. However, very small craft, such as a ship's longboat, cannot operate safely at speeds exceeding 20 MPH, neither can larger vessels at a speed exceeding 40 MPH. (These restrictions do not apply if the spell is cast within the Ethers.) The ingredient consists of a patch of runed silk.

Portal of escape

Spell rank/type: 4/F
Element: Sonic
Ingredient cost: 5 gd+*
Maximum range: 10'
Casting: 3 minutes (initially)
Running time: Special
Resistance roll: None
Area of exposure: 1 door up to 7' in height and width

By use of this spell, the necromancer prepares a special doorway he may dispel at his whim. To fashion it, he must remove a portion of stone or woodwork and construct a doorway from the materials, which is then rebuilt into the wall or floor. Thereafter, the door remains functional until the necromancer himself closes it while uttering a specific command word. It then is immediately dispelled and replaced with a solid surface.

Spirit bind

Spell rank/type: 4/D
Element: Non-sonic
Ingredient cost: Variable
Maximum range: 50'
Running time: Special
Resistance roll: Special
Area of exposure: 1 creature

This spell is used by the necromancer to trap a spirit. To do so, the caster must *exorcise* the monster, gaining *domination* over it. He then enacts this spell, abjuring the spirit either to enter a specific area or object. An IQ roll is then made for the spirit, applying bonus or penalty factors of 1 for each level of difference between it and the caster. Should the roll be failed, the spirit must obey; otherwise it is *banished* from the necromancer's presence. It is then sealed within a closet, bottle, room, etc., and there it must evermore remain unless released. Outdoors, when this spell is used, the caster usually commands the spirit to enter the earth and an iron spike or other such object is then hammered into the ground, entrapping the creature until and unless someone removes the spike and frees it. The spirit is then released to act as spirits do. The ingredient consists of the necromancer's deity symbol and the spirit's intended place of abode.

Summon shade

Spell rank/type: 4/B
Element: Sonic
Ingredient cost: 1 gd*
Maximum range: 10'
Running time: 1 hour/level
Resistance roll: None
Area of exposure: Special

This spell allows the caster to summon forth a shade (see the monster) for use as a spy or guardian. The ingredient is a handful of bone dust from a human skeleton.

Sunburn

Spell rank/type: 4/C
Element: Sonic
Ingredient cost: 50 gd+*
Maximum range: 30'
Running time: Special
Resistance roll: Special

Area of exposure: 1 creature

This bane to undead employs a large sunstone as the ingredient. When the spell is cast, a shaft of pure light up to 30' in length springs forth from the gemstone, striking a desired undead within range. A failed Agility roll results in the creature becoming engulfed in purifying flame suffering 2D6 points of Stamina damage each turn until the monster is destroyed or the flames are broken through *disenchantment*. Success indicates the creature extinguished the flames, taking 2D6 points of damage in the process.

Wisdom of the dead

Spell rank/type: 4/B
Element: Sonic
Ingredient cost: 0
Maximum range: 0
Running time: Instantaneous
Resistance roll: None
Area of exposure: The necromancer

This spell may be used to aid in discovering information or the answer to some question. Casting entails the necromancer's calling upon the spirits of the dead to grant him wisdom. Thus, if the GM allows some sort of die roll for the character to figure out something, this spell may be employed to grant a bonus factor of 5 or 25% to that roll. It functions only when the intent is information, and no good is to be gained through its use if the GM hasn't already decided on an appropriate dice roll to gain the knowledge, neither is any benefit derived if the character previously failed the roll and seeks to try again, using this spell.

X-ray vision

Spell rank/type: 4/G
Element: Non-sonic
Ingredient cost: 5 gd*
Maximum range: Up to 20'
Running time: 4 minutes
Resistance roll: Special
Area of exposure: The necromancer

This spell enables the caster's vision to penetrate solids that he may see through them, assuming the area is lit or the necromancer also has *heat sight* activated. The spell is foiled, however, by even a thin coating of lead or denser material. Also, each successive solid that must be penetrated results in a 20% cumulative chance that vision halts at that point. Example: Thoth the necromancer uses this spell to examine a locked wooden chest. He notes a small metal box within and seeks to look inside. Thoth has a 20% chance of failing. Rolling a 67, the vision penetrates, and Thoth, with his *heat sight*, now sees a small pouch. He has a 40% chance of his vision going no further, and with a roll of 32, he is frustrated in the attempt. Thoth must now manually retrieve the box and pouch to see what treasures may lie within. This spell is especially useful when employed by a necromancer with *detrap* skills, for it doubles the chances of a successful roll if used against a trapped lock or area. The ingredient is a glass lens through which the caster peers.

Special 5th rank necromancer spells

Activation

Spell rank/type: 5/I
Element: Sonic
Ingredient cost: 5 gd*
Maximum range: Special
Casting: That of target spell + 6 phases
Running time: Up to 1 minute/3 levels
Resistance roll: None
Area of exposure: Special

This is similar to the 4th rank *delay spell*, used by witches. A difference, however, is that the caster may specify preset condition guidelines that must occur to trigger release of the magic. As always, they must be verifiable by sight. Further, *activation* cannot be used on spells that require special targeting on the part of the caster. For example, *activation* could be placed upon a personal *healing*, or an *air steal* spell, but not upon a *magic dart*, which requires the caster specifically choose a target in a certain area to affect. Only one *activation* spell can be placed on a living/unliving creature, retaining its potential no longer one minute per three caster levels from when it is invoked. The ingredient is a small hourglass.

Consecration

Spell rank/type: 5/D
Element: Sonic
Ingredient cost: 500 gd*
Maximum range: 20'
Casting: 1 hour
Running time: Permanent
Resistance roll: None
Area of exposure: 1 object or area

This spell is used by the necromancer to consecrate an object or area to his deity. In using this upon an object, at the spell's completion only someone of the same general ethics of the caster may handle the item. Those of other ethics suffer 1D6 points of Body damage any turn they willingly handle it. The spell can also make an object fit for use as a magic item, with a chance of bestowal equal to 5% per level of the caster.

If the spell is used upon an area, it may only be done in a temple or place of sacrifice. Thereafter, those not of the caster's ethics suffer a penalty factor of 1 to resistance rolls if forced to make them within the area of exposure. Likewise, those of the caster's ethics gain a bonus factor of 1 to resistance rolls within the same area unless they are defiling it. *Consecration* also keeps out spirits of different ethics.

The ingredients include 500 gd of incense that are burned in a brazier set within a pentagram scribed on the ground. *Disenchantment* has no affect against the spell, neither can *consecration* be cast on something presently under such magic.

Create wight

Spell rank/type: 5/D
Element: Sonic
Ingredient cost: 0
Maximum range: Special
Casting: 2 hours
Running time: Permanent

Resistance roll: None
Area of exposure: 1 human(oid) body

By this spell, the necromancer transforms an intact body into a wight that it may guard interred remains or a holy area. In doing so, the wight(s) are set in the area they are to guard, and they remain at rest so long as no one other than their creator or another necromancer of the same deity invades the sanctum. Otherwise, they arise to defend the object of their guardianship from desecration.

Five fingers of death

Spell rank/type: 5/D
Element: Sonic
Ingredient cost: 30 gd*
Maximum range: 0
Running time: Special
Resistance roll: Agility to neg.
Area of exposure: The necromancer

This deadly spell enchants the necromancer's hand into a lethal weapon usable against opponents under *large size*, excluding golems. The ingredient consists of a vial of holy oil rubbed onto the hand, and on his next combat phase the necromancer may attack an enemy within melee range. In doing so he must roll to hit the target's armour rating, and the victim then makes an Agility roll. If the roll fails, the caster thrusts his hand through any armour and into the chest cavity of his enemy, pulling forth the heart and instantly slaying his opponent. The spell can thus be used to slay certain golems and undead, although spirits and creatures lacking a heart are unaffected.

Mind meld

Spell rank/type: 5/H
Element: Non-sonic
Ingredient cost: 0
Maximum range: Touch
Running time: Special
Resistance roll: Special
Area of exposure: 1 creature

This spell permits the necromancer to probe the mind of an intelligent creature and selectively scan its memories to extract any information he seeks. The resistance roll is unusual in that the chances of successful melding equal 5% per point of the target's IQ as creatures of lesser intelligence have instinctual rather than organized memory. This chance is doubled if the subject for some reason is willing. Failing the percentage ends the spell, inflicting 4D6 points of damage to the necromancer. The spell lasts while the caster touches his victim, and the GM may answer any of the player's questions regarding knowledge possessed by whomever is being *melded*.

Necromantic healing

Spell rank/type: 5/D
Element: Sonic
Ingredient cost: 0
Maximum range: 0 or touch
Running time: Permanent
Resistance roll: None
Area of exposure: Creature touched

This spell heals 1D4 points of Body or Stamina damage/level, as specified by the caster, upon a corporeal undead creature. This spell, or an ability

to wither, are the only means by which an undead may heal damage.

Nether bolt

Spell rank/type: 5/D
Element: Non-sonic
Ingredient cost: 0
Maximum range: 50'
Running time: Permanent
Resistance roll: None
Area of exposure: 1 Nether creature

By this spell, the necromancer unleashes a bolt of energy from his palm that is a deadly bane to Nether creatures (devils/demons/undead, etc.). Such that are impacted by the bolt suffer 1D4 points of damage for each skill level of the caster. Note that even spell immunity offers no protection from the effects.

Regeneration

Spell rank/type: 5/G
Element: Non-sonic
Ingredient cost: 0
Maximum range: 0 or touch
Running time: Permanent
Resistance roll: None
Area of exposure: 1 creature

This spell is used by the caster to regenerate Body damage through empathic exchange of life energy. When the caster lays hands on himself or another, he may heal a point of Body damage for each point of Stamina he deducts. However, the lost Stamina can only be regained through actual rest, at a rate of one point per day. Also, the Stamina loss comes directly from the caster's own Stamina—it may never be taken from leached Stamina points gained through *Stamina drain*, for instance. The spell can also regenerate lost or withered limbs short of a decapitation so long as the spell is cast within an hour of the injury. The Stamina points necessary to enact the regeneration, however, are permanently lost and can never be regained through any means short of expiration of a Luck point, a grant by a deity, or a wish.

Shun

Rank/type: 5/D
Element: Sonic
Ingredient cost: 1 gd
Maximum range: 20'
Running time: Special
Resistance roll: Special
Area of exposure: 1 creature

This hex-like spell is most often used as a means of encouraging repentance on the part of one who has offended the Church. This can only be cast upon someone beneath the level of the necromancer, and when the spell takes effect, the victim emanates an aura of unease, causing all but his closest companions to shun his company. During this time, anyone meeting the affectee applies a -50 penalty to any reaction rolls.

If cast upon a member of the same faith of the necromancer, the effects last until reasonable repentance is made. Otherwise, they wear off after one week per level of the caster has passed. No resistance roll is permitted against the spell unless it is cast upon one of a different faith. In this event, a Luck roll negates the magic. The ingredient

CHAPTER TWO-Character professions (the Necromancer)

consists of the caster's deity symbol.

Spirit watcher

Spell rank/type: 5/B
Element: Sonic
Ingredient cost: 1 sr*
Maximum range: 30'
Casting: 3 minutes
Running time: 13 hours
Resistance roll: None
Area of exposure: Special

This spell summons a spirit to watch over an area for the caster. Invisible to all but the summoner, the spirit cannot be *exorcised*, nor can it cause direct harm. It is capable, however, of duplicating poltergeistal effects as outlined in the 1st rank gypsy spell *spook*. It may also communicate mentally with the caster, describing events it has witnessed, or even awakening him should something unusual occur or if a preset guideline comes to pass ("Wake me at dusk," etc.). The ingredient is a handful of bone dust from a human skeleton.

Stamina drain

Spell rank/type: 5/G
Element: Non-sonic
Ingredient cost: 0
Maximum range: Touch
Casting: Instantaneous
Running time: 1 hour
Resistance roll: None
Area of exposure: The necromancer

This spell permits the necromancer to wither a living person (excluding monsters), drawing away 1D4 Stamina points per three levels of skill and bestowing them upon himself, possibly upping his Stamina point total above his normal maximum. The leeched points last for a maximum of an hour, any Stamina loss first being deducted from these. Should the dice roll indicate the victim is drained of all remaining Stamina points, any overage is discounted as Body points are not transferred by the spell. Also, only one such spell may aid the caster at a time.

Summon weapon

Spell rank/type: 5/D
Element: Non-sonic
Ingredient cost: 0
Maximum range: 0
Running time: Permanent
Resistance roll: None
Area of exposure: Special

By concentrating, this spell enables the necromancer to summon a weapon of his. To function, the weapon in question must be lain upon an altar to the caster's deity. The spell is thus useful in some instances to aid in obtaining arms in an otherwise secure area, or to re-arm after losing one's fighting implements.

Suspend animation

Spell rank/type: 5/G
Element: Non-sonic
Ingredient cost: 1 sr*
Maximum range: 0 or touch
Casting: Instantaneous

Running time: 1 hour/level
Resistance roll: None
Area of exposure: 1 creature

In using this spell, the necromancer lowers his bodily functions to such levels that from outward appearances he seems dead. No pulse or respiration may be detected, and he suffers no damage from either poison or normal wounding (even a sword thrust through the head or other vital part of the body will instantly regenerate upon the character's deciding to wake up, although full decapitation, a monster's eating up the body, or something similar will indeed be lethal). While in this state, the necromancer can hear what transpires around him, although no sort of communication other than mental is possible. The spell may be cast upon a willing or unconscious recipient, and lasts until the running time ends or the recipient decides to awaken on a combat phase. The ingredient is a human rib bone.

Vex

Spell rank/type: 5/D
Element: Sonic
Ingredient cost: 5 sr*
Maximum range: 10 miles/level
Casting: 10 minutes
Running time: Special
Resistance roll: Luck to neg.
Area of exposure: 1 creature

This spell is used by the necromancer to enact one or more baneful effects upon someone through sympathetic magic. The ingredient consists of a small doll fashioned from a mandrake or hangman's tree root, to which is affixed either a lock of the victim's hair or a portion of his clothing. Thereafter, the caster calls upon his deity to curse his target and one or more sharp objects are placed in the body part the necromancer wishes to effect. Should a single Luck roll be successful, no harm befalls the target, and he becomes immune to a subsequent casting of this spell until the necromancer rises in level. But if the Luck roll is failed, the victim suffers wracking pains in the targeted area of the body translated in the following way:

Arm affected--deduct 1 point of Strength per needle inserted (to minimum of 1 remaining Strength point).

Leg affected--deduct 1 point of Agility per needle inserted (to minimum of 1 remaining Agility point).

Head affected--deduct 1 point of IQ per needle inserted (to minimum of 1 remaining IQ point).

Body affected--deduct 1 Body point per needle inserted (to minimum of 1 Body point left.)

One sharp object per three levels of skill may be inserted into the doll, and the *vex* remains in place until the doll is found and destroyed or it is lifted by curse-dispelling magic. If so lifted, a new doll and ingredients must be obtained before the spell may be recast. Only one *vex* may affect a creature at a time.

Note that an affected person remains under the *vex* even if he moves beyond the spell range, although the effects are cancelled if he shifts to a different plane.

Wall of repulsion

Spell rank/type: 5/B
Element: Non-sonic
Ingredient cost: 20 gd*

Maximum range: 10'/level
Running time: 1 minute/level
Resistance roll: None
Area of exposure: A 10' square/3 levels

A shimmering force field is conjured by this spell, halting physical objects from approaching within 10' of a selected side, and creatures seeking passage may do so only if they make a Strength roll on percentile dice. Note, however, that those within 10' of the wall during its appearance, or those who pass through its back side, are granted immunity to its effects. The *wall* may be shaped as desired in 10' square increments. The ingredient is a pair of magnets.

Special 6th rank necromancer spells

Abdallah's sand castle

Spell rank/type: 6/G
Element: Sonic
Ingredient cost: 0
Maximum range: 50'
Running time: 1 hour/level
Resistance roll: None
Area of exposure: A 10' cube/level

This spell is named for its Arwinian creator, who designed it to form a temporary dwelling-place. When cast, the mud, sand or soil in the area take on the shape of a building or fort as envisioned by the caster, although furniture doesn't come with it. The *sand castle* remains intact for up to an hour per caster level, collapsing afterward. The power of the magic also is such that the structure is reasonably strong, possessing the same strength as though it were made of adobe.

Blade of seeking

Spell rank/type: 6/D
Element: Sonic
Ingredient cost: 30 gd*
Maximum range: 0
Running time: 1 minute/level
Resistance roll: None
Area of exposure: Special

Through this spell, the necromancer invokes his deity to bestow a special blessing upon a weapon. For one minute/level thereafter, it is empowered to strike a specified creature requiring magic weapons of any rating up to BF 4 in order to be harmed, although no bonus factors are imparted to attack or damage rolls. If magic weaponry is not a prerequisite to attacking, a bonus factor of 1 per three caster levels is instead granted to attack rolls when employing the blade against a chosen creature type. The ingredient is holy oil poured over the weapon.

Body drain

Spell rank/type: 6/G
Element: Non-sonic
Ingredient cost: 0
Maximum range: Touch
Casting: Instantaneous
Running time: 1 hour
Resistance roll: None
Area of exposure: The necromancer

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This powerful spell allows the necromancer to leech away and bestow upon himself 2D6 Body points from a living humanoid. Assuming his Body points are at their normal level, any subsequent Body damage is first deducted from these leeching points. If the caster has earlier suffered Body damage, this is healed at a rate of one point per two leeching, and at the end of the spell's normal running time, any extra Body points are lost. The victim, meanwhile, may heal the lost Body points only by rest or the *restore withering* spell. Note that only one *Body drain* at a time may increase the caster's Body points above their normal maximum. Thus, the effects are not cumulative, although multiple uses of the spell are allowed for purposes of healing Body wounds. The extra Body points gained can never be used by the caster for spells such as *Body transfer*, etc.

Bone cage

Spell rank/type: 6/B
Element: Sonic
Ingredient cost: 1 bz*
Maximum range: 20'/level
Casting: 2 phases
Running time: 10 minutes/level
Resistance roll: Special
Area of exposure: A 10' cube

By this spell, the necromancer causes a cage of bone to arise from the ground, entrapping creatures of *small to large* size. *Extra large* beings are too bulky for the cage and easily brush it aside. As the bones regrow as quickly as they are damaged, someone within can only escape through magic (excepting *disenchantment*) or tunneling out from beneath. Also, directing spells out of the cage against foes is difficult, requiring a Luck roll be made each time it is attempted.

An Agility roll to avoid entrapment is permitted if the caster enacts the spell against a moving target, or one near the edge of the area of exposure. At the expiration of the spell, the *bone cage* crumbles to powder. The ingredient is a shard of bone.

Bounce bane

Spell rank/type: 6/D
Element: Sonic
Ingredient cost: 55 gd*
Maximum range: Special
Casting: 1 hour
Running time: Permanent
Resistance roll: Special
Area of exposure: 1 creature

This spell grants the necromancer a chance of turning a *curse*, *hex*, *vex*, *evil eye*, etc. back upon its caster. The ingredients for the spell consist of a brazier filled with burning incense placed at the center of a pentagram scribed in the ground with blessed candles burning at the cardinal points. The affectee then enters the pentagram and the caster begins an hour-long spellcasting, seeking to break the power of the curse. To determine success, a roll similar to *disenchantment* is made, applying a penalty factor of 5 if the caster seeks to use the spell upon himself. If a sufficiently high die score is made, the curse lifts from the affectee and centers on whomever cast it, remaining for at least 13 days no matter what action is undertaken to dispel it, including the destruction of any control dolls. Failure means the caster may not try again to loose

the curse until he advances in level. Note that if this spell is cast after the necromancer's own magic has been returned to him through a *reflect curse* spell, successful use ends the effects after seven days of suffering.

Circle of healing

Spell rank/type: 6/D
Element: Sonic
Ingredient cost: 0
Maximum range: 50'
Running time: Permanent
Resistance roll: None
Area of exposure: A 20' circle

By this spell, the necromancer momentarily floods a 20' circle with magical rays of healing, restoring up to 3D6 points of Stamina and 1D6 points of Body damage to all creatures therein except for undead, which suffer 3D6 points of Stamina damage.

Displacement

Spell rank/type: 6/E
Element: Non-sonic
Ingredient cost: 10 gd*
Maximum range: 10'/level
Running time: Special
Resistance roll: None
Area of exposure: Special

By this spell, the necromancer moves the center area of exposure of a spell up to 1' per level in any direction he chooses, ending its power in the area cleared. For example, a necromancer whose minions are under a *sleep mist* spell may employ *displacement* to move the spell over a few feet, dispelling the sleep from his comrades and possibly affecting someone new. The magic only functions against non-instantaneous running time spells affecting an area rather than specific targets, and the caster need not know the center of the spell in question, although its leading edge must be within 10' of him per skill level.

Excommunication

Rank/type: 6/D
Element: Sonic
Ingredient cost: 1 gd
Maximum range: 30'
Running time: Special
Resistance roll: None
Area of exposure: 1 creature

This is the next step after a *shun* spell, and is used as means of punishing one of the caster's faith who refuses to repent from wrongdoing. When the spell is cast, all deictical benefits granted the offending person are stripped, including the ability to cast Type D spells! Note this occurs only if the deity concurs that the transgression has been ongoing and flagrant (i.e. GM discretion). Restoration of these abilities may or not be possible as the GM determines. The ingredient is the necromancer's deity symbol.

Disenchantment is, obviously, ineffective against this spell.

Greater healing

Spell rank/type: 6/D
Element: Sonic
Ingredient cost: 0
Maximum range: 0 or touch
Running time: Special
Resistance roll: None
Area of exposure: 1 creature

By calling upon his deity and then laying hands upon himself or another, the necromancer may bring about a full healing of either Stamina or Body points as he selects. Note, however, that the spell has no effect on points deducted as a result of losing a limb, or those lost through disease, dehydration, starvation, or poison.

Necromantic flame

Spell rank/type: 6/D
Element: Sonic
Ingredient cost: 50 gd*
Maximum range: 0
Running time: 30 minutes/level
Resistance roll: None
Area of exposure: A 30' sphere

In casting this spell, the necromancer causes a cold tongue of red flame to appear over his head. The flame first of all dimly illuminates an area 20' wide without hindering *heat sight*. Its greater power is a color change to green as its caster enters an area under the effects of a magic spell such as *consecration*, *floor claws*, etc., or blue if undead penetrate within the 30' area of exposure (or greenish blue in the event both factors apply). This warning of nearby undead prevents the necromancer from being *ambushed* by such creatures. Last of all, the caster may reach up and hurl forth the flame up to 100' distant, whereupon it will flare, brightly illuminating double the normal area of exposure for five minutes. The ingredient is a ruby worth at least 50 gd.

Phantom door

Spell rank/type: 6/G
Element: Sonic
Ingredient cost: 5 gd*
Maximum range: 10'
Running time: Permanent
Resistance roll: Special
Area of exposure: 1 door up to 7' in height

With this spell, the necromancer creates a door in a wall where there is none, and the ingredient is a scale model of a door similar to the type desired--i.e. wood or iron. When the spell is cast, the door disappears and materializes in full size upon the wall. A small tunnel beyond the door is also fashioned through the spell, extending 1'/level. Multiple uses of the spell can create more doors and extend the tunnels to get through very thick obstacles. *Disenchantment* restores the wall to normal, destroying the door and tunnel, although creatures inside are entitled to an Agility roll to escape being walled up and killed.

Shift spell rank

Spell rank/type: 6/E
Element: Sonic
Ingredient cost: 10 gd*

CHAPTER TWO-Character professions (the Necromancer)

Maximum range: 0
Running time: 30 minutes/level
Resistance roll: None
Area of exposure: The necromancer

This spell is used by the necromancer to theoretically boost the rank of spells so as to affect creatures normally immune to spells of certain ranks. Up to five ranks of difference may be invoked, and the specific spells are chosen during the casting. Example: a necromancer knows he will be battling a creature immune to 1st-3rd rank spells. He thus invokes this spell to raise his *magic dart* to the theoretical equivalent of a 4th rank spell so that it will be effective. *Magic dart* is a 1st rank spell, and he is raising it three ranks. Thus, he has two ranks he may distribute amongst other memorized spells, and he decides to up his *phantom dagger* two ranks to the theoretical equivalent of a 4th rank spell. The altered spells, however, may still be invoked from 1st and 2nd rank casting slots. The ingredient is a prism.

Skill leech

Spell rank/type: 6/G
Element: Non-sonic
Ingredient cost: 0
Maximum range: Touch
Casting: 1 phase
Running time: 5 minutes/level
Resistance roll: None
Area of exposure: Special

This spell enables the necromancer to drain away, and bestow upon himself, a skill (excluding special abilities) possessed by a live person of another character profession. For example, Mephisto the necromancer lays hands upon an assassin. The spell alerts him to the talents owned by the man and Mephisto leeches away the assassin's *stealth* skill. He may then attempt stealthy actions with the same base percentage of success as the assassin. At the end of the spell's running time Mephisto loses this ability and it will return to its original owner if a Luck roll is made. Otherwise, it is lost for 1D6 months, although a greater wish or expiration of a Luck point can restore it earlier. Note that nothing will make the caster's retention of the skill permanent.

Spell reflection

Spell rank/type: 6/E
Element: Non-sonic
Ingredient cost: 10 gd*
Maximum range: Special
Running time: 1 minute/level
Resistance roll: Special
Area of exposure: The necromancer

This spell permits the caster to reflect back spells cast at him if a Luck roll is successful, affecting others as though he himself had cast it. In reflecting back a given spell, it will rebound up to its full normal range before activating its effects. Note that the magic will not reflect spells affecting multiple targets (*energy blasts*, etc.). The ingredient is a mirror set in bone.

Stasis

Spell rank/type: 6/G
Element: Sonic
Ingredient cost: 0

Maximum range: Touch
Running time: 1 day/level
Resistance roll: None
Area of exposure: Up to 20 lbs/level

This spell serves to keep organic material fresh and free from disease or decay for the spell's running time. It is most often employed to preserve rations on long journeys for the spell may be reinforced whenever desired. It can also be cast upon a creature to preserve its hide or organs. Note, though, that the recipient must either be unconscious or dead for the spell to function; in no way can it be used offensively to overcome a foe. Assuming the spell is cast upon a comrade of the necromancer who has been grievously wounded or poisoned without available healing, it may help in prolonging his life until later aid for an unconscious recipient will not die so long as the spell is cast upon him before the point of actual death.

Summon object

Spell rank/type: 5/D
Element: Sonic
Ingredient cost: 100 gd*
Maximum range: 0
Casting: 10 minutes
Running time: Special
Resistance roll: None
Area of exposure: Special

This is similar to the 5th rank *summon weapon* spell, although the caster may use it to instead summon an object weighing less than 50 lbs.

Special 7th rank necromancer spells

Air steal

Spell rank/type: 7/G
Element: Non-sonic
Ingredient cost: 0
Maximum range: 20'/level
Running time: 1 minute/level
Resistance roll: Special
Area of exposure: A sphere up to 3' wide/level

This powerful spell causes gases to fly out of the area of exposure, leaving a partial vacuum. Breathing, talking, spellcasting with *sonic* elements, etc., is impossible while the spell is in effect. Fire of any sort also is immediately snuffed out. Thus, the spell extinguishes *foo fires*, etc. In casting the spell, the target area must be clearly visible to the caster, and the effects do not extend through walls. The spell may be cast underwater, dispelling the oxygen in the area of exposure, halting fish from breathing. Creatures prevented from breathing must make an adjusted Con roll or pass out and die without aid (see the section under *Conditioning* in Chapter One).

Black sleep

Spell rank/type: 7/G
Element: Non-sonic
Ingredient cost: 0
Maximum range: 0
Running time: Special
Resistance roll: Special
Area of exposure: The necromancer

This ancient spell enables the necromancer to halt all bodily functions as the *suspend animation* spell. It is more powerful, however, in that the caster drops into a catatonic sleep lasting up to 30 days per level or until preset condition guidelines come to pass. However, in undertaking this spell there is a 5% chance that the caster's enchanted slumber will last far longer than he desires (i.e. GM discretion).

Ceremony of binding

Spell rank/type: 7/D
Element: Sonic
Ingredient cost: 1,000 gd*
Maximum range: 30'
Casting: 30 minutes
Running time: Special
Resistance roll: Special
Area of exposure: 1 creature

To cast this spell, the necromancer must scribe a *circle of protection*, which may encompass a conjuration circle. This has the effect of keeping trapped any undead or conjured creature for 30 minutes. During this time, the necromancer must burn a brazier filled with precious incense to his deity while seeking his blessing. No sort of interruption is permitted during the time of casting, else the spell is broken, negating any previous *exorcisms* and subjecting the character to harm from the released creature, which is now immune to *exorcism* by that necromancer. If the ceremony is completed, a monster that has earlier been captured through *exorcism* becomes permanently enslaved to the necromancer so long as it is of lesser level. Otherwise, it is entitled to an IQ roll each 24 hours to break the necromancer's control. If it does so, it cannot be *exorcised* by that character unless he advances in level.

In using this spell against a conjured undead from the Nether planes, at the ceremony's completion an IQ roll is permitted to overcome the effects, applying a penalty factor of 1 for each three skill levels of the necromancer. If the roll is successful, the creature may return from whence it came or break through the *circle of protection* to be battled normally, for *exorcism* is thereby ineffective. If the roll is failed, the monster remains indefinitely on the Nexus under control of the necromancer. A demon or devil with a proper name who fails its roll instead is forced to perform a single service for the summoner. This can range from battling a specific person or adventuring party, to acting as a guardian, answering a question through *trivia*, or even teaching the caster a spell usable by his profession.

Demon flame

Spell rank/type: 7/B
Element: Sonic
Ingredient cost: 1,000 gd*
Maximum range: 0
Running time: 1 minute/level
Resistance roll: None
Area of exposure: The necromancer

This spell surrounds the necromancer with a shroud of demon flame making him immune to fire, melting any non-magical weapons that strike him (with magic ones allowed a resistance roll), and avoiding any damage from them in that event. The flame also inflicts 2D6 points of Stamina damage each turn to anyone within 5', and 1D4 Body points

to anyone making physical contact with them (through grappling, being punched, etc.). The ingredient is a vial of blood from a demon or devil that normally emits *demon flame*.

Dimension walk

Spell rank/type: 7/G
Element: Non-sonic
Ingredient cost: 5 gd*
Maximum range: 0
Running time: Special
Resistance roll: None
Area of exposure: The necromancer

This spell enables the necromancer to shift through dimensions. He first of all may pass through any of the various non-permanent *wall* spells unless they specifically keep out spells or magic. He can also shift to or from the Ethers or Astral plane (taking along his body in this case) at will for the spell's running time (1 minute/level). At the spell's end, the caster is left on the plane he is on. The ingredient is a prism.

Fear

Spell rank/type: 7/H
Element: Non-sonic
Ingredient cost: 1 sr*
Maximum range: 0
Running time: 1 minute/level
Resistance roll: None
Area of exposure: A 30' sphere

By this spell, the caster radiates a stationary aura of fear, causing living creatures within or who enter the area of exposure to cower in terror, unable to take any action unless attacked by the caster, which negates the effects. The ingredient is a piece of bone from a dead human.

Leprosy

Spell rank/type: 7/D
Element: Sonic
Ingredient cost: 0
Maximum range: Touch
Running time: Special
Resistance roll: Luck to neg.
Area of exposure: 1 creature

When the necromancer calls upon his deity, his hands become enchanted with a leprosy disease for up to five minutes. During this time, the necromancer may roll to hit an enemy's armour rating, and a creature struck will be afflicted with the dreaded disease if it fails a Con roll. Within 24 hours thereafter, the victim loses a point from his Appearance, and also a point from either Strength, Agility, or Con, chosen randomly. Each 24 hours thereafter, another Appearance point is lost (stopping when the score reaches 1), along with another stat point. Should either Strength, Agility or Con reach 0, the character dies. Expiration of a Luck point, however, prevents loss of any points on that day. The disease can only be halted by a broth mixed from the legendary tanna leaves. Even *cure (disease)* or *broth of healing* will not heal the disease unless tanna leaves are used as the ingredient. Restoration of all lost points is possible by a deictical grant or use of a *greater wish*.

Locust swarm

Spell rank/type: 7/B
Element: Sonic
Maximum range: 500'
Ingredient cost: 5,000 gd+*
Casting: 3 minutes
Running time: 10 minutes/level
Resistance roll: Special
Area of exposure: A 500' circle

This powerful spell awakens the locust spirits sleeping in the earth. On completion of the spell, the insects emerge from the ground, swarming and ravaging all plant life within the area of exposure. Intelligent plant creatures sustain 1D4 points of damage each turn, while ordinary vegetation is stripped bare in 10D4 minutes. Other creatures within the affected area suffer no damage but may do nothing other than fend off the insects and move away. Normal animals such as horses or pack beasts will panic and bolt off in a random direction for 3D6 minutes unless they make an IQ roll. Use of magic such as *energy blast* clears its area of exposure only for two minutes. At the spell's expiration, the locusts return to their nests in the earth. The ingredient for the spell consists of at least 5,000 gd in precious stones, which vanish during the casting. Some feel the stones are taken as an offering by the devil Pazuzu, overlord of locusts. The spell is only usable outdoors in other than the Forest of Brigit, and *disenchantment* has no effect against the locusts.

Pentagram of entrapment

Spell rank/type: 7/D
Element: Sonic
Ingredient cost: 100 gd*
Maximum range: 5/level
Running time: 1 minute/level
Resistance roll: Luck to neg.
Area of exposure: Up to a 10' circle

When this spell is evoked by the necromancer, a glowing force field surrounds a single corporeal creature so long as it can fit within a circle 10' in diameter. The force field absolutely prevents the target from firing missiles, passing through it or flying out, and generates an area of spell-nullification that prevents the victim from launching any new spells. Should the entrapped creature be subjected to any sort of damage from without, however, it is immediately released.

Phantom member

Spell rank/type: 7/G
Element: Sonic
Ingredient cost: 0
Maximum range: 0 or touch
Running time: 1 hour/level
Resistance roll: None
Area of exposure: 1 creature

All necromancers hope never to have personal need of this spell. It is greatly useful, however, in that it temporarily restores a lost arm, leg, hand, etc. When cast upon someone, a missing limb will be restored for the spell duration. And while pale and unattractive in appearance, the replaced member duplicates in every way all functions appropriate to the lost limb, excluding magical effects such as withering, disease-infection, etc. *Disenchantment* has no effect against the spell.

Prayer

Spell rank/type: 7/D
Element: Sonic
Ingredient cost: Special
Maximum range: Special
Running time: Special
Resistance roll: Special
Area of exposure: Special

This is the most powerful necromancer spell, and with it the caster invokes his deity to perform a miracle. The effects that can be manifested include the duplication of any 1st-6th rank necromancer spell, performed at the skill level of the deity (i.e. 25th-30th level). Another use of the spell is to aid in the creation of a magic item (see Chapter Seven). Other sorts of miracles might also be created through the necromancer's tapping into the deity's power and trying to shape it. Such an attempt should be considered the same as making a *lesser wish*. In making the prayer, the character must be on good terms with his god, and had best be sure that he is acting in the deity's best interests. This spell can be cast no more than three times a year.

Restore withering

Spell rank/type: 7/E
Element: Non-sonic
Ingredient cost: 30 gd*
Maximum range: 0 or Touch
Running time: Permanent
Resistance roll: Special
Area of exposure: 1 creature

This spell restores the harm done by undead or magical withering. In doing so, any points gained by an offending creature (such as the Body points leached through *Body drain*) immediately revert to their original possessor so long as they have not been used up by the leecher. If all or a portion of these points have been used up, the recipient is still fully healed, although whatever leached him may suffer little or no personal loss of Body or Stamina points. There is no roll made to determine success if this spell is employed within an hour of the withering. After this period, a Luck roll must be made by the victim for the spell to function. Failure means the points can be restored only through other means. The ingredient is a vial of holy oil.

Rune magic

Spell rank/type: 7/F
Element: Sonic
Ingredient cost: Special*
Casting: Special
Maximum range: Special
Running time: Special
Resistance roll: Special
Area of exposure: Special

This spell is similar to the rank 7 witch spell *sigilry* with two differences: The magic effects function at the same skill level as the caster, and the triggering guidelines cannot be based on a particular creature type or ethic.

CHAPTER TWO-Character professions (the Necromancer)

Spell leech

Spell rank/type: 7/1
Element: Non-sonic
Ingredient cost: 0
Maximum range: Touch
Casting: Instantaneous
Running time: 1 hour
Resistance roll: None
Area of exposure: 1 creature

By this spell, the necromancer drains away and bestows upon himself the energy to instantaneously load and cast an additional spell of up to the 6th rank of power. As an example, Dar the necromancer lays hands upon a witch, choosing to leech away a 3rd rank *casting* slot. The witch loses it, and Dar may now utilize this as both a *memorization* and *casting* slot within the next hour, invoking any 3rd rank spell he knows—even if the spell was not currently memorized. (Note that an unmemorized spell can only be cast through the leech slot, not through any others!) If the caster attempts to leech a spell slot his target hasn't got available, the spell is wasted.

Summon Nether creature

Spell rank/type: 7/D
Element: Sonic
Ingredient cost: 1,000 gd*
Maximum range: Special
Casting: 1 hour
Running time: Special
Resistance roll: None
Area of exposure: Special

Through this spell, the necromancer may conjure forth a being from the Nether planes.

Casting entails the summoner's scribing a circle of conjuration upon the floor, then burning a brazier of precious incense while chanting to his deity to bring forth the desired monster. The creatures that may be summoned include undead or demons of equal or lesser level, or a specific demon or devil of any level whose name is known by the caster. (Note that demons/devils of higher level than the caster may discard the summoning at their desire.) Summoned undead follow the caster's bidding without question during the 24 hours they can remain on the Nexus. But in summoning devils or demons, they may be controlled only through successful *exorcism* or use of the *ceremony of binding* spell. Thus, the necromancer will usually employ a *circle of protection* when performing this spell—and the being so enslaved will evermore hold a grudge. An option, however, is to offer appropriate remuneration to the being in return for service. In either case, the creature will make its best attempt to perform one specific task for the caster. At the end of 13 days—or upon completion of the task—the monster returns from whence it came, along with any promised treasure, regardless of steps taken to retain it.

Disenchantment will not return a Nether being to its proper plane.

Transmute creature to dust

Spell rank/type: 7/D
Element: Sonic
Ingredient cost: 1 bz*
Maximum range: 30'
Running time: Permanent
Resistance roll: Luck to neg.
Area of exposure: 1 creature

This powerful spell serves to turn a hapless

creature into dust. Casting entails the necromancer's letting fall a handful of dust from his palm while abjuring the target of the spell to fall to dust. If a Luck roll is failed, all bodily fluid within the creature dries up, leaving behind a dead husk that crumbles to powder before the eyes of onlookers. Thereafter, only a *greater wish* or grant from a deity will suffice to restore the character.

Unholy (or Holy) strength of dar-Sala

Spell rank/type: 7/D
Element: Sonic
Ingredient cost: 50 gd*
Maximum range: 0
Running time: 10 minutes
Resistance roll: None
Area of exposure: The necromancer

This spell is named for the Hocwrathian necromancer who originated it, and with it the caster calls upon his deity to imbue him with incredible strength, immediately raising that stat by D8+1 points, to a maximum of 20. If 20 Strength is already possessed, his bonus factor to damage rolls is unchanged, but for purposes of Strength rolls or *maximum lift* ratings, the caster is treated as though he has a Strength of 25. The ingredient consists of a vial of blood from a giant or other powerful creature which is smeared over the hands. This is never cumulative with a normal *strengthen* spell.

* Ingredient disappears when spell is cast



THE SORCERER



Sorcerers (or sages) occupy a middle ground between witches and necromancers. To those of this profession, magic and all it holds is of paramount interest. And, in many ways, sorcerers might be considered scholars, for they relentlessly seek the answers to all questions.

The background & purpose of the sorcerer

No one is certain where sorcerers originated. That they played an important part in the events at the end of the First Age is unquestioned. It is also true that there are no traditional ties between sorcerers and elves. Thus, sorcery may well be the first human spellcaster profession if necromancy can truly be attributed to Goth.

Today there are generally two backgrounds for sorcerers. In the first, a sorcerer may have come out of one of the traditional Hocwrathian schools of magic. In the second, a young person may have served an apprenticeship under an old sage who has now given his student leave to make his or her own way in the world.

Races best suited to sorcerers

Half-elf, human

Places of origin best suited for sorcerers

Andor, Arwin, Hocwrath

Armour & arms

Sorcerers are forbidden the use of armour unless they possess a second profession allowing it. In that event, they may don leather or softer attire. Their two weapons are:

Dagger, staff

Initial number of combat skill slots: 1

Additional combat skill slots gained: 1/5 levels

Cost for inappropriate weapons: 3 slots

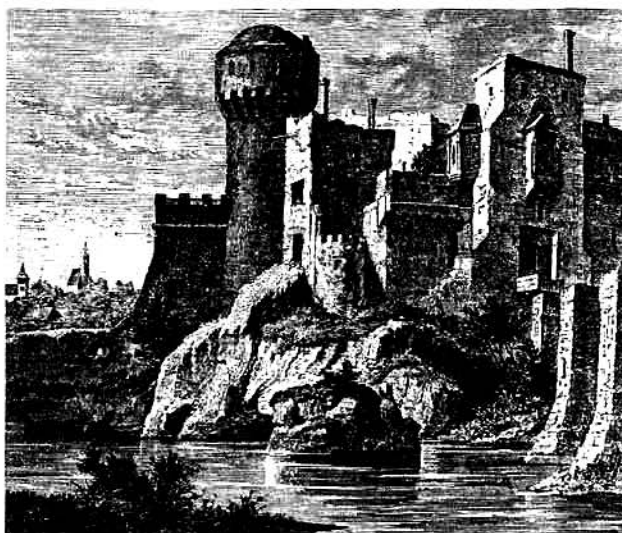
Unskilled attack penalty: +3

Magic items allowed

Sorcerers may employ items allowed spellcasters.

Level limitations & dual-profession options

Race	Character IQ						(Suggested) Dual-profession options
	15/less	16	17	18	19	20	None
LEVEL LIMITATIONS							
HUMAN (other)	14	15	16	17	18	20	



CHAPTER TWO-Character professions (the Sorcerer)

Level table

Skill level	Level points	Read text	Field(s) of knowledge		Spell slots							Special abilities
			(IQ)	(IQ)	1	2	3	4	5	6	7	
1	0-2,400	20%+	20%+		2							
2	2,401-7,200	D6%	D8%		4							
3	7,201-15,000	D6%	D8%		4	2						
4	15,001-28,000	D6%	D8%		4	4						
5	28,001-51,250	D6%	D8%		6	4	2					A
6	51,251-84,600	D6%	D8%		6	4	4					B
7	84,601-137,100	D6%	D8%	20%+	6	6	4	2				
8	137,101-219,600	D6%	D8%	D8%	8	6	4	4				
9	219,601-379,600	D6%	D8%	D8%	8	6	6	4	2			A
10	379,601-569,600	D6%	D8%	D8%	8	8	6	4	4			C
11	569,601-839,600	D6%	D8%	D8%	8	8	6	4	4	2		B
12	839,601-1,139,600	D6%	D8%	D8%	10	8	8	6	4	2		
13	1,139,601-1,439,600	D6%	D8%	D8%	20%+	10	8	8	6	4	4	A
14	1,439,601-1,739,600	D6%	D8%	D8%	D8%	10	8	8	8	6	4	2
15	1,739,601-2,039,600	D6%	D8%	D8%	D8%	10	8	8	8	6	6	4
16	2,039,601-2,339,600	D6%	D8%	D8%	D8%	10	10	10	8	8	6	4
17	2,339,601-2,639,600	D6%	D8%	D8%	D8%	10	10	10	10	8	8	6
18	2,639,601-2,939,600	D6%	D8%	D8%	D8%	10	10	10	10	10	8	8
19	2,939,601-3,239,600	D6%	D8%	D8%	D8%	10	10	10	10	10	10	8
20	3,239,601+	D6%	D8%	D8%	D8%	10	10	10	10	10	10	10

Explanation of skills

Read text. This skill permits the sorcerer to comprehend the general subject of a text written in a common campaign language the character has probably seen in his lifetime but doesn't actually speak. (If adapting this profession to game systems that make use of magic writings--such as scrolls--to invoke spell effects, the skill will permit the character to employ those writings by deducting 5% per rank of the writings' power. Missing the percentage results in failure and should be handled as appropriate.)

Adjustments to the skill:

IQ. The sorcerer's IQ has a definite effect on this skill.

Field(s) of knowledge. From their delving into the world's mysteries, sorcerers acquire a range of information regarding unique subjects. At 1st level, the player chooses a special category of knowledge for the character. The sorcerer starts with a base knowledge level of 20%, which increases by D8% with each level gained. Each six levels thereafter, another field of knowledge is selected by the player.

Some possible fields of knowledge are listed below, along with descriptions of what they might do. The list is by no means complete, and the player and GM may devise others--for instance **dwarves**, which would grant a character with an interest in that race a full compliment of knowledge regarding the laws, customs and history of that people, excluding speaking the language.

It should also be noted that some technical skills might require the sorcerer outfit a laboratory and/or library. The cost for this would be 1,000 gd, increasing by a like amount each time a skill level is gained.

Alchemy. As sorcerers do not acquire the ability to fashion potions or elixirs, this grants those talents, with a skill roll to determine success. The skill also permits identification of normal potions he handles. Non-normal potions can be identified after 2D6 hours of laboratory research (if the roll is successful).

Astrology. This acts as the gypsy skill of fortune-telling.

Calligraphy. With calligraphy, a skill roll when encountering a sigil or rune immediately confers knowledge of what magical effect(s) would be activated by it. It is otherwise similar to the general skill.

Customs & Etiquette. One with this skill understands the proper behavior when in different parts of the campaign world. If dealing with foreigners, a successful skill roll confers a 10% bonus factor to any reaction rolls.

History. This grants a knowledge of the world's general history.

Item analysis. This skill lets the sorcerer glean a basic understanding of a magic item's general properties. Full details of all powers/effects may not necessarily be revealed, nor will the number of charges. The skill is never superior to the *discern enchanted aura* spell.

Law. This skill imparts a general understanding of the law and judicial

systems throughout the campaign world.

Linguistics. This allows the character to grasp the rudiments of a spoken language. As with the *read text* skill, it does not confer linguistic fluency, but after 1D3 hours of dealing with a willing subject, the sorcerer can communicate on a simple level with intelligent creatures.

Medicine. This indicates a familiarity with biology and the doctoring of wounds. A character with this skill may set broken limbs, and can attempt to heal 1D6 Body points with a successful roll if he has healing herbs. This can be done once per battle, not once per wound. A sorcerer making his roll and tending a wounded person also doubles the rate of Body healing each day.

Mythology. A sorcerer with this skill would be familiar with the various myths and tales of the campaign world.

Theology. This offers an understanding of the various religious beliefs, customs, and taboos of the campaign world.

Trivia. As the bard skill.

Adjustments to the skill:

Exactness of any information desired. When information of some sort is sought from a field of knowledge, no adjustment is made to the skill percentage for questions of a common nature. Questions of an uncommon nature halve the skill percentage, while interrogatives of a very uncommon nature quarter it. The GM has final say under what category a given question falls. And in cases where a field of knowledge is narrowed to one specific race or area--for example **dwarves**, as listed earlier--questions of a common nature actually grant a bonus factor of 25% to the skill percentage, while no adjustment is made for uncommon interrogatives, and very uncommon knowledge sought merely halves the chances of making the roll.

IQ. The sorcerer's IQ can affect his chances of making the roll.

Explanation of special abilities

A. Language. At 5th level, and each four levels thereafter, the sorcerer becomes fluent in a language of his choice. This includes the ability to read and write it. "Monster" languages may be obtained only with GM approval.

B. Combat skill slot. Self-explanatory.

C. Apprentice. Upon reaching 10th level, the character may take on an apprentice. This is considered to be a retainer which may be adopted by the player as a back-up character. While he remains with the teacher, the sorcerer must see to the basic needs of the apprentice. Upon his reaching 5th or higher level, the apprentice may depart his teacher to make his own way in the world if he wants.

D. School. On reaching the 15th level of skill, the sorcerer can open a school, attracting 10D4 1st level students. In doing so, a cost expenditure of at least 500,000 ounces of gold must be made for land, buildings, scriptoria and libraries. Thereafter, the yearly upkeep of the school equals 100 gd per level of

CHAPTER TWO-Character professions (the Sorcerer)

the students. Also, it is not unknown for a new school to attract the enmity of another if its masters feel an infringement is being made on their territory.

The sorcerer is specifically designed to be an open-ended character for the GM to utilize as he best sees fit. As an aid, however, a spell list follows which employs only spells from QA. With the release of the QA Players' Pack, in 1993, we hope to have a new spell list for sorcerers including their own unique spells.

Sorcerers & spells

1st rank 01-04: Air ball (W1) 05-08: Ball of bouncing (W1) 09-12: Ball of shadow (N1) 13-16: Candlefire (W1) 17-20: Cat fall (W1) 21-24: Conjure animal (W1) 25-28: Detect living creatures (W1) 29-32: Detect enchanted aura (W1) 33-36: Disenchantment (W1) 37-40: Fog (W1) 41-44: Helping hands (W1) 45-48: Magic dart (W1) 49-52: Magic script (W1) 53-56: Mirror (N1) 57-60: Read magic script (W1) 61-64: Ring shield (N1) 65-68: Shadow darts (N1) 69-72: Shut portal (W1) 73-76: Slumber (W1) 77-80: Spell warning (W1) 81-84: Trick (W1) 85-88: Unlock (W1) 89-92: Wall walk (N1) 93-96: Witch warrior (W1) 97-00: Reroll or choose	2nd rank 01-06: Acid dust (N2) 07-12: Chameleon (W2) 13-18: Diamond cloud (W2) 19-24: Discern enchanted aura (W2) 25-30: Enchant bracers (W2) 31-36: Fire darts (W2) 37-42: Fire runes (W2) 43-48: Float (N2) 49-54: Heat sight (N2) 55-60: Mind shield (N2) 61-66: Moon sigils (W2) 67-72: Net (W2) 73-78: Phantom dagger (N2) 79-84: Smoke cloud (W2) 85-90: Stone speak (W2) 91-96: Unlock (W2) 97-00: Reroll or choose	3rd rank 01-05: Animate wood (W3) 06-10: Black steed (W3) 11-15: Charm (W3) 16-20: Daggers (W3) 21-25: Electric arc (W3) 26-30: Enchant cord (W3) 31-35: Energy blast (W3) 36-40: Eye palm (W3) 41-45: Missile reflection (W3) 46-50: Necromantic darkness (N3) 51-55: Phantasmal fighter (W3) 56-60: Phase effect (W3) 61-65: Seal (W3) 66-70: Shift (W3) 71-75: Smoke sticks (W3) 76-80: Snare cloak (W3) 81-85: Wall of swords (N3) 86-90: Witch mark (W3) 91-95: Wood form (W3) 96-00: Reroll or choose
4th rank 01-06: Astral projection (W4) 07-12: Bat swarm (W4) 13-18: Create stairway (N4) 19-24: Delay spell (W4) 25-30: Ear wall (W4) 31-36: Illusion (W4) 37-42: Mind read (W4) 43-48: Neutralize aura (W4) 49-54: Portal of escape (N4) 55-60: Secret door (W4) 61-66: Shooting stars (W4) 67-72: Spider sigil (W4) 73-78: Staff of absorption (W4) 79-84: Summon shade (N4) 85-90: Vanish (W4) 91-96: X-ray vision (N4) 97-00: Reroll or choose	5th rank 01-06: Activation (N5) 07-12: Agility (W5) 13-18: Ethereal vortex (W5) 19-24: Memory stone (W5) 25-30: Monster conjure (W5) 31-36: Polymorph (W5) 37-42: Protection from liquids (W5) 43-49: Shadow visage (W5) 50-54: Smoke form (W5) 55-60: Talking script (W5) 61-66: Teleportal (W5) 67-72: Transference (W5) 73-78: Wall of bones (W5) 79-84: Wall of repulsion (N5) 85-90: Wood rot (W5) 91-00: Reroll or choose	6th rank 01-05: Bone cage (N6) 06-10: Black rider (W6) 11-15: Displacement (N6) 16-20: Enchant bottle (W6) 21-25: Enflame (W6) 26-30: Ether ball (W6) 31-35: Floor snakes (W6) 36-40: Force field (W6) 41-45: Pentagram of protection (N6) 46-50: Phantom (W6) 51-55: Phantom door (N6) 56-60: Shift spell rank (N6) 61-65: Sleep mist (W6) 66-70: Spell reflection (W6) 71-75: Stasis (W6) 76-80: Stone flesh (W6) 81-85: Stone hide (W6) 86-90: Touch bane (W6) 91-00: Reroll or choose
	7th rank 01-07: Black sleep (N7) 08-14: Body lightning (W7) 15-21: Color wall (W7) 22-28: Dimension walk (N7) 29-35: Elemental wall (W7) 36-42: Ethereal whirlwind (W7) 43-49: Greater teleportal (W7) 50-56: Immunity to elements (W7) 57-63: Non-corporeality (W7) 64-70: Permanize (W7)—note this is a special version of the spell which doesn't require a deity's blessing to function. 71-77: Rune magic (N7) 78-84: Time distortion (W7) 85-91: Time warp (W7) 92-00: Reroll or choose	

THE WITCH



Of those who practice magic in Islay, witches are the most powerful, although they are outnumbered by other spellcaster professions. Ultimately, witches are spellcasters especially dedicated to the practice of elemental and sympathetic magic. And though presumed by many to be Evil in nature, this is certainly untrue as most tend toward Indeterminate ethics. The remainder who follow the paths of Good or Evil, however, invariably prove to be either very Good or very Evil. And due to this, the sinister reputation of some witches has colored the perception of all witches amongst various people. Many "Good" knights, for instance, never fully trust any witch, keeping a wary eye on such party members if they become aware of their true profession. Having on occasion been subject to excessive persecution in a world dominated by men, witches reciprocate the feeling fully, with even a saintly witch occasionally falling prey to a streak of mischief present in all of her profession, perhaps "accidentally" catching a self-righteous knight in the area of exposure of her plant grab spell (although usually when the odds are not terribly long).

Like druids, witches tend to respect and appreciate nature, with most choosing to dwell apart from large centers of population in natural surroundings that suit her personality.

The background & purpose of the witch

The true origins of witchery lie with the elves. Some legends say Magic was given them by Brigit; others assert the elves discovered it on their own, offering it as a gift to their deities. Whatever the truth, most present-day witches are either the relatives or children of witches, having learned from their elders the rituals of witchery. It is for this reason that they are rarely found within any of the traditional Hecwrathian schools of magic, and thus some school-trained spellcasters aware of their existence view these practitioners of ancient sorceries as renegades.

At such time as the witch reaches adulthood, she may leave the nest to seek a path toward perfecting her talents. In the case of a player character, this is translated into a desire to go adventuring, that the witch may gain knowledge and experience before choosing to settle down permanently.

While it has been pointed out that some witches have been and continue to be persecuted wrongfully, in many undeveloped areas the local witch may be one of the most important members of society, filling the role of doctor, shaman, priest, etc. Thus, when and if a witch settles in an area, instead of hiding her existence, she may make her presence known in a beneficial way, instilling a healthy respect of her powers in the minds of the commonfolk, who may look to her as a protector and ally.

The Evil witch, of course, will not be so well thought of. In general, she will lair in dismal swamps or dark woods under her control and bound to her commands.

Witch quirks

One reason witches can bring persecution upon themselves is through setting themselves at odds with political or religious leaders in the area they reside in by their habit of worshipping and swearing total fealty to their goddesses. Witches rarely follow the mainstream deities of a locale, and all tend to have a marked disregard for the authority of petty lords and sovereigns, submitting themselves only to the Elvenking (in the case of elf/half-elf witches) or their deity. Also, the fact that witchery was said to be the first and greatest magic created has never sat well with many from the human nations, jealous of elven primacy in the world and witchery's female predilection.

Because of this dual potential for persecution, and because they jealously guard the secrets of their sorceries, a witch may rarely admit to being what she is, steadfastly maintaining against any evidence to the contrary that true witches are in fact a myth, and that she herself is a "sorcerer" or "druid." (In fact witches generally get along well with druids, and the similarity of spells can provide a witch with a convincing masquerade as an adventurer of that profession.)

Yet another trait shared by many witches is a flair for flamboyant dress. Female witches in particular, while usually far off, aloof and subdued, will do a complete turnabout when in the presence of a source for fine clothing, sometimes losing their composure and throwing away money like water for a chance to buy a silver-trimmed cloak or a finely tailored robe.

Races best suited for witches

Elf, half-elf, human

Places of origin best suited for witches

Andor, Arwin, Ashvryl, Avalon, Freeport, Sarvia, Torrencia

Armour & arms

Witches are forbidden the use of armour, although dual-professioned witches may employ leather or softer attire. The weapons appropriate to the profession include:

Dagger, dart, staff

Initial number of combat skill slots: 2

Additional combat skill slots gained: 1/5 levels

Cost for inappropriate weapons: 3 slots

Unskilled attack penalty: +3

Magic items allowed

Witches can employ those items allowed all spellcasters. They may further use magic items exclusively permitted druids unless such are specifically denied them.

CHAPTER TWO-Character professions (the Witch)

Level limitations & dual-profession options

Race	Sex	Character IQ						(Suggested) Dual-profession options				
		15/less	16	17	18	19	20	Wdsmn	Asn	Brd	Cps	Drd
LEVEL LIMITATIONS												
ELF	M	12	13	14	15	16	19	x		x	x	
	F	15	16	17	18	19	20	x	x	x	x	x
HALF-ELF	M	11	12	13	14	15	16	x		x	x	
	F	14	15	16	17	18	20	x	x	x	x	x
HUMAN (other)	M	10	11	12	13	14	16	x		x	x	
	F	13	14	15	16	17	20	x	x	x	x	x

Level table

Skill level	Level points	Spell slots							Special abilities
		1	2	3	4	5	6	7	
1	0-2,200		2						
2	2,201-6,600		4						
3	6,601-13,800		4	2					
4	13,801-25,800		4	4					
5	25,801-47,550		6	4	2				A
6	47,551-78,600		6	4	4				B
7	78,601-126,600		6	6	4	2			
8	126,601-204,100		8	6	4	4			C
9	204,101-352,100		8	6	6	4	2		D
10	352,101-522,100		8	8	6	4	4		
11	522,101-769,600		8	8	6	4	4	2	B
12	769,601-1,069,600		10	8	8	6	4	2	
13	1,069,601-1,369,600		10	8	8	6	4	4	2
14	1,369,601-1,669,600		10	8	8	8	6	4	2
15	1,669,601-1,969,600		10	8	8	8	6	6	4
16	1,969,601-2,269,600		10	10	10	8	8	6	4
17	2,269,601-2,569,600		10	10	10	10	8	8	6
18	2,569,601-2,869,600		10	10	10	10	10	8	8
19	2,869,601-3,169,600		10	10	10	10	10	10	8
20	3,169,601+		10	10	10	10	10	10	E

Explanation of special abilities

A. *Create focus.* Upon reaching 5th level, the witch must call upon her deity to imbue a physical object of her choice with a special blessing. The item can be anything of small to medium size—a ring, book, dagger, wand, mirror, cloak, etc. On completion of the blessing, it becomes a focus through which the character receives from her deity the ability to advance in level over the following year. The witch may either store her focus in a safe location or carry it about on her person. But it must be in the character's possession for her to earn additional level points. If the focus is ever stolen or otherwise removed from her control, she will advance no further in level until it is recovered. Each year, on Allhallow's Eve, the witch must rededicate the focus to her deity in a secret ceremony. Failure to do so—or if the focus is not in her possession at this time—results in the character's being unable to gain level points until the following year (assuming she then enacts the ceremony).

A witch's focus may be considered to be indestructible except by a unique method. Regarding this, should the witch at some point use her *enchant focus* spell to imbue the focus with a magical power, that power may provide some ideas for how the focus might be destroyed. A cloak focus enchanted with the *essence* of a shadow, thus allowing the witch to be invisible in shadowed areas, could have as its bane subjection to the noonday sun on the summer solstice, as but one example. In any event, the witch will certainly be aware of her focus' Achilles' heel and will undertake all steps to keep it from danger. And so finding the means to destroy a witch's focus can indeed be a major task, although in the case of a legendary focus a bard or learned sage might or might not know some rumor connected with the task.

If the focus can be destroyed, there is a 5% chance per level of the witch that she will be destroyed with it. If the witch survives, she will lose all level points, beginning anew at 1st level. Conversely, if its creator is slain, there is a 5% chance per level of the witch that a magical focus will lose its special powers. Failing that, it will still lose the protection which makes it nearly indestructible.

If an enchanted focus comes into the possession of someone not meant to have it, its powers may be activated at great risk. Each time the device is employed, there is a 5% cumulative chance the user will come under the control of the witch, returning the focus to her at the first safe opportunity. Further, every time her focus is used, there is a non-cumulative 5% chance per level of the witch that she will note exactly where her focus presently is. Failing the percentage, the witch will still gain a general idea of its whereabouts. Note that a focus never radiates magic unless imbued with magical powers.

B. *Combat skill slot.* Self-explanatory.

C. *Create potions & elixirs.* At 8th level, the witch may create potions and elixirs.

D. *Form coven.* If she desires, a witch on reaching 9th level will attract twelve-1st level followers of the same general ethics if she curtails adventuring and settles in an area. These followers will be fanatically loyal and will remain in the same area as the coven head unless they are allowed to depart service and form their own covens. (Fealty is still, however, sworn to the original coven leader, who is then entitled to be known as a **Duke** or **Duchess of witches**.)

Under unique conditions, it is possible for a lieutenant or a leader of an allied coven to challenge the ruling witch for headship of the coven or cult. To do so, a challenge must personally be issued to the head witch, who is honor-bound to accept or face the break-up of her followers. She does, however, enjoy the

CHAPTER TWO-Character professions (the Witch)

privilege of determining the following:

1. The fight for control may take place when and where she desires, within one year from issuance of the challenge.
2. It may be by spell, non-magical weapons, or a combination of both (note that poison is never allowed).
3. It may be specifically to the death or to submission (if to submission, damage-causing spells are banned).

Should the witch achieve 20th level and form a temple, her coven members will become priestesses, personally ministering to her if they have not previously departed to form their own covens. (Note that a coven at any time may erect a stone circle as a place of worship, although it is not consecrated.)

E. Form temple. As mentioned, a witch achieving 20th level may build a temple in a secluded, relatively inaccessible area, most likely one in which she has employed the *capture essence* spell to bind it to her. The cost for the temple equals 1,000 ounces of gold per follower she attracts, and in nearly every case, this temple will be dedicated to Brigit (Rhiannon), the traditional goddesses of witches, regardless of ethics or race, although the goddesses Artemis and Hecate have been known to be worshipped by small human witch-cults, and a few elf/half-elf witches have built temples to Brigit's sister Dellendryll.

On choosing to build a temple, the witch will attract 10D4 extra 1st level followers of the same race and sex. These followers need not be bound to dwell with her, but may form their own covens or adventure, tithing a portion of what they acquire to their mistress. The nominal title of this witch is **Princess of Witches**, although a few in the past have dubbed themselves **Queen of Witches**--and some of these have perished under suspicious circumstances not long afterward....

Witches and spells

Witch spells are kept in a tome generally known as a *book of shadows*, which can also hold formulae for herbal remedies should the character have those sorts of skills.

Witch spells also have in common *sonic* elements that are almost poetic. A witch casting a *witchfire* spell, as an example, might mouth something along the lines of:

*"Haggard man of rough attire--
With blade unsheathed to strike our fighter--
The glow burn bright to show my ire--
And strike you now with witchesfire!"*

The Queen of Witches and a tale of the elves

Amongst elven witches is told a tale that the elves of today are originally descended from a race of immortal elves created in ages past by Brigit and Dellendryll, their patron deities.

At the dawn of their appearance, the elves were ruled by a dynasty of regarded as Brigit's first creation, the house of Pallandar, and one of these monarchs was an elven princess named Elvyra (pronounced el-veer-uh). For reasons long ago forgotten, she and the prince to whom she was betrothed were banished from their people. But prior to departing with a retinue of handmaidens, the story goes, Elvyra removed from the inner-sanctum of Brigit's temple an ever-burning flame placed there by the goddess Herself. The theft of the flame was not discovered until after her departure, and though the most powerful elven spellcasters used their powers to scour the world for her, neither she or her followers were seen again.

With the sacred flame gone from the temple, the hand of death came to embrace the elves as other races. Yet even so, their lifespans remained far superior.

Through the power of the flame, Elvyra was able to hide both she and her followers from those who sought them, and while wandering the world in search of a home, the elves taught a few of the friendly mortals they encountered a few minor workings of witchery. Thus witchcraft passed from elf to humankind.

The exact fate of Elvyra and her followers was never known. But more than once have adventurers come across open-air temples amidst isolated woodlands bearing the three fire braziers used in worship to Brigit. No doubt at least a few of these abandoned temples belonged to Elvyra and her handmaidens.

The description of Elvyra, her familiar and chief handmaiden follow.



Elvyra--Queen of Witches (25th level witch)

Armour rating: 0(-5)

Tactical move: 10' or as applicable in different form

BAR: 17/10/54

Stamina points: 70

Body points: 13

Stats: St--12; Ag--20; Con--14; IQ 20; Ch--20; Ap--20; Lk 19

Attacks: 1

Dmg: 1D4+5 (dagger) or by spell

Ethics: I

Size: 6' tall

Special note: Shape change at will; possesses Artifact of Power--the *Scarlet Flame*; her symbol is a 4-armed spiral, eagle or hummingbird

Elvyra appears as a tall elf with flaming red hair, typically attired in blue and white with a red sash about her waist. Upon her head she wears a silver crown over which floats a large emerald acting as a device that doubles her 1st-3rd rank spell slots. She thus possesses 40 slots of each of these spell ranks, and 20 slots each of ranks 4-7

The flame removed from the temple was later enchanted into her wand focus, creating an Artifact of Power known as the *Scarlet Flame*. It appears as a wood and silver sceptre with a huge ruby set into its tip, containing a burning flame within. The wand absorbs all spells directed at the possessor, converting their ranks into potential that regenerates any stat loss, similarly to the *Mind Sapphire of Serpen* (see Chapter Eight). In addition, the wielder is able to use any fire-based spell at the 35th level of skill at a cost of 1 charge off the wand per spell rank, castable in a single phase.

Elvyra's rarely used melee weapon consists of a BF 5 unicorn horn dagger, which provides the further benefit of making her immune to poison and disease of any sort.

One interesting fact about her relates to her ability to *shape change* (as per the witch spell) at will. When she remains in a single form, her eyes change color each minute.

The Queen has existed in legend since the dawn of time, and most believe that if she yet lives, she and her followers no longer remain on the Nexus, but instead dwell with their goddess, the **Queen of Faerie**, within Her enchanted realm. Nevertheless, some have claimed to have encountered the Witch Queen in the midst of isolated sylvan woodlands, and in a rugged area of volcanoes in Naz-Al. It is even been reported that she frequents the Witchwood, a forest in Avalon, but this story is given little credence.

If she is encountered, she will either be accompanied by her familiar, her chief handmaiden or both (20%/30%/50%). Last of all, Elvyra is believed to know lost spells that are vastly more powerful than many used today.

CHAPTER TWO-Character professions (the Witch)

Familiar (AKA "Breather")--white dragon tiger

Species: White dragon tiger
 Armour rating: 0
 Tactical move: 20'
 Level: 5 (40 SP)
 BAR: 17/10/50
 BP/SP ratio: 1/3
 Average Stat: 15
 Special stat: IQ: 8
 Attacks: 2 claws and 1 bite or breathe fire
 Dmg: 1D6/1D6/1D8 or 4D6
 Ethics: Playful
 Size: M
 Special note: Breathes fire in a 20' cone ending in a 10' base.

Elvyra's familiar is a dragon tiger particularly fond of jumping from a good hiding place upon an unsuspecting person and licking their face until retrained. His mistress takes an extremely dim view of anyone who harms her pet.

Attacks: 1
 Dmg: 1D6 (star blade scimitar) or by spell
 Ethics: I
 Size: 6' tall
 Special note: Possesses BF 5 bracers + other magic items of GM's choice

Night is always dressed in a dark blue robe and cloak, secured by two golden discs upon which are scribed 4-armed spirals. While only slightly less beautiful than her mistress, Night prefers to keep her face shadowed by the hood of her cloak as a token of honor to Elvyra. Her melee weapon is a *star blade* functioning as a scimitar. She otherwise relies on her considerable arsenal of spells to accomplish her purposes, possessing 16 slots of each rank of witch and druid spells. Night's focus is a cloak which grants her control over the winds and weather as well as allowing her access to the Realm of Faerie. The cloak may also produce a *shadow visage* at her desire.

In fact it was Night--then a minor priestess within the temple of Brigit--who removed the ever-burning flame, presenting it to her friend and mistress after she and a retinue of followers had departed from their people.

Night--Chief handmaiden (23rd level witch/23rd level Rhiannic druid)

Armour rating: 0(-5)
 Tactical move: 10'
 BAR: 17/10/54
 Stamina points: 95
 Body points: 16
 Stats: St--15; Ag--20; Con--17; IQ 20; Ch--20; Ap--19; Lk 12

Following is a list of available witch spells with a percentile system for random determination. Novice witches start with 1D4+4 randomly determined spells, and one chosen with the approval of the GM. Thereafter, the witch may research or obtain spells through the normal course of adventuring, and further acquire a random spell within the range of those castable each time she gains a level (her choice as to the rank of the spell unless a particular rank spell is required to fill her spellcasting allotment).

1st rank	2nd rank	3rd rank	4th rank
01-02 Air ball	01-02 Alter treasure	01-02 Animate wood	01-02 Banewater
03-04 Alter animal	03-04 Chameleon	03-04 Babble	03-04 Bat swarm
05-06 Alter garb	05-06 Cure wounds	05-06 Bubble	05-06 Biting skull
07-08 Ball of bouncing	07-08 Diamond cloud	07-08 Black steed	07-08 Create nature guardian
09-10 Beguile	09-10 Discern enchanted aura	09-10 Capture essence	09-10 Cure poison/disease
11-12 Candlefire	11-12 Echo	11-12 Charm	11-12 Curtain of light
13-14 Cat fall	13-14 Embolden	13-14 Crystallomancy	13-14 Damsel
15-16 Clean	15-16 Enchant bracers	15-16 Daggers	15-16 Death's eye
17-18 Conjure animal	17-18 Enchant clothing	17-18 Electric arc	17-18 Delay spell
19-20 Conjure plants	19-20 Eyes of the familiar	19-20 Enchant cord	19-20 Ear wall
21-22 Control fire	21-22 Fear phantom	21-22 Energy blast	21-22 Finger of doom
23-24 Create familiar	23-24 Finger of amnesia	23-24 Finger of truth	23-24 Greater slumber
25-26 Crown of light	25-26 Finger of departing	25-26 Foo fire	25-26 Hailstones
27-28 Detect enchanted aura	27-28 Fire darts	27-28 Hand of glory	27-28 Hex
29-30 Disenchantment	29-30 Fire palm	29-30 Laughing skull	29-30 Ice blast
31-32 Elemental protection	31-32 Fire runes	31-32 Lyrazel's spinning top	31-32 Illusion
33-34 Evil eye	33-34 Firetongue	33-34 Missile reflection	33-34 Lyrazel's globe of protection
35-36 Finger of beckoning	35-36 Guardian skull	35-36 Necromantic bell	35-36 Masque
37-38 Fog	37-38 Jack-O-lantern	37-38 Phase effect	37-38 Mind read
39-40 Helping hands	39-40 Lyrazel's tree house	39-40 Plant grab	39-40 Neutralize aura
41-42 Identify essence	41-42 Moon rope	41-42 Reflect curse	41-42 Rolling firesphere
43-44 Light ball	43-44 Moon sigils	43-44 Seal	43-44 Secret door
45-46 Limb stretch	45-46 Moon silver	45-46 Seek object	45-46 Shape change
47-48 Lyrazel's silent scream	47-48 Net	47-48 Sense fate	47-48 Shooting stars
49-50 Magic dart	49-50 Night sight	49-50 Shadows	49-50 Snake arrow
51-52 Magic script	51-52 Phantom double	51-52 Sheet lightning	51-52 Spider sigil
53-54 Mind shadow	53-54 Ring around the moon	53-54 Shift	53-54 Staff of absorption
55-56 Pop corn	55-56 Smoke cloud	55-56 Smoke sticks	55-56 Strengthen
57-58 Protection from withering	57-58 Sparkle stone	57-58 Snake bite	57-58 Sun globe
59-60 Read magic script	59-60 Spirit flail	59-60 Snare cloak	59-60 Time vision
61-62 Repair	61-62 Stone speak	61-62 Spirit talk	61-62 Transform
63-64 Shut portal	63-64 Telesight	63-64 Staff snake	63-64 Vanish
65-66 Skull of flame	65-66 Thought projection	65-66 Star burst	65-66 Vision of recall
67-68 Slumber	67-68 Whirlwind	67-68 Stone form	67-68 Witching hour
69-70 Snapping pocket	69-70 Will O' the wisp	69-70 Tree	69-70 Witch's eye
71-72 Spell warning	71-72 Windstep	71-72 Witch knock	71-72 Words of bewitchment
73-74 Talk	73-74 Witch wand	73-74 Witch mark	
75-76 Trick	75-76 Witch wind	75-76 Witch ring	
77-78 Unlock		77-78 Wood form	
79-80 Voice Mimic	77-00 Reroll or choose		73-00 Reroll or choose
81-82 Whisper		79-00 Reroll or choose	
83-84 Witch warrior			
85-00 Reroll or choose			

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5th rank	6th rank	7th rank
01-02 Acid globes	01-02 Aura of fear	01-03 Abyss
03-04 Agility	03-04 Baneweapon	04-06 Alter weather
05-06 Bind nature	05-06 Bind plants	07-09 Body lightning
07-08 Candle magic	07-08 Black rider	10-12 Color wall
09-10 Cauldron magic	09-10 Control weather	13-15 Earthquake
11-12 Curtain of darkness	11-12 Create scarecrow	16-18 Egg magic
13-14 Enchant focus	13-14 Dominate undead	19-21 Elemental wall
15-16 Ethereal vortex	15-16 Doppelganger	22-24 Ethereal whirlwind
17-18 Faerie dust	17-18 Enchant bottle	25-27 Finger of choking
19-20 Fetch	19-20 Enflame	28-30 Greater foo fire
21-22 Finger of blindness	21-22 Ether ball	31-33 Greater teleportal
23-24 Greater disenchantment	23-24 Finger of stunning	34-36 Great summons
25-26 Greater jack-O-lantern	25-26 Floor claws	37-39 Hourglass
27-28 Lyrazel's divination	27-28 Flying skulls	40-42 Immunity to elements
29-30 Lyrazel's pocket	29-30 Force field	43-45 Lyrazel's hex
31-32 dimension	31-32 Greater will O' the wisp	46-48 Non-corporeality
33-34 Memory stone	33-34 Hydra's children	49-51 Permanize
35-36 Monster conjure	35-36 Lyrazel's magic	52-54 Red death
37-38 Moon web	lantern	55-57 Shattering
39-40 Paralysis claw	37-38 Lyrazel's portable pit	58-60 Sigilry
41-42 Polymorph	39-40 Name	61-63 Slot alteration
43-44 Poppet	41-42 Moon sparkle	64-66 Spark shower
45-46 Protection from liquids	43-44 Pentagram of protection	67-69 Stone golem
47-48 Shadow visage	45-46 Phantom	70-72 Talking skull
49-50 Smoke form	47-48 Shadow spy	73-75 Time distortion
51-52 Spell catch	49-50 Shadow travel	76-78 Time warp
53-54 Star gems	51-52 Skull watcher	79-81 Vision globe
55-56 Summon	53-54 Sleep mist	82-84 Void
57-58 Talking script	55-56 Spitfire	85-87 Wall guardians
59-60 Teleportal	57-58 Spontaneous combustion	88-90 Whirlwind of fire
61-62 Transference	59-60 Starfire	91-93 Witch ward
63-64 Wall of bones	61-62 Stone flesh	94-96 Witch writing
65-66 Watch dog	63-64 Stone hide	97-99 Word of power
67-68 Wind speak	65-66 Swarm	
69-70 Witchfire	67-68 Talisman	
71-72 Witch wail	69-70 Touch bane	
73-74 Wood rot	71-72 Transfer spirit	
	73-74 Ward of protection	
	75-76 Ward of watching	
75-00 Reroll or choose		00 Reroll or choose
	77-00 Reroll or choose	

1st rank witch spells

Air ball

Spell rank/type: 1/B
 Element: Non-sonic
 Ingredient cost: 1 sr*
 Maximum range: 30'
 Running time: 10 minutes
 Resistance roll: Special
 Area of exposure: 1 creature

A ball of pure air is conjured through this spell, which may be used in either of two fashions upon a *medium* or smaller creature: If created about the head, the ball allows an air-breather to function in an airless environment (such as underwater) for the spell duration. The *air ball* also cancels the baneful effects of harmful gases or airborne toxins and dust.

If used offensively against a water-breathing creature no larger than *medium* size, an Agility roll is allowed to avoid "drowning" in air. The ingredient is a hollow glass bead. *Disenchantment* has no affect against the spell.

Alter animal

Spell rank/type: 1/H
 Element: Sonic
 Ingredient cost: 0
 Maximum range: 10'
 Running time: 1 hour
 Resistance roll: Special
 Area of exposure: 1 animal

This spell allows the caster to apparently alter the form of one animal into another creature of the same family. A horse, for instance, can be made to resemble a unicorn, and a dog a wolf. Likewise, worms can resemble vipers, and a normal sparrow can seem to be a hawk. In no way do attack forms differ as the change is entirely hallucinatory. The spell is often used on a familiar of the witch to make it appear more threatening than it actually is, and creatures touching the animal are entitled to an IQ roll to disbelieve.

Alter garb

Spell rank/type: 1/G
 Element: Non-sonic
 Ingredient cost: 1 sr*

Maximum range: 10'
 Casting: Instantaneous
 Running time: 10 minutes/level
 Resistance roll: None
 Area of exposure: 1 creature

When cast, this spell seems to alter the form of one's clothing. A shirt may appear to be chainmail; a hat may look like a helm, etc (the reverse of these examples would also hold true). If desired, the spell can also change the appearance of weapons and equipment: A sword can appear as a cane; a mace may look like an unlit torch, and so on. Note that in no way is equivalent bulk or protective value altered. The ingredient is a cocoon.

Ball of bouncing

Spell rank/type: 1/F
 Element: Non-sonic
 Ingredient cost: 1 sr
 Maximum range: Special
 Running time: 10 seconds
 Resistance roll: None
 Area of exposure: 1 ball

This spell enchants a ball of rubber or leather

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into a bouncing sphere the witch may toss in the direction of her choice. The ball bounces in an arc 5' high and 10' forward each second of activation, impacting the ground with a force equal to the caster's weight. It most obviously is used to check for pits or unstable flooring. Should the ball strike a wall or other impediment to its direction of travel, the enchantment is broken.

Beguile

Spell rank/type: 1/A
Element: Sonic
Ingredient cost: 0
Maximum range: 30'
Casting: Instantaneous
Running time: 1 minute/level
Resistance roll: IQ to neg.
Area of exposure: 1 creature

This spell is used to charm a creature who understands the witch into acquiescence. Example: a witch is ordered to pay for passage at a toll booth. Enacting the spell, she suggests the tollman let her pay later. Failing an IQ roll, the man agrees, letting her pass. Later, he wonders why he agreed, passing it off as a result of working too hard. The power of the spell is such that a penalty factor of 1 is assessed for each three levels of the caster. While the spell can influence an affectee to perform some innocuous actions, it won't force a victim to undertake risky suggestions or those contradictory to his ethics. Nor will it cause one to hand over valuables. It works best as a means to allow the witch to undertake her own non-violent actions without hindrance.

Candlefire

Spell rank/type: 1/F
Element: Sonic
Ingredient cost: 1 sr*
Maximum range: 0
Running time: 1 minute/level
Resistance roll: None
Area of exposure: 1 candle

This spell imbues a candle with an intense flame for use as a weapon. The candle easily ignites combustibles, or the witch may attack with it as though utilizing a dagger, inflicting damage of 1 point, +1 point for each two skill levels, with a successful hit, although an *assassin blow* cannot be performed. At the spell's end, the candle dissolves in a puddle of wax.

Cat fall

Spell rank/type: 1/G
Element: Non-sonic
Ingredient cost: 1 bz* or 50 gd*
Maximum range: 0
Casting: Instantaneous
Running time: Special
Resistance roll: None
Area of exposure: The witch

This spell protects the witch from the dangers of a sudden fall, allowing her to land safely upon her feet as a cat might. Immediately upon realizing she is plummeting downward, she may activate the magic, which permits a safe descent for up to 30', + 10'/level. Falls exceeding this height inflict appropriate damage, although the witch may deduct this from her Stamina points. No benefit is to be gained from invoking the spell just prior to hitting

bottom; it must be enacted immediately upon falling. The ingredient is a bit of cat fur or the *captured essence* of a cat.

Clean

Spell rank/type: 1/G
Element: Non-sonic
Ingredient cost: 0
Maximum range: 10'
Running time: Permanent
Resistance roll: None
Area of exposure: Special

With this spell, the witch can instantly make clean and fresh both herself and any clothes worn, even if just emerging from a filthy bog, for instance. Further, her hair will be perfectly arranged and curled to her desire. Note the spell may be used upon a friend if the caster wishes, and it also can be employed to clean a room. In that case, the area of exposure equals a 10' cube per caster level.

Conjure animal

Spell rank/type: 1/B
Element: Sonic
Ingredient cost: 0
Maximum range: 10'
Running time: 10 minutes/level
Resistance roll: None
Area of exposure: Special

This spell permits the witch to conjure up a single animal of equal or lesser level (such as would exist in our own world) to serve her for the spell's running time. While the creature is incapable of communicating with its mistress, it understands any commands.

Conjure plants

Spell rank/type: 1/B
Element: Sonic
Ingredient cost: 0
Maximum range: 10'
Running time: Permanent
Resistance roll: None
Area of exposure: Special

This spell conjures up common plants, vegetables or fruit for use as rations. Up to one pound, + one pound per two skill levels, of these staples may be provided. The spell, however, cannot bring forth rare herbs and the like.

Control fire

Spell rank/type: 1/E
Element: Sonic
Ingredient cost: 0
Maximum range: 10'/level
Running time: 10 minutes
Resistance roll: None
Area of exposure: A 5' cube/level

This spell lets the witch control one of several aspects of the element of fire as selected during the casting. She first may alter the course of a burning area, causing, for instance, a river of burning oil to flow around of instead of over a selected spot, or the flames in a room to move away from a valuable tapestry and toward an enemy within the area of exposure. She can also invoke some protection from magical fire damage. In the case of a protected

area's being subject to a fire spell or fire breath, the enchantment reduces two points of damage per level of the caster from the harm that would be suffered. (Note that any of the caster's fire-based spells will not function in an area she uses this ward in.) Last, the witch can choose to extinguish all non-magical flames within the area of exposure, and for the duration of the spell, only magical fires (including breath attacks) will function.

Create familiar

Spell rank/type: 1/D
Element: Sonic
Ingredient cost: Variable*
Maximum range: 30'
Casting: 10 minutes
Running time: Permanent
Resistance roll: Special
Area of exposure: 1 animal

This spell allows the witch to create a companion out of an animal (or colony of animals, such as a bee hive) whose combined levels do not exceed her own. If the witch makes a Luck roll, the creature or colony is imbued with an IQ of between 7-12 and a Luck of 6, which may be expended to guarantee survival. (Failure means that the animal or colony is unsuitable.) The familiar will obey its mistress' commands without question, and may communicate with her telepathically within a 20' range. The spell may be cast once between new moons, and the ingredient is a scrap of food pleasing to the animal.

Creating a familiar is a long-term commitment and a witch can never dismiss one; it remains bound to her indefinitely. Also, deliberate sacrificing of a familiar without good cause will certainly result in the witch's deity causing this spell to fail if subsequently attempted until some sort of atonement is made.

Note that familiars are never affected by animal control or conjuring spells from other than their mistress. Also, a witch may not have more than one familiar at a time.

Crown of light

Spell rank/type: 1/D
Element: Sonic
Ingredient cost: 0
Maximum range: 0
Running time: 1 hour/level
Resistance roll: None
Area of exposure: The witch

Though all but forgotten by witches of the present day, the origin of this spell dates to the first elves, who employed it during certain gatherings and rites. Its purpose was to assist in ranking both witches and Rhiannic druids according to power (i.e. level). When the spell is cast, a halo horizontally surrounds the head of the caster, glowing a certain color depending on her level:

- 1st-3rd level: Red
- 4th-6th level: Orange
- 7th-9th level: Yellow
- 10th-12th level: Green
- 13th-15th level: Blue
- 16th-18th level: Indigo
- 19th-21st level: Violet
- 22nd-24th level: Silver
- 25th level or higher: Gold

The exact level of the witch was noted by the intensity of the glow, whether dim, medium, or bright. Thus a 5th level witch would have a

CHAPTER TWO-Character professions (the Witch)

medium-intensity orange crown of light encircling her head. The spell is of little use to characters of the present day but for the fact the crown dimly illuminates an area five feet in diameter, which may aid in seeing in dark areas—including those of magical darkness. However, a few covens of elven witches or Rhiannic druids might yet make use of the spell in their gatherings or when they meet with foreign witches (as a means of establishing their rank during negotiations).

Detect enchanted aura

Spell rank/type: 1/G
Element: Non-sonic
Ingredient cost: 0
Maximum range: 0
Running time: 3 minutes
Resistance roll: None
Area of exposure: A 20' cone ending in a 10' base

This spell grants special sight to the caster, allowing her to see the auras radiated by enchanted items or areas under the effects of a spell, although details of the magic are not imparted. It requires a minute of concentration to scan one full area, and so up to three spots may be checked before the spell expires.

Disenchantment

Spell rank/type: 1/E
Element: Sonic
Ingredient cost: 0
Maximum range: 10'/level
Running time: Permanent
Resistance roll: Special
Area of exposure: Special

Disenchantment is used to disrupt or cancel the magic of another magician. When directed against a spell or enchanted area, a resistance roll is made by dicing against the level of the original caster, applying a bonus or penalty factor of 1 to the roll for each level of difference between the witch and the author of the target magic. (Optionally, a GM may also assess an additional penalty factor of 1 for each rank of the spell being targeted.) If the result is either a natural 20 or is over the level of the original caster, the spell's effects are cancelled. (A natural 1 always fails.) *Disenchantment* in no way affects magic items, potions, etc., nor spells with a permanent running time. Other spells that likewise are unaffected by *disenchantment* have this fact noted in their descriptions. Also, a particular spellcaster may have but one attempt at using this spell to negate a spell or magical effects unless she rises in level. Use of *disenchantment* against the caster's own magic works automatically without need of a die roll.

Note that only one *disenchantment* spell per turn is effective against a spellcaster's magic. Thus, should two or more magicians attempt to cancel the same spell, only the higher level of the two checks for success.

Elemental protection

Spell rank/type: 1/E
Element: Sonic
Ingredient cost: 1 bz*
Maximum range: 0 or touch
Running time: 30 minutes
Resistance roll: None
Area of exposure: 1 creature

When used, this spell protects one from either cold or heat as specified during the casting. For the spell running time, the recipient may comfortably endure any reasonable extremes of temperature, and if conditions are sufficient to cause actual damage, someone under the spell each minute deducts five points from the harm he would otherwise suffer. A bonus factor of 5 to resistance rolls is instead granted the recipient if he is subjected to a harmful spell with an elemental base similar to that warding against. Note, however, that this spell will not work in concert with any other spell protecting against heat or cold. The ingredient is a bit of weathered bark from an oak tree.

Evil eye

Spell rank/type: 1/H
Element: Non-sonic
Ingredient cost: 0
Maximum range: 30'
Casting: Instantaneous
Running time: 1 day/level
Resistance roll: IQ to neg.
Area of exposure: 1 person

Upon making eye-contact with a creature, it will, if an IQ roll is failed, suffer a penalty factor of 1 to all resistance and attack rolls in addition to feeling uncomfortable and irritable for the spell's duration. If the target resists, it gains immunity to that witch's casting of this spell until she advances in level.

Disenchantment has no effect against the spell.

Finger of beckoning

Spell rank/type: 1/A
Element: Non-sonic
Ingredient cost: 0
Maximum range: 50'
Running time: Special
Resistance roll: IQ to neg.
Area of exposure: 1 creature

If an intelligent creature viewing the witch fails an IQ roll, it will proceed toward her at normal tactical movement, heedless of any obstacles—pits, waiting swordsmen, etc.—although the spell will be broken if any damage is suffered. Those affected by the spell remain moving until within 10' of the witch or until she ceases to beckon, at which time the spell ends. It is thus possible that a witch, who can move while beckoning, could lead someone into an unfamiliar area, leaving him lost at her leisure.

Fog

Spell rank/type: 1/B
Element: Sonic
Ingredient cost: 5 gd*
Maximum range: 10'/level
Running time: 10 minutes/level
Resistance roll: None
Area of exposure: A 50' cube/level

Upon casting this spell, a wall of nearly impenetrable fog springs up, limiting normal vision to 10'. Note, though, that creatures under any form of invisibility save that of the *chameleon* spell are outlined, negating any attack roll penalty against them. The witch may shape the increments of fog as desired so long as the shaping is done in 50' blocks and the leading edge of the fog bank lies within the range she is capable of utilizing. Naturally, the

witch may limit the increments of fog as she chooses, up to the maximum allowed. The ingredient is a small crystal vial containing a bead of pure water.

Disenchantment has no effect against the spell.

Helping hands

Spell rank/type: 1/F
Element: Sonic
Ingredient cost: Special*
Maximum range: Touch
Running time: 10 minutes/level
Resistance roll: None
Area of exposure: A pair of hands

This spell enchants a pair of disembodied hands (including those from a skeleton) to act as a servant for the witch, with their Strength considered equal to that of the host creature. The hands obey simple commands while moving up to 100' from the caster, although they are incapable of fighting, picking locks, etc. But they can force doors and the like. *Helping hands* are not designed to carry people over obstacles or danger areas. However, the GM may permit them to carry a wounded creature if it is resting upon a sling or litter. At the spell's completion, the hands turn to dust.

Should someone seek to harm the hands, they are AR 0 and take two points of damage to destroy.

(Readers should not infer from the listed ingredients of either this or the many skull spells that a witch must resort to human sacrifice or grave-robbing to obtain them, or that these are "Evil" spells. Old bones and animated skeletons are common in dungeons, and a witch would likely have no problems in picking up a usable skull here and there without violating her morals. Likewise, the same holds true for utilizing the hands of an Evil monster or enemy slain in battle. But as an optional game variant, those greatly troubled at the thought of using "real" organs may employ substitute materials, such as skulls carved from wood; gloves wrapped with some hair from a strong creature for the *helping hands* spell, something's *captured essence*, etc.)

Identify essence

Spell rank/type: 1/D
Element: Non-sonic
Ingredient cost: 0
Maximum range: Touch
Running time: Instantaneous
Resistance roll: None
Area of exposure: Special

This spell permits the witch to identify the sort of *captured essence* contained in a crystal vial (see the rank 3 spell *capture essence*). Note, however, that the spell only confers knowledge of the type of essence; it does not reveal, for instance, the name of a specific person whose essence is captured.

Light ball

Spell rank/type: 1/B
Element: Sonic
Ingredient cost: 3 sr*
Maximum range: 10'
Running time: 1 hour, + 10 minutes/level
Resistance roll: None
Area of exposure: Special

This spell brings forth a small ball of floating

CHAPTER TWO-Character professions (the Witch)

light 1' in diameter, which the caster may dim or brighten as she desires. It softly illuminates a 10' area, and moves at a speed of 30'/phase as the witch commands up to 300' from her. It does not interfere with *heat sight*, nor can the *light ball* be used to blind creatures. The ingredient is a firefly.

Limb stretch

Spell rank/type: 1/G
Element: Non-sonic
Ingredient cost: 0
Maximum range: 0
Running time: 1 minute/level
Resistance roll: None
Area of exposure: Up to 2 limbs

This spell permits the caster to temporarily stretch out and lengthen one or two arms or legs. The maximum length equals six inches per level of skill, doubled if only a single appendage is lengthened. Note that the lengthening of an appendage lessens its diameter. Thus, the spell could be utilized to escape from shackles or ropes, or to grab onto a high tree limb and climb up, and so on.

Lyrazel's silent scream

Spell rank/type: 1/G
Element: Non-sonic
Ingredient cost: 0
Maximum range: 100'
Casting: Instantaneous
Running time: Up to 3 minutes
Resistance roll: None
Area of exposure: 1 creature

Lyrazel was an elf princess, who with a company of elfen companions wandered Islay many seasons past, adventuring both in the Forest of Brigit and Torrenca. A witch of unparalleled skill, Lyrazel is responsible for a number of spells used to this day that bear her name. The first, *Lyrazel's silent scream*, is employed against a creature the witch's party seeks to slay quietly, for when it is enacted the target's voice becomes a nearly inaudible whisper. Note the spell in no way prevents the utterance of *sonic* spell elements. It is most useful to assure a quiet ambush or *assassination*.

Magic dart

Spell rank/type: 1/F
Element: Non-sonic
Ingredient cost: Variable*
Maximum range: 20'/level
Running time: Instantaneous
Resistance roll: None
Area of exposure: 1 dart-like object

This spell enchants any sort of dart-like object—nail, knife, dagger, shard of glass or stone, etc.—into a missile weapon the witch may throw. The *dart* unerringly strikes a visible target within range, inflicting Stamina damage of up to 1 point per level of skill +1D4, doubled if the target is undead. (The greater damage potential at higher levels reflects the caster's better ability to strike vital areas. She may also do less than maximum damage if she desires.) Note the spell does not deliver extra damage from an *assassination*.

Magic script

Spell rank/type: 1/H
Element: Non-sonic
Ingredient cost: 20 gd*
Maximum range: 0
Casting: 10 minutes
Running time: Permanent
Resistance roll: None
Area of exposure: Special

By use of this spell, the witch may pen a map or document in a magical script readable only by herself. To others observing it, the script appears as a meaningless jumble of blurred lines. The ingredient consists of a vial of ink into which has been added a crushed prism and a pinch of ruby dust. The prepared ink is sufficient to write up to 10 normal pages of material. Also, it may be stored up to 30 days, retaining its potential use during this time. The spell does not work in the creation of spell books or other magic writings.

Mind shadow

Spell rank/type: 1/H
Element: Non-sonic
Ingredient cost: 1 sr*
Maximum range: 30', + 10'/level
Running time: Special
Resistance roll: None
Area of exposure: Special

This spell allows the witch to create a phantasm that appears as a man-sized creature, heavily cloaked, with face hidden in shadow. The phantasm, which must remain in contact with a solid surface, will obey the mental commands of the caster, appearing, for instance, to move its hands as though casting a spell, hunching over a chest as if attempting to pick a lock, running away (100'/phase) or climbing a wall (5'/phase) to "escape", etc. The phantasm lasts until it moves beyond spell range or the witch ceases to concentrate on it. While it has no attack forms, the *mind shadow* cannot be harmed. Note that the witch's casting this will not cancel such spells as *chameleon*, *shadows*, etc., or natural abilities duplicating similar functions. The ingredient is a doll cloaked in black cloth.

Pop corn

Spell rank/type: 1/F
Element: Sonic
Ingredient cost: 1 sr*
Maximum range: Special
Running time: 1 minute
Resistance roll: Agility to neg.
Area of exposure: A 10' circle

The ingredient for this spell consists of an ear of dried corn. At the caster's desire, she may hurl the ear toward one or more enemies within a 10' circle. Upon striking the ground, the kernels shoot forth in all directions, forcing creatures within the area of exposure to make Agility rolls. If they fail, each point rolled above the minimum number to resist inflicts a point of damage. Example: a monster needs 10 or less to make its Agility roll. A roll of 15 would result in five points of damage being taken. (Note that armour absorption may be applied vs either the Stamina or Body loss.)

A creature so foolish as to attempt to grab or kick the corn out of the way takes a flat 1D20 points of damage.

Protection from withering

Spell rank/type: 1/E
Element: Sonic
Ingredient cost: 30 gd*
Maximum range: 0 or touch
Running time: 5 minutes/level
Resistance roll: Special
Area of exposure: 1 creature

This spell protects against the effects of withering. The ingredient consists of a vial of holy oil rubbed upon the exposed parts of the body. If during the spell's running time the recipient is struck by a withering monster, she gains a Luck roll to avoid any withering effects. Failing that, any non-permanent Stamina or Body point loss may be healed normally, without need of rest or the *restore withering* spell. (Other stat loss returns normally.) The spell also acts as proof against a necromancer utilizing a spell that drains stat points, negating their effects altogether without need of a resistance roll.

Read magic script

Spell rank/type: 1/H
Element: Non-sonic
Ingredient cost: 5 gd
Maximum range: 3'
Running time: 1 minute/level
Resistance roll: None
Area of exposure: Special

This spell enables the caster to read someone's *magic script* by peering through a polished glass lens, which is the ingredient.

Repair

Spell rank/type: 1/G
Element: Non-sonic
Ingredient cost: 0
Maximum range: Touch
Running time: Permanent
Resistance roll: None
Area of exposure: A 3' cube

Through this spell, the witch can fix objects which have been damaged as a result of breaking, tearing, or smashing. To effect the spell, the broken pieces must all be within a 3' cube, and the magic invoked through the spell then reknits them together. While broken magic items can be put back together by the spell, there is but a 10% chance that their original enchantments will be likewise restored, and this only if they are *repaired* within 10 minutes of the break.

Broken items which are missing their component pieces, or items which have been damaged as a result of fire, rust or acid, etc., cannot be fixed with this spell.

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Shut portal

Spell rank/type: 1/G
Element: Non-sonic
Ingredient cost: 0
Maximum range: 10'/level
Running time: Special
Resistance roll: Special
Area of exposure: Up to a 10' cube

This spell may be used by the witch to close a hinged object from range. Objects subject to this spell include chests, doors, windows, secret panels, and even open books. The spell can be used in one of two ways: In the first, all such objects within a 10' cube will close shut. In the second, the caster may specify which objects she chooses to affect. Should an object be restrained from easy closure, such as by being blocked by a doorstop, wedged against a light object, etc., the caster must make a Strength roll to indicate success. If the object is blocked by a strong pressure--through, for instance, water pouring through a submerged hatch or porthole; or by something trying to hold open a door--the witch must roll under her Strength on percentile dice. For a period of one minute per caster level thereafter, the portals cannot be opened unless a creature makes a Strength roll on percentile dice to negate spell effects on that object. Only one such attempt is allowed a would-be thwarter of the spell.

Skull of flame

Spell rank/type: 1/F
Element: Sonic
Ingredient cost: Up to 25 gd(*)
Maximum range: 10'
Running time: 1 hour/level
Resistance roll: None
Area of exposure: 1 human or humanoid skull

When this spell is cast upon a human or humanoid skull placed on a stick or pole, it will flame and illuminate the area as a torch. Should the witch desire, she may hurl this skull-torch up to 30'. The skull then explodes in a small fireball, inflicting 1D4 points of damage to anyone within five feet of it. Use of this skull in this manner destroys it.

Slumber

Spell rank/type: 1/H
Element: Sonic
Ingredient cost: 1 sr
Maximum range: 20'/level
Running time: 10 minutes
Resistance roll: Con to neg.
Area of exposure: A 20' sphere or hemisphere as chosen

When cast, this spell will cause one or more creatures to make a Con roll or fall asleep either for 10 minutes, until they suffer damage, or until they are awakened. *Slumber* first affects those of the lowest level nearest the center of the spell, unless the caster directs the spell only upon a single target. In all cases, the witch may affect a number of levels equal to her own. (Thus, a 3rd level witch could *slumber* three levels' worth of creatures.) Note that if the spell is cast upon someone on a horse, he does not awaken when he falls off. The ingredient is a nightcap.

Undead subject to this spell include mummies, wights and zombies.

Snapping pocket

Spell rank/type: 1/F
Element: Sonic
Ingredient cost: 1 sr
Maximum range: 0
Running time: Special
Resistance roll: None
Area of exposure: Special

Some believe this spell came about through witches' desiring to protect their foci from pilfering by thieves. The ingredient of the spell consists of a pair of jaws from a human or humanoid skull that are placed within a pocket, purse, or backpack. The jaws thereafter act as a guardian against pickpocketing. Should a hand other than their creator's come within reach, they will clamp down, biting for a point of Body damage, which usually alerts the caster to the presence of a robber. The spell lasts for a maximum of 24 hours, and the jaws will only snap once per spell, holding on until pried loose.

Spell warning

Spell rank/type: 1/I
Element: Sonic
Ingredient cost: 1 gd*
Maximum range: 50'
Running time: Special
Resistance roll: None
Area of exposure: Special

This utility spell aids the caster in not being caught by surprise when a previously-cast spell suddenly ends. The *spell warning* is directed to the area of exposure of the former spell, and 1D4 minutes before its expiration a bell-like gong sounds to inform the witch of the imminent cessation of her magic. The ingredient is a small hand bell.

Talk

Spell rank/type: 1/H
Element: Non-sonic
Ingredient cost: 0
Maximum range: 10'
Running time: 1 minute/level
Resistance roll: None
Area of exposure: 1 creature

This spell lets the witch to communicate with a creature possessing a language. If cast with the intent of communicating with an animal or creature lacking a true language, only rudimentary communication is possible on the target's part, although it will understand what the caster speaks to the best limits of its intelligence. The spell does not confer any control over the target or its actions, however.

Trick

Spell rank/type: 1/G
Element: Non-sonic
Ingredient cost: 0
Maximum range: 2'/level
Casting: Instantaneous
Running time: Special
Resistance roll: None
Area of exposure: Special

This simple spell allows the witch to create one or more minor tricks. Such tricks are under GM

discretion, but examples might include the instantaneous snuffing out or lighting of a torch, campfire, etc.; a smoke puff to screen the caster's movements for a phase; a flash of bright light; the coating of a section of a hallway with grease; the opening of an unlocked door while the witch has her hands full, etc. The *trick* also duplicates the function of the *clean* spell, though only upon the caster; and to a minor extent it acts as the rank 3 *shift* spell in that it can teleport the caster. However, the range is limited to no more than 5' + 1' per level. Also, the energy to enact the effect is such that it requires the complete power of the spell. Thus, no other *tricks* must have been enacted, nor can subsequent ones.

Tricks themselves never cause damage, although creative players may find a means for them to delay the combat phase of an enemy by 1, or to assist in making other spells more effective. At best, a very creative *trick* might force a magician to make an IQ roll to avoid being distracted while casting. The area of exposure of a *trick* is also left up to the GM's discretion, although a suggested maximum of 10' in diameter may be employed as a guideline. Also, the running time of a *trick* (not including the fire of a lit torch, or a similar mundane intent) will be but 1 phase at most. When the spell is cast by the character, it remains as potential for precisely one hour. During this time, the witch may enact one *trick* + an additional *trick* per five levels of skill. Players are urged to have their characters practice ahead of time the *tricks* they want to utilize so as to not cause headaches for the GM.

Unlock

Spell rank/type: 1/G
Element: Non-sonic
Ingredient cost: 1 sr
Maximum range: 10'
Running time: Permanent
Resistance roll: None
Area of exposure: 1 portal or lock

By concentrating on an area no larger than 10' square, the witch may cause a door or secret panel to swing open even if barred with a latch on the other side. If either is locked, there is a 5% chance per level of the caster that she can mentally manipulate and unlock the door. Note, however, that the spell has no effect against a portal secured with a heavy cross bar. Naturally, the spell may also be cast upon a lock the witch would like to pick, although no *detrapping* is done. Missing the roll in either case requires another spell be tried, although the initial failure springs any traps. The ingredient is a sprig of mistletoe.

Voice mimic

Spell rank/type: 1/G
Element: Non-sonic
Ingredient cost: 1 sr*
Maximum range: 0
Casting: Instantaneous
Running time: 1 minute/level
Resistance roll: None
Area of exposure: The witch

By this spell, the caster may alter her voice to mimic the speech tones of someone else whose voice she is familiar with. In no way, however, is she physically altered. The ingredient is a mockingbird feather.

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Whisper

Spell rank/type: 1/G
Element: Non-sonic
Ingredient cost: 0
Maximum range: 20/level
Casting: Instantaneous
Running time: 10 minutes
Resistance roll: None
Area of exposure: Up to a 100' circle

This spell projects the witch's whispered voice, making it sound as if coming from an untraceable position (or everywhere) within the variable area of exposure. Only those in that area can hear the voice, however.

Witch warrior

Spell rank/type: 1/B
Element: Non-sonic
Ingredient cost: Special
Maximum range: 5', +1/level
Running time: 2 minutes, + 1 minute/level
Resistance roll: None
Area of exposure: Special

This spell creates an invisible force controlled by the caster. While the spell lasts, the *witch warrior* strikes with the same chances of hitting as its caster, inflicting one of two sorts of damage: either that caused by a weapon held or by a punch or kick. The *witch warrior* strikes as many times per turn as may the caster (for instance, twice if the witch were *time-distorted*, using two weapons, etc.), and a hand-held weapon is necessary only if the witch desires to cause weapon damage, although magical bonuses from a weapon never apply. Thus, a BF 1 dagger would not affect a creature requiring magic weapons to be wounded, nor would it allow the bonuses to attack and damage rolls. The spell allows the caster to undertake battle immediately upon activation. It will not deliver an *assassination*, nor is damage absorbed by armour.

2nd rank witch spells

Alter treasure

Spell rank/type: 2/H
Element: Non-sonic
Ingredient cost: 0
Maximum range: 10'
Casting: Instantaneous
Running time: 30 minutes/level
Resistance roll: Special
Area of exposure: Up to a 5' cube

The appearance of valuables is altered by this spell, making them resemble ordinary materials. Golden goblets, for instance, would seem to be nothing more than tin, and a witch casting this upon herself could make her jewelry and clothing simulate the raiment of a peasant, as the *alter garb* spell. Affected things also remain under the enchantment even if separated and removed from their original location. The spell is often used by witch/cutpurses in pursuit of more effective burglary, although some faerie creatures may cast this spell, including leprechauns, who use it to mask the value of their treasure. Those handling altered items gain an IQ roll to note the illusory change. A reversal of the spell is permissible, making valueless

objects appear precious.

Chameleon

Spell rank/type: 2/G
Element: Sonic
Ingredient cost: 1 sr*
Maximum range: 0 or touch
Running time: 5 minutes/level
Resistance roll: None
Area of exposure: 1 creature

This spell allows the recipient to "blend in" with her surroundings akin to the camouflage abilities of a chameleon. The spell works best if the recipient remains still, in which case she is invisible. Movement of up to 5' per phase safely retains the invisibility (although armoured characters might be less than silent!), but a faster speed allows those scanning the area to note the witch's faint, blurry form. While the spell is not cancelled by the witch making an attack, she will become visible during her combat phase, returning to a state of camouflage on the following phase. The spell otherwise lasts five minutes/level. The ingredient is the skin of a chameleon.

Cure wounds

Spell rank/type: 2/G
Element: Non-sonic
Ingredient cost: 10 gd*
Maximum range: 0 or touch
Running time: Permanent
Resistance roll: None
Area of exposure: 1 creature

This spell effects a healing of 2D6 Body points. Or, it may instead be used to restore 1D4 Stamina points for each level of the witch. The ingredients are a small handful of healing herbs either purchased or gathered in the wild by the character. These are rubbed upon Body wounds, or eaten to restore Stamina damage.

Diamond cloud

Spell rank/type: 2/G
Element: Non-sonic
Ingredient cost: 100 gd*
Maximum range: 0
Running time: 10 minutes
Resistance roll: None
Area of exposure: A 20' hemisphere

This spell is used when the witch fears danger from an invisible creature nearby. To enact it, the caster tosses up a handful of powdered diamond dust, which rains down in the area of exposure, coating any creatures therein. Those under any sort of invisibility—including wraiths, fetches; a trickster hiding in a shadowed area; or those under spells such as *chameleon*, *shadows*, *vanish*, etc.—immediately are outlined in a shimmering coating of dust, revealing their presence. At the same time the dust-coating prevents all who were struck by the dust, including the caster, from becoming invisible until the spell has run its course.

Discern enchanted aura

Spell rank/type: 2/H
Element: Sonic
Ingredient cost: 0
Maximum range: 20' or touch

Running time: Instantaneous
Resistance roll: Special
Area of exposure: Special

With this spell, the witch may comprehend the aura given off by enchanted items or areas under the effects of a spell. In the case of objects, the witch must take hold of the particular item (possibly subjecting herself to any repercussions from doing so), and the spell will then show the item's general function, although full details of all powers and liabilities may not necessarily be revealed. As regards areas under the effects of a particular spell, the witch, if familiar with that specific magic, will note what spell affects the area. Otherwise, the caster will learn only the general nature of the magic—protective, harmful, etc.

Echo

Spell rank/type: 2/G
Element: Non-sonic
Ingredient cost: 0
Maximum range: 0
Casting: Instantaneous
Running time: Special
Resistance roll: None
Area of exposure: Special

This spell lets the witch project her voice in all directions so that up to 20 words may be heard by all creatures within a mile of her.

Embolden

Spell rank/type: 2/A
Element: Non-sonic
Ingredient cost: 0
Maximum range: Touch
Running time: 1 minute/level
Resistance roll: Special
Area of exposure: 1 creature

By touching someone other than herself, the witch grants the recipient immunity to any sort of fear and allows him to fight with a bonus factor of 1 to attack rolls. Note, however, that the spell's effects also make it impossible to retreat from or refuse combat even if it might be wise to do so. Also, vikings in a *berserk* rage are unaffected by the spell. Those choosing to resist gain an IQ roll.

Enchant bracers

Spell rank/type: 2/F
Element: Sonic
Ingredient cost: 0
Maximum range: Touch
Running time: 1 hour
Resistance roll: None
Area of exposure: 1 set of bracers

This spell enchants a pair of bracers to absorb extra Body damage equal to 1 point, +1 point for each five caster levels. (Thus a 3rd level witch's bracers would absorb 2 points of Body damage instead of 1, as non-magic bracers do.) The spell does not work in concert with enchanted clothing that absorbs Body damage nor does it affect magic bracers.

CHAPTER TWO-Character professions (the Witch)

Enchant clothing

Spell rank/type: 2/F
Element: Sonic
Ingredient cost: 0
Maximum range: 0
Running time: 30 minutes/level
Resistance roll: None
Area of exposure: The witch

Through this spell, the caster enchants the clothing she wears, so that it will absorb Body damage equal to 1 point, +1 for each six skill levels. The spell does not function if bracers, armour, or items that improve the armour rating are worn.

Eyes of the familiar

Spell rank/type: 2/D
Element: Non-sonic
Ingredient cost: 0
Maximum range: 1 mile/level
Running time: 10 minutes/level
Resistance roll: None
Area of exposure: A familiar of the witch

This spell allows the witch to both see and hear through the eyes her familiar. She also can mentally communicate with the creature for the spell's running time.

Fear phantom

Spell rank/type: 2/H
Element: Non-sonic
Ingredient cost: 1 gd*
Maximum range: 20'/level
Running time: 5 minutes
Resistance roll: IQ to neg.
Area of exposure: Special

This spell materializes a ghostly apparition that makes threatening gestures. Though harmless, any facing the phantom must make an IQ roll or flee in fear for the spell duration. The ingredient is a bone doll cloaked in spider webs.

Finger of amnesia

Spell rank/type: 2/H
Element: Non-sonic
Ingredient cost: 0
Maximum range: 10'/level
Casting: 1 phase
Running time: Permanent
Resistance roll: IQ to neg.
Area of exposure: 1 creature

This enchantment causes an affected creature to forget all happenings within one minute past for every level of the witch. (This includes the loss of and resultant failure of any spell being cast by a targeted enemy as this spell takes effect.) The lost memory can be restored through a *vision of recall*.

Finger of departing

Spell rank/type: 2/A
Element: Non-sonic
Ingredient cost: 0
Maximum range: 20'/level
Casting: 1 phase
Running time: 1 minute/level
Resistance roll: IQ to neg.

Area of exposure: 1 creature

Upon pointing her finger at a target, an affected creature will depart its present location for the spell's running time, exiting whether or not it is aware of the witch's presence while avoiding obviously dangerous obstacles. Of course, should the target be attacked after it has begun to depart, the enchantment will be broken.

Fire darts

Spell rank/type: 2/F
Element: Sonic
Ingredient cost: 2 gd/dart*
Maximum range: 0
Running time: Special
Resistance roll: None
Area of exposure: 1 dart/two levels

This spell enchants up to 1 dart per two levels of the caster's skill. Thereafter, she or another may hurl them normally at a chosen target, and upon coming to the end of their flight, the darts explode into flame, inflicting normal dart damage (1D4 Body), plus an additional 1D4 fire damage (applied to Stamina points). All darts must be released within 10 minutes for their magic to take effect.

Firepalm

Spell rank/type: 2/B
Element: Sonic
Ingredient cost: 1 sr*
Maximum range: 0
Running time: 10 minutes/level
Resistance roll: Special
Area of exposure: Special

This spell causes a fire to spring forth from the caster's palm, allowing her to illuminate a 20' area. At the caster's will, however, she may dim the flame to nothingness, that she may reach into a pack or pocket, for instance, and then restore it later when it pleases her to do so. If forced to battle an opponent, the *firepalm* inflicts 1D4 points of fire damage to one struck. The ingredients are a bit of pitch and tar rubbed over the caster's palm.

Fire runes

Spell rank/type: 2/F
Element: Non-sonic
Ingredient cost: 25 gd*
Maximum range: 20'
Casting: 10 minutes
Running time: Special
Resistance roll: None
Area of exposure: One 10' x 10' wall section

This spell allows the witch to leave a message up to 50 words in length on a wall. The message remains invisible until preset condition guidelines set by her are met. These guidelines can be as broad as desired, but depend upon criteria that can be visually verified. At that time, the words burn the message into the stone or wood without consuming the base it imprints upon nor igniting nearby combustibles. The ingredient includes a special ink mixed with a crushed piece of fire opal.

Firetongue

Spell rank/type: 2/C
Element: Sonic

Ingredient cost: 1 gd*
Maximum range: Special
Running time: 1 hour/level
Resistance roll: Special
Area of exposure: Special

The spell may enchants the caster's mouth, enabling her to hurl a fiery spittle at a nearby enemy. The ingredients include a small mixture of sulphur and pitch which are swallowed. The witch may then spit forth the flammable concoction up to 20' distant prior to the expiration of the spell. A creature then failing an Agility roll suffers 2D4 points of flame damage. Note that no roll is allowed if the target faces away from the caster when the attack is made. The GM may also rule there are other circumstances under which no resistance roll is allowed. (For instance, if someone is shouting at the caster with his face deliberately thrust mere inches from hers.) The spittle may also be used to ignite combustibles, or against such things as ropes binding the caster's hands with a resistance roll vs *spell-caused damage* indicating whether or not they are burned through.

Guardian skull

Spell rank/type: 2/F
Element: Sonic
Ingredient cost: Variable(*)
Maximum range: 10'
Running time: 3 hours, + 1 hour/level
Resistance roll: None
Area of exposure: A 20' sphere

When a skull is placed upon a pole or staff set into the ground, this spell enchants it to watch over the witch's party. Should any creature of hostile intent approach within 30', the skull shouts a warning to awaken any sleepers and then vanishes in a flash of light, illuminating the area for one minute. If no encounters occur, the skull may be reused.

Jack-O-lantern

Spell rank/type: 2/F
Element: Non-sonic
Ingredient cost: 1 sr(*)
Maximum range: Special
Running time: Up to 30 minutes/level
Resistance roll: None
Area of exposure: Special

This spell enchants a pumpkin of any size, causing a feral glow to show forth from a face that spreads across its surface. The fiery illumination equals that of a candle, but the greater power of the *jack-O-lantern* lies in its use as a weapon. If the caster desires, she may hurl forth the pumpkin by hand or device, and upon impact with a solid surface it explodes in a 10' fireball. The damage varies with the pumpkin's size as shown below:

Small (under 6 lbs): 1D6 points.

Medium (6-10 lbs): 2D6 points.

Large (11 lbs or more): 3D6 points.

If the pumpkin is not employed as a weapon, it is reusable.

Lyrazel's tree house

Spell rank/type: 2/G
Element: Non-sonic
Ingredient cost: 0
Maximum range: Touch

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Running time: 1 hour/level
Resistance roll: None
Area of exposure: 1 large tree

This spell aids in preparing a resting-place during the evening if a large tree is handy. When the spell is cast, the upper branches grow and change shape, forming themselves into a rough platform 10' square. Afterward, those in the witch's party can ascend, and camp for the night. Failure to descend before the spell's expiration, however, results in a fall to the ground.

Moon rope

Spell rank/type: 2/E
Element: Sonic
Ingredient cost: 0 or 50 gd*
Maximum range: 20'
Running time: 1 minute/level
Resistance roll: None
Area of exposure: 20', + 5'/level

The *moon rope* spell allows the witch to create a shimmering rope of moonbeams stretching between two points of her choosing (either laterally or to a 45 degree angle) within the area of exposure she may employ. She and up to one person per level of her skill may then cross in safety to the other side without need of die rolls to determine success. (Should additional creatures attempt crossing, the rope will seem to be insubstantial, causing them to fall.) There is no ingredient necessary for the spell if used under the night sky when the moon is present. Otherwise, the witch may employ a vial containing *essence of moonbeams* (obtained from a *capture essence* spell). Those initially crossing the rope may recross at will for the spell duration.

Moon sigils

Spell rank/type: 2/F
Element: Sonic
Ingredient cost: Special*
Maximum range: 0
Running time: Permanent
Resistance roll: None
Area of exposure: 1 written document

This spell allows the witch to invisibly pen a document, including a spell within a spell book. None but the writer may see and read what is written unless the text is read in moonlight. The ingredient is a powdered moonstone(s) of not less than 25 gd in value for every rank of the spell, which is added to the ink. If spells are not involved in the work, a single moonstone with a value of 25 gd is acceptable.

Moon silver

Spell rank/type: 2/E
Element: Sonic
Ingredient cost: 0
Maximum range: 30'
Running time: Dusk to dawn
Resistance roll: None
Area of exposure: Special

Through this spell, the witch binds and focuses the rays of the moon, altering them into the solid form of shimmering silver. Up to one lb of silver may be created per level of the caster in any shape desired from that of a simple dagger to very ornately engraved goblets, platters, chests, etc (to a

maximum size of a 3' cube). Items of *moon silver* are nearly invulnerable out of doors while the spell lasts, having a resistance roll of 18/less vs any effect. Indoors, the roll is lowered to 13/less and if magic light is present, the roll worsens to 5/less vs all effects.

Moon silver is particularly useful when made into weapons, for it is a deadly bane against lycanthropes and other monsters harmed by silver, inflicting double damage upon a successful hit. (Note that the *baneweapon* spell will not function with a weapon made of this material.) The spell, of course, may only be cast at night, when the moon is present. At night's end, the *moon silver* disappears.

Net

Spell rank/type: 2/F
Element: Sonic
Ingredient cost: 1 gd*
Maximum range: 20'/level
Running time: 2 minutes/level
Resistance roll: Special
Area of exposure: Special

When the witch casts this spell, she sprays forth one of two sorts of magical nets from her fingers. The first chokes an area with a thick mass of sticky netting, forcing creatures within to make Strength rolls to avoid entanglement in a heavy silken cocoon. The area of exposure of this form of the spell equals a 40' cone ending in a 20' base. If formed so that the net is anchored at two or more points with a solid, heavy mass (such as a wall or ceiling), it will retain the potential of entrapping others for the spell duration. Otherwise, it will rain down and cover any presently within the area of exposure, but will thereafter prove harmless to those moving over them. While creatures inside this form of the net may not cut themselves free, someone else may take a minute to do so provided they use a sword or dagger.

The second form of the spell allows the witch to create a giant net up to 40' in diameter. This net must be anchored between at least two points, and is used primarily to seal a passage, for creatures larger than a cat will find themselves unable to pass between the tough, elastic strands while they remain, although one may cut through them with a magic weapon. The net otherwise may be cast between two or more points of a chasm, acting as a barrier to catch someone who may fall from above. Or, it may shakily be crossed by characters at a rate of 5'/phase.

Note that the net is flammable only by means of magical fire, which consumes it in 2D4 phases, subjecting those caught to 2D6 Body points of fire damage in addition to that caused by the magical fire. Also, *disenchantment* has no effect against the spell.

The ingredient for the spell consists of a handful of silken netting.

Night sight

Spell rank/type: 2/G
Element: Sonic
Ingredient cost: 2 sr*
Maximum range: 0 or touch
Running time: 1 hour
Resistance roll: None
Area of exposure: 1 creature

Through this spell, the recipient is enabled to see well in dimly lit areas. With illumination

ranging from that of total darkness to night, vision within a 40' sphere is as in twilight. In even brighter conditions it is similar to daylight. Note that someone with *night sight* negates someone's hiding with a *shadows* spell or using *concealment* within a darkened area. The ingredient for the spell consists of a pair of cats or owls eyes.

Phantom double

Spell rank/type: 2/H
Element: Sonic
Ingredient cost: 5 gd*
Maximum range: Special
Casting: Instantaneous
Running time: Up to 1 minute/level
Resistance roll: None
Area of exposure: Special

This spell is most useful if cast outdoors for it can aid in distracting pursuers. When invoked, an exact duplicate of the caster and any mount she rides separates from her and moves off in a direction of her choice at comparable speed, following any road or path. The phantom will continue on its way until the spell expires or it meets up with a solid object such as a wall. While there is no resistance roll against the spell, the fact the double is silent and may do such unusual things as *cross atop* the waters of a stream or river can enlighten a pursuer as to its magical nature. The ingredient is a small mirror into which the caster has earlier caught the reflection of both she and her mount.

Ring around the moon

Spell rank/type: 2/D
Element: Sonic
Ingredient cost: 10 gd*
Maximum range: 0
Casting: 10 minutes
Running time: Until dawn
Resistance roll: IQ to neg.
Area of exposure: A 30' hemisphere

During evening hours, the witch may cast this outdoor protective spell should a ring be present around the moon (allow a base 20% chance). For a 30' circle centered on the spot she casts from, any hostile creatures must make an IQ roll to enter the protective circle unless attacked from within. The ingredient is a moonstone valued at not less than 10 gd.

Smoke cloud

Spell rank/type: 2/G
Element: Non-sonic
Ingredient cost: Special
Maximum range: 0
Running time: 1 minute/level
Resistance roll: Special
Area of exposure: A cone 10' long/level

This spell causes a thick cloud of smoke to billow forth from the caster at a speed of 5'/phase. The cloud forms in a cone, expanding in width by 5' for every 10' of travel. Thus, a 3rd level witch who cast this spell would create a cone of smoke which would extend 30' and end in a base of 15'. Air-breathing creatures within the area of exposure will be distracted by fits of coughing and choking, suffering an attack roll penalty of 3. Spellcasting for air-breathers is possible only if a Con roll is made each

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turn. The ingredient is a fire source of any sort held by the witch.

Sparkle stone

Spell rank/type: 2/A
Element: Non-sonic
Ingredient cost: Variable
Maximum range: 0
Running time: 1 minute/level
Resistance roll: 1Q to neg.
Area of exposure: 1 creature

With this spell, the witch may enchant a small stone she holds, causing it to sparkle with patterns of multi-colored radiance. She may then toss the stone in the general direction of an opponent. If the stone lands within 10' of a target, it must make an IQ roll or become fascinated by the hypnotic shiftings, forgoing other activities to pause and examine the stone for the spell duration or until damage is suffered. The spell is limited in that the stone will not affect one engaged in melee. An archer or spellcaster making his own attacks from a position of relative safety, however, would be fully subject to the charm. Note that the witch may only select one potential target, and so no extra bonuses would be gained by tossing the stone into a crowd of enemies, for instance. Further, no resistance roll is allowed if the caster persuades a victim to willingly grasp the stone. The ingredient is a shiny stone taken from a stream.

Spirit flail

Spell rank/type: 2/F
Element: Sonic
Ingredient cost: 8 gd*
Maximum range: 0
Running time: 1 minute/level
Resistance roll: None
Area of exposure: Special

This spell is often used against undead spirits, especially those *possessing* a companion of the witch. The ingredient includes a normal flailed mace that dematerializes when the spell is cast upon it, leaving the witch holding a faintly glowing field of force in the same shape. The weapon may be wielded by the caster as a *primary* arm, and it affects only spirits and other non-corporeal creatures, who suffer 2D4 points of damage with a successful strike. If employed against an individual presently acting as a host for such monsters, a roll must be made to strike the person's current armour rating. The controlling spirit then suffers damage as noted, though the host itself is unharmed.

Stone speak

Spell rank/type: 2/B
Element: Sonic
Ingredient cost: 0
Maximum range: 10'
Running time: Special
Resistance roll: None
Area of exposure: A 10' x 10' stone section

This spell conjures forth the essence of an elemental in a section of stone. Once it is summoned, the caster may ask up to three questions regarding the knowledge the stone might possess. For instance, the witch could cast this spell just before a closed door or a wall suspected of hiding a secret room and query on what lies directly on the

other side, with answers along the lines of "A creature"; "Nothing"; "Solid rock"; "Dust"; "An object", etc. All questions must be asked within 10 minutes of casting the spell.

Telesight

Spell rank/type: 2/G
Element: Sonic
Ingredient cost: 1 sr*
Maximum range: 0
Running time: 1 minute/level
Resistance roll: None
Area of exposure: The witch

Upon casting this spell, the witch's sight is improved to the point she may focus upon and observe goings-on within a 20' area up to two miles distant as though she were but 20' away. The ingredient is an eye from an eagle or hawk.

Thought projection

Spell rank/type: 2/E
Element: Non-sonic
Ingredient cost: 1 gd*
Maximum range: Special
Running time: 10 minutes/level
Resistance roll: None
Area of exposure: Special

This spell permits the caster to mentally project her thoughts to an intelligent creature, although she cannot receive replies. The range for the spell is a maximum of 300' unless two witches coordinate like spells simultaneously (the range then is considered to be one mile, and they may send and receive thoughts back and forth). The ingredients are two pieces of silver wire drawn into a loop.

Whirlwind

Spell rank/type: 2/B
Element: Sonic
Ingredient cost: 0
Maximum range: 50'
Running time: 10 minutes
Resistance roll: St to neg.
Area of exposure: 1 creature

When the witch casts this spell, she summons forth a whirlwind that moves at a speed of 60'/phase while seeking to envelop a *medium*-sized or smaller target of her choice. If a Strength roll is failed, the creature caught within the *whirlwind* will be cut to half movement and attacks for the spell duration. Further, the affectee may not employ missile weapons. If the roll is successful, the *whirlwind* seeks to envelop the nearest creature until it finds a victim. The witch may dismiss the *whirlwind* on any combat phase.

Will O' the wisp

Spell rank/type: 2/B
Element: Sonic
Ingredient cost: 3 sr*
Maximum range: 30'
Running time: Special
Resistance roll: None
Area of exposure: Special

When cast, the witch conjures a crackling, semi-sentient ball of electrical energy which illuminates

an area 20' in diameter and can move at a speed of 200'/phase up to 500' from her. It obeys simple commands such as "Go down to the end of the hall and wait; Follow me," etc. If the witch desires, she may order the *wisp* to attack a creature. It strikes as a monster of equal level, inflicting 2D4 points of damage to non-metal-armoured targets, or 4D4 points of damage if the target is either metal or wearing metal armour. An undead struck by the *wisp* suffers 3D6 points of damage. Irrespective of whether or not it has struck the intended target, the *wisp* dissipates. It otherwise lasts for an hour. Should something attack the *wisp*, it is considered to be AR 0(-5). If the attack is one which would conduct the electricity, the attacker is affected as though the *wisp* had struck him. Otherwise, there is no effect to the attacker or the *wisp*. The ingredient is a firefly.

Windstep

Spell rank/type: 2/G
Element: Non-sonic
Ingredient cost: 1 bz*
Maximum range: 0 or touch
Running time: 10 minutes
Resistance roll: None
Area of exposure: 1 creature

This spell allows the recipient to move with absolutely silent footfalls even in the most uncondusive situations (creaky floors, dry leaves, etc.). The ingredient is a feather.

Witch wand

Spell rank/type: 2/F
Element: Sonic
Ingredient cost: 1 sr or special
Maximum range: 0
Running time: 1 minute/level
Resistance roll: None
Area of exposure: Special

Through use of this spell, the caster may temporarily enchant a Y-shaped willow or hazel twig into a magical detection device. When performing the casting, the witch may imbue the wand with one of the following functions:

Detect enchanted aura: 20' range
Detect water: 100' range
Detect Good aura: 20' range
Detect Evil aura: 20' range
Detect undead: 30' range.
Detect living creatures: 50' range.

Upon concentrating and turning it about, the twig will point toward the direction of the desired subject if it is within range. Note that all ranges are doubled if the witch manages to obtain a twig from an intelligent tree as the ingredient.

Witch wind

Spell rank/type: 2/B
Element: Sonic
Ingredient cost: 0
Maximum range: 1 mile/level
Running time: 1 minute/level
Resistance roll: None
Area of exposure: 1 creature

This spell brings forth a magical breeze allowing the witch to communicate with someone within

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range, enabling her to speak with and listen to any response. While the spell cannot be used as a means to cast a harmful spell at someone, the witch may use a *talk* spell in concert with it.

3rd rank witch spells

Animate wood

Spell rank/type: 3/F
Element: Sonic
Ingredient cost: 0
Maximum range: 30'
Running time: 1 minute/level
Resistance roll: None
Area of exposure: 1 wooden object

With this spell, the witch may animate a wooden object, including a tree, which will obey all commands given while the spell lasts, but is limited in the operations that may be performed. A door, for instance, could be commanded to open and then close itself and hold fast, requiring it to be forced open; a heavy wooden table could be ordered to move against and block a door, but neither could fight. Likewise, an oak could lower its boughs and then lift the witch up to get a good view of the surrounding countryside, but the eyeless tree could not effectively hurl a rock at an enemy.

Babble

Spell rank/type: 3/H
Element: Sonic
Ingredient cost: 0
Maximum range: 20'/level
Running time: 1 minute/level
Resistance roll: Special
Area of exposure: 1 or more creatures within a 20' circle

This spell confuses verbal communication, causing those within the area of exposure to speak an incomprehensible babbling rather than normal speech. This frustrates non-bardic spellcasting with *sonic* elements and makes communication impossible. Note, however, that babblers believe their own speech to be entirely normal. Though an IQ roll is permitted to avoid the effects, a penalty factor of 1 is applied for each three caster levels.

Black steed

Spell rank/type: 3/B
Element: Sonic
Ingredient cost: 50 gd
Maximum range: 10'
Running time: 30 minutes/level
Resistance roll: None
Area of exposure: Special

This spell conjures a fiery black steed from the Nether planes to serve as a mount. The *steed* resembles a large, muscular mare with flaring nostrils belching smoke and flame. Normal horses and animals will avoid the *steed*, and it will not allow more than two riders, one of whom must be the caster. The creature has two attack forms: a vicious kick with its hindquarters, or a cone of fire extending 20' and ending with a 10' base that may be employed twice daily. (The damage is doubled if the monster's attack roll is successful.) It will fight for the witch only if she is riding it. Its stats follow.

Armour rating: 0
Tactical move: 50'
Level: 8
BAR: 18/11/57
BP/SP ratio: 1/3
Average Body/Stamina: 13/27 (40)
Average stat: 15
Special stat: Con--20
Attacks: 1
Dmg: 2D6 (kick); 4D6 (breath)
Ethics: E
Size: M
The ingredient is an onyx statue carved in the shape of a mare.
Note that *disenchantment* will not return the *steed* to the Nether planes.

Bubble

Spell rank/type: 3/G
Element: Non-sonic
Ingredient cost: 1 gd
Maximum range: 20'
Running time: Special
Resistance roll: Special
Area of exposure: Special

With this spell, the witch may blow forth one of two sorts of bubbles as listed below.

Flying. This is a large bubble, clear on the inside but opaque from without, which allows up to one extra *medium*-sized creature per three levels of the caster to enter. The *bubble* may then be commanded to fly at a movement rate of 50'/phase for up to two hours or 10 miles of distance, whichever is more. It sustains up to 40 points of magical damage before bursting, and it may only be attacked effectively by spell. Its occupants, though, are in no way protected from physical or magical attacks. Note those inside also may enter or leave at will for the spell's duration.

Oxygen. This spell form creates a bubble similar in size and function to a *flying bubble* with two differences: It "flies" only atop or under water and contains enough oxygen for those within during that time.

The ingredients for both bubbles include a small vial filled with a soapy concoction, and a metal ring attached to a handle which is dipped in the container. Neither is subject to *disenchantment*.

Capture essence

Spell rank/type: 3/D
Element: Sonic
Ingredient cost: 50 gd
Maximum range: Special
Running time: Special
Resistance roll: Special
Area of exposure: Special

This most important of all witch spells is automatically taken for the witch's 3rd rank spell acquisition when she reaches 5th level if not already possessed. This spell is frequently used with the higher level *enchant focus* or *hex* spells, for with it the witch may capture the vital essence of virtually anything. For instance, she might use the spell to capture the essence of the wind to help fashion a *ring of vanishing*; the essence of a bird at flight for a *flying broom*, etc. The effective range of the spell against living/unliving targets may be considered to be 10'/level, while the range is unlimited, and an IQ roll unnecessary for natural forces—wind, sunlight, the moon, etc. Note, however, that when a specific

creature's *captured essence* is required as a spell ingredient, it must be alive when the essence is obtained, and that it suffers no direct effects from the spell, although its IQ roll is made with a penalty factor of 1 for each level of difference between it and the witch if she is higher in level.

In using this in conjunction with a *hex*, the witch need not know the target's true name nor possess a lock of hair or clothing to enact that spell if an IQ roll is failed against this spell. *Capture essence* may also be used in the creation of potions and elixirs, thus substituting for solid ingredients. (Research costs still apply, however).

To store the essence, the witch must have a piece of crystal worth at least 50 gd.

Another way in which the spell is used is to enchant the locale around the character's permanent base. From 9th level onward, the witch may cast this spell when she rededicates her focus to her deity on Allhallow's Eve, assuming she has claimed an area as her own. Up to the 19th level of skill, a circle one mile wide per level of her skill will radiate outward, and the countryside within its area of exposure will begin to take on her general nature. In the case of a Good witch living deep in a remote forest, flora and vegetation will gradually become luxuriant, game will be plentiful, and one or more fantastic creatures, such as a colony of fairies, might be drawn there.

The locale of an Indeterminate witch might not change at all, or might take on the nature of any Good or Evil tendencies possessed by the character, depending on their degree of depth. The island lair of an Indeterminate witch with Evil tendencies, for instance, might become known as an area of somber, grey skies and choppy seas. In the case of an Evil witch, a forest with a good water source might take on the form of a swamp or dark, thick woods. The creatures left to inhabit it might include wolves, Evil spiders or venomous serpents. Again, one or more monsters such as a young drake or a tribe of goblins or orcs might choose to dwell there.

Inhabitants drawn to the area will be on good terms with the witch, willingly acting as henchmen if requested, though only within her enchanted domain. (Of course, the GM should keep a careful eye on campaign integrity when determining what creatures, if any, are drawn to her base.)

Note, however, that the spell effects do not substitute for the character's actually clearing the area of baneful monsters, nor does it automatically force unfriendly inhabitants to depart. In fact the act of binding the lands to a witch would immediately be sensed by any potential enemies nearby, possibly precipitating a conflict (which is why such an act is usually performed only in isolated areas). A Good witch who bound lands to her which included the lair of a liche, for example, would cause the creature to immediately sense the unpleasant aura of Good. Such a monster would thereafter feel most uncomfortable in the area and might attack the witch's base to do away with the source of his annoyance, rather than just move on.

As the witch grows in power, the lands under her control will become more attuned to her. From between 12th-16th level, the witch may *wind speak* her lands once per day without resorting to the spell. At 17th and higher level, she may do this at will, and her oneness with her domain is such that her lands will contain a degree of sentience, able to communicate with her of their own volition if threatened or infiltrated by enemies. In the event two witches find themselves under circumstances where both their areas of exposure overlap, the caster with the greatest number of level points will cancel out the other's binding of the lands in

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question. And should the caster fail to enact the spell yearly, her lands will gradually revert to their original condition.

Charm

Spell rank/type: 3/A
Element: Sonic
Ingredient cost: 0
Maximum range: 40'
Running time: 24 hours
Resistance roll: Special
Area of exposure: 1 creature

This spell fools a target with an IQ of 4 or higher into becoming a servant, or at worst taking a neutral attitude toward the caster if communication is not possible. While the creature is under the effects of the spell, it will obey most requests to the best of its ability. An order that would result in certain death, however, negates the spell. Likewise, something's being told to commit an act grossly against its ethics, such as a Good elf's being ordered to betray a friend and comrade, also breaks the spell. Note that this spell functions only against creatures beneath the caster's level who fail an IQ roll. Also, the power of the spell is such that a penalty factor of 1 is applied to the resistance roll for each 3 levels of the caster.

Crystallomancy

Spell rank/type: 3/I
Element: Non-sonic
Ingredient cost: 500 gd
Maximum range: Unlimited
Running time: 1 minute/level
Resistance roll: None
Area of exposure: Special

With this spell, the witch may temporarily enchant a ball of perfect crystal worth at least 500 gd into a crystal ball. Further, she may attempt to see up to one day distant in the future per skill level. The information gained would be along the lines of a gypsy fortune-teller ("I see a tall, dark stranger who stands in opposition to your venture," etc.). The chances for success are determined by using the formula below.

Base chance of success:
10% per level of skill.

Modifiers:

-10% per day in the future the witch seeks to foretell.
+5% per 1,000 gd of the crystal ball's value.

Note that a roll of 96-00 always results in a false reading, regardless of bonuses.

Daggers

Spell rank/type: 3/F
Element: Non-sonic
Ingredient cost: 1gd+
Maximum range: Special
Running time: Up to 20 minutes
Resistance roll: None
Area of exposure: Special

This spell enchants up to one non-magical dagger per two levels of the witch, causing them to float up and follow her about. At the witch's desire, she may use her combat phase to launch the

daggers at one or more targets within a 10' cube up to 50' away. The daggers strike as monsters of equal level, inflicting Body damage. Thereafter, they lose their enchantment.

Note that only one such spell may aid the caster at a time.

Electric arc

Spell rank/type: 3/C
Element: Non-sonic
Ingredient cost: 10 gd*
Maximum range: 0
Running time: Instantaneous
Resistance roll: None
Area of exposure: An arc 10' wide and 50' long

This spell evokes a blue bolt of electricity that arcs forward from the caster, delivering 2-5 (i.e. D4+1) points of damage per caster level to those within it subject to electrical attacks. The ingredient consists of two magnetized iron rods from which the arc originates, lashing out in a flat cone shape roughly in the specified area of exposure. While sufficiently powerful to blow through a normal door, the arc rebounds like a billiard ball if it impacts with a heavy solid object such as a stone wall. (Creatures subjected to more than one strike of the arc take additional damage, but can make a Luck roll to halve the extra harm they might otherwise suffer.) If the arc hits a large object of metal or other electricity-conducting material, such as an iron-grated floor or flooded hallway, it grounds, going no further but electrifying up to 500 square feet of area. The spell cannot be cast underwater.

Enchant cord

Spell rank/type: 3/F
Element: Sonic
Ingredient cost: 2 sr
Maximum range: Touch
Running time: Special
Resistance roll: None
Area of exposure: 1 cord 10' to 30' long

A piece of cord is enchanted by use of this spell, imbuing it with one particular ability chosen from the list below.

Binding. This version of the spell magically strengthens the cord, which may then be used to bind a creature. Regardless of its Strength, the one so bound will find it impossible to break free, although a unique escape skill could be employed to slip out. Should the cord be used as utility line, it safely holds up to 1,000 lbs of weight, breaking if subjected to more. The duration is 1 hour/level.

Entwining. This version of the spell causes the cord to laterally snake out as the caster desires, either binding up a creature no larger than 10' tall, or affixing itself to a selected point as a means of spanning a small chasm, for example. In the former case, the range equals two-thirds of the cord's length, and a target creature gains a Strength roll to snap the entwining cord in two. In the latter, the range approximates the full length of the cord, although it supports no more than 150 lbs. Of course, the cord could be tied to a thicker piece of rope and then loop itself around an anchoring point and return to the caster so that the heavier line could be employed. Needless to say, this halves the range. The duration is one minute/level.

Climbing. This version of the spell results in the cord rising upward up to its full length and holding fast. It may then be climbed by characters weighing under 300 lbs. The duration is two minutes/level.

Energy blast

Spell rank/type: 3/C
Element: Sonic
Ingredient cost: 10 gd*
Maximum range: 100'
Running time: Instantaneous
Resistance roll: Agility for 1/2
Area of exposure: A 30' sphere

This spell causes a small sphere of plasma to appear in the caster's palm, which may immediately be hurled up to 300' distant or held for up to two minutes and then dismissed if not cast forth on a combat phase during this time. If launched, the sphere has a movement rate of 150'/phase, and it explodes at the witch's command in a 30' area of exposure inflicting 1D6 points of damage per caster level on those failing Agility rolls, half otherwise. Should the witch suffer damage while holding the sphere, she must make an Agility roll, applying a penalty factor of 1 per point of Body damage suffered; failure means the sphere detonates. Note that spells protecting against fire/heat are effective against an *energy blast*. The ingredient is a sunstone.

Finger of truth

Spell rank/type: 3/A
Element: Non-sonic
Ingredient cost: 0
Maximum range: 10'
Casting: 1 phase
Running time: 1 minute/level
Resistance roll: Special
Area of exposure: 1 creature

If an IQ roll is failed, a creature subjected to this spell will answer any of the witch's questions fully and truthfully for the spell duration. The power of the spell is such that the IQ roll is made with a penalty factor of 1 for each positive level of difference between the witch and the target.

Foo fire

Spell rank/type: 3/B
Element: Sonic
Ingredient cost: Variable*
Maximum range: 30'
Running time: Special
Resistance roll: Agility for 1/2
Area of exposure: Special

This is similar to the *will O' the wisp* spell in that it summons a small ball of energy looking very much like a creature of that type. An important difference, however, is that the *foo fire* is conjured from the Nether regions and its damage is fire-based rather than electrical. It illuminates an area 30' in diameter and moves at a speed of 100'/phase while obeying simple mental commands. Its attack form consists of exploding in a small fireball 20' in diameter which inflicts 5D6 points of damage to those in the area of exposure. The *foo fire* can be moved up to one mile from the caster at which time it "winks out," returning to its own plane unless ordered to explode at maximum range. Once ordered to advance and explode, the witch need not concentrate on it, but the *foo fire* cannot be halted from obeying its last orders to the letter. Thus, if the witch orders it to explode in the center of an enemy camp it will do so even though its approach may have been noted and the area vacated. It otherwise

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lasts for an hour. The ingredient is a fire source of any kind.

Hand of glory

Spell rank/type: 3/F
Element: Non-sonic
Ingredient cost: 500 gd + 30 gd*
Maximum range: Special
Casting: 24 hours
Running time: 10 minutes/level
Resistance roll: Special
Area of exposure: Circle 5' diameter/level

This spell allows the witch to fashion a unique magic item allowing her freedom of activity while in the presence of sleeping individuals. The ingredient for the spell consists of the right hand of a 10th or higher level cutpurse or assassin, and a candle rendered from fine wax which is fixed in the hand's palm. The casting time considers primarily the enchantments enacted upon the candle, and when it is completed, the candle when lit keeps all sleeping creatures within the area of exposure from awakening. In addition, the power is such that there is a 5% chance per level of the caster that anyone not already asleep must make an IQ roll or fall into an enchanted slumber. While the witch may undertake virtually any action without fear of awakening any sleepers, if her intent is to kill, targets gain a Luck roll to awaken. While the hand may be reused, the candles may not.

Laughing skull

Spell rank/type: 3/F
Element: Sonic
Ingredient cost: 25 gd
Maximum range: 10'
Running time: Special
Resistance roll: Special
Area of exposure: 1 human skull

This spell imbues a human skull with the ability to emit a diabolical laughter when preset condition guidelines are met (as in the case of *fire runes*). Any intelligent 1st level creature will flee in terror upon seeing and/or hearing the skull. Those of level two or more must make an IQ roll or likewise follow suit. Creatures frightened away will not willingly return unless they first receive an *embolden* spell or are shown that the skull has been destroyed. The skull only laughs once.

Lyrazel's spinning top

Spell rank/type: 3/C
Element: Sonic
Ingredient cost: 1 sr*
Maximum range: 0
Running time: 6 phases
Resistance roll: Special
Area of exposure: A path 120' long and 10' wide

This unusual spell uses a child's top as the ingredient. The top may be hurled up to 20' from the caster, and it then begins moving forward at a rate of 20'/phase, unleashing spiral arms of electrical energy that inflict 4D6 points of electrical damage to those within 5' of it. An Agility roll is permitted to dodge the arms, although metal-armoured creatures must apply a penalty factor of 5 to their roll. Success results in half damage. The top will continue in the direction it is sent for up to 120', although if it strikes a solid object, such as a wall, it rebounds like

a billiard ball, possibly inflicting a second attack on those it earlier passed.

As an alternate usage, the witch may launch the top in such a way that it remains stationary--to block a 10' hallway, for example. The top then inflicts damage without a resistance roll to anyone willingly attempting to pass.

Missile reflection

Spell rank/type: 3/G
Element: Sonic
Ingredient cost: 5 gd*
Maximum range: 0 or touch
Running time: 20 minutes
Resistance roll: Special
Area of exposure: 1 creature

This spell allows the recipient to reflect away any small or medium size missile (arrow, bolt, spear, etc.) sent his direction if a Luck roll is successfully made for each missile. Further, if someone is attacked by *magic*, *shadow* or *elemental darts* while under the protection of this spell, a successful Luck roll will send the incoming *dart* back upon its caster. The ingredient is a small mirror of polished silver.

Necromantic bell

Spell rank/type: 3/F
Element: Non-sonic
Ingredient cost: 50 gd
Maximum range: 0
Running time: Instantaneous
Resistance roll: None
Area of exposure: A 30' sphere

The ingredient for this spell consists of a clapperless hand bell of silver and bone which aids the caster in battling skeletal creatures. When the bell is rapped sharply against a solid object, it emits a high-pitched sound wave having a deadly shattering effect against skeletons, liches, etc. Such monsters within the area of exposure immediately suffer 4D6 points of damage. Note that a *sound dampening* spell or employment in a medium that muffles noise absolutely foils the magic. Also, spell immunity is no proof against the magic.

Phase effect

Spell rank/type: 3/E
Element: Non-sonic
Ingredient cost: 10 gd
Maximum range: Special
Casting: Instantaneous with another spell
Running time: Special
Resistance roll: None
Area of exposure: Special

Employment of this magic causes a second spell cast by the witch to have its effects transferred to another plane as selected, affecting creatures presently there. The spell may also be used to make non-corporeals vulnerable to spells they might otherwise be immune to because of their state. The ingredient is a prism.

Plant grab

Spell rank/type: 3/G
Element: Sonic
Ingredient cost: 0
Maximum range: 10'/level

Running time: 1 minute/level
Resistance roll: St to neg.
Area of exposure: A 30' circle

This spell is usually cast outdoors in areas of woods or grasslands. Its effect is to cause any vegetation to enlarge and strengthen, reaching up and out to hold fast creatures within the area of exposure. A Strength roll is allowed to break free of the plants, although in heavy growth, such as a thick forest or jungle, a penalty factor of 4 applies.

Reflect curse

Spell rank/type: 3/D
Element: Sonic
Ingredient cost: 50 gd*
Maximum range: Unlimited
Casting: 10 minutes
Running time: Special
Resistance roll: Special
Area of exposure: Special

This spell is employed by a witch to turn a *curse*, *hex*, *vex*, *evil eye*, etc., back upon its caster. It is special in that members of a witch's coven may also participate in the casting, which entails chanting around an altar upon which is placed the affected person and two braziers filled with burning incense. The chance of *turning* equals 1% for each of the combined levels of those chanting. Note that the head of the coven, should she be the one affected by the *curse/hex*, must rely on another witch to enact the spell, for she cannot take part in its casting. Making the *turning* percentage results in the bane affecting the original caster as if another magician of equal level had successfully struck him with it, lasting at least seven days no matter what action is taken. Use of *bounce bane* dispels the magic with no other affects after seven days pass. Note that a particular coven may have but one attempt at thwarting a particular effect with this spell.

Seal

Spell rank/type: 3/G
Element: Sonic
Ingredient cost: 0
Maximum range: 10'
Running time: Permanent
Resistance roll: None
Area of exposure: 1 object

This spell is employed to seal objects such as sarcophagi, bottles, boxes, etc., for when two matching pieces are fitted together and the spell is cast, the pair meld into a single, seamless form. The spell is limited in that the pieces to be joined must be of the same material. Further, *disenchantment* negates the seal only if the two mated pieces originate from different sources. Thus a sarcophagus fashioned from a single piece of granite would remain intact while a box made of different wooden materials will revert to its earlier multi-component form. Objects over 10' in length, width or height require multiple uses of the spell for each extra increment. Use of *detect enchanted aura* reveals the seams to the caster's sight.

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Seek object

Spell rank/type: 3/D
Element: Sonic
Ingredient cost: 0
Maximum range: Special
Casting: 10 minutes
Running time: Instantaneous
Resistance roll: None
Area of exposure: Special

This spell allows the witch to know the general direction (North, South, East, West, etc.) of an object she is personally familiar with--such as her focus if it is stolen. Range is not a factor, although the spell functions only if the object is on the same plane as the caster, and the vagueness of the information is such that even triangulation reveals little detailed knowledge of the item's whereabouts.

Sense fate

Spell rank/type: 3/D
Element: Non-sonic
Ingredient cost: 0 or 50 gd*
Maximum range: Special
Running time: Instantaneous
Resistance roll: None
Area of exposure: 1 person

Through this spell, the witch is enabled to know someone's general state of being--whether they are alive, unconscious, dead, imprisoned, traveling, etc. Information gained is vague, and so no disclosure of location is provided. No ingredient is necessary if the object of the spell is well known to the caster. Otherwise, the witch must use his *captured essence*.

Shadows

Spell rank/type: 3/E
Element: Non-sonic
Ingredient cost: Variable
Maximum range: 0 or touch
Running time: 30 minutes
Resistance roll: None
Area of exposure: 1 creature

This spell permits the recipient to meld undetectably into shadows, similarly to the way a trickster might use *concealment* skill, although spells such as *heat sight*, *sonic sight* and the like frustrate it. While movement temporarily negates the spell's effects, upon once again halting, the witch may reactivate the spell. The ingredient is a dark-colored cloak or outfit which must be worn.

Sheet lightning

Spell rank/type: 3/C
Element: Sonic
Ingredient cost: 2 gd*
Maximum range: 10'/level
Running time: 1 minute/level
Resistance roll: Agility for 1/2
Area of exposure: A 10' square/level

This spell causes streaks of electricity up to 20' in height to shoot upward from a floor. Creatures caught within the area of exposure sustain 1D6 points of damage per level of the caster for each turn they are exposed, or half that if an Agility roll is successful. The ingredients are two magnetized pieces of iron entwined with copper.

Shift

Spell rank/type: 3/E
Element: Non-sonic
Ingredient cost: 0
Maximum range: 20'/level
Casting: Instantaneous
Running time: Instantaneous
Resistance roll: None
Area of exposure: The witch

This spell allows the caster to warp the fabric of the time-space continuum and instantaneously vanish and reappear in another visible location within spell range, facing the direction she desires. Or, the witch can instead transport herself to a non-visible location she specifies up to maximum range, although she runs the risk of striking a solid object, sustaining 3D6 points of Body damage while being displaced as closely as possible to the intended destination. Note the spell is sufficiently powerful to transport only the witch, her normal equipment, and perhaps one other person. And should the caster be restrained by a living/unliving creature when she enacts the spell, a Luck roll must be made for the magic to work, and the restrainer is not brought with the witch. Often, dual-professioned witches will make use of it to simultaneously get behind a target and *assassinate* on their combat phase.

Smoke sticks

Spell rank/type: 3/G
Element: Non-sonic
Ingredient cost: 5 gd*
Maximum range: 0
Casting: 1 phase
Running time: Up to 1 minute/level
Resistance roll: None
Area of exposure: A 10' cone of smoke

This spell shoots forth a small cloud of thick, noxious smoke in the face of an enemy, forcing it if an air breather to turn away from the irritation, thereby frustrating attempted attacks. The ingredients include two sticks previously dipped in an alchemical concoction which must be held by the caster.

Snake bite

Rank/type: 3/G
Element: Non-sonic
Ingredient cost: 1 sr*
Maximum range: 0
Running time: 1 minute/two levels
Resistance roll: None
Area of exposure: The witch

Through this spell, the witch mutates a desired hand into a poisonous serpent's head. She may then attack opponents within melee range, with those bitten suffering poison damage as appropriate to the ingredient, which consists of a poisonous snake's head. Note that the witch's poison reserves last the full running time.

Snare cloak

Spell rank/type: 3/F
Element: Non-sonic
Ingredient cost: Variable
Maximum range: Special
Casting: 1 phase

Running time: 1 minute/level
Resistance roll: St to neg.
Area of exposure: 1 creature

This spell will cause a non-magical cloak to fly up to 30' from the witch's hands and entrap a medium or smaller creature if a Strength roll is failed. Once bound, the creature may not free itself, but may be cut loose by someone else. The spell even affects spirits or non-corporeals.

Spirit talk

Spell rank/type: 3/B
Element: Sonic
Ingredient cost: 0
Maximum range: 10'
Casting: 10 minutes
Running time: 1 minute/level
Resistance roll: None
Area of exposure: Special

This spell summons forth the spirit of a dead human, elf, dwarf, etc., to speak with the witch. The ingredient is the skull of the deceased, through which the spirit communicates.

Staff snake

Spell rank/type: 3/F
Element: Non-sonic
Ingredient cost: 1,000 gd+
Maximum range: 0
Running time: 1 minute/level
Resistance roll: None
Area of exposure: 1 carved staff

This enchantment changes a staff formed in the likeness of a serpent into a creature of the sort it resembles. In preparing the spell, the witch must first mount a pair of jewels valued at not less than 500 gd each in the head of the staff to act as "eyes." After this, she must employ a *capture essence* spell upon either a constrictor or venomous snake as the staff is carved. The staff is then sufficiently prepared as the ingredient of the spell. When enlivened by the enchantment, the specifics are as follows.

Constrictor staff.

Armour rating: 0
Tactical move: 5' (note: cannot charge)
Level: 3
BAR: 16/9/45
Body points: 2 per level of the witch
BP/SP ratio: 1/1
Average stat: 10
Special stat: St-15
Attacks: 1

Dmg: A man-sized or smaller target successfully struck by the snake will be bound for the spell's duration, suffering 1D3 points of Body damage each minute if the witch desires. A trapped creature gains but one chance to be freed, by making a Strength roll.

Ethics: I
Size: M

Venomous staff.

Armour rating: 0
Tactical move: 10' (note: cannot charge)
Level: 3
BAR: 16/9/45
Body points: 1 per level of the witch
BP/SP ratio: 1/1

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Average stat: 7
Special stat: Agility--15
Attacks: 1

Dmg: One struck by the snake must make a Con roll or be subject to the normal effects as though a living serpent of the sort whose essence is bound into the staff had bitten him.

Ethics: I
Size: M

Note that a "killed" staff becomes useless unless a new *capture essence* spell is used to recharge it. Also, neither can be *banished* by a druid, nor will *disenchantment* end the spell.

Star burst

Spell rank/type: 3/F
Element: Sonic
Ingredient cost: 100 gd+*
Maximum range: 20'/level
Running time: Instantaneous
Resistance roll: None
Area of exposure: 10' diameter sphere

This unusual spell empowers a diamond with a powerful explosive capacity, whose damage potential is directly linked to the type and amount of light present. When the spell takes effect, a diamond of at least 100 gd in value will glow brightly, fly from the caster's hand and explode in shards within an area of exposure equal to 10' in diameter. (Note the light source, unless natural starlight, will be extinguished). The damage is figured as follows:

Daylight: No damage.

Torchlight or light spells: 1 point per level of skill.

Natural starlight: 1D6 points per level of skill.

Stone form

Spell rank/type: 3/G
Element: Sonic
Ingredient cost: 0
Maximum range: Touch
Running time: Permanent
Resistance roll: None
Area of exposure: 1 cubic/level

With this spell, the witch may shape a stone object into a form of her choosing by touching it and concentrating on what she desires the finished product to look like, although fine details are not possible unless she has skill with stoneworking and carving. Of course, she may choose to alter only a portion of an object otherwise too large for her to affect wholly.

Tree

Spell rank/type: 3/G
Element: Sonic
Ingredient cost: 0
Maximum range: 0
Running time: Up to 1 hour
Resistance roll: None
Area of exposure: 1 or more creatures in a 100' circle

This spell permits the caster to alter the form of she and up to one other creature per skill level, giving them the appearance of small trees appropriate to the terrain. During the spell's running time, those under the effects can see, hear

and feel what transpires in the area. The spell is cancelled should someone begin moving, casting a spell, attacking, etc.

Witch knock

Rank/type: 3/F
Element: Non-sonic
Ingredient cost: 1 gd*
Maximum range: Touch
Running time: Permanent
Resistance roll: Special
Area of exposure: 1 door

By this spell, the witch enchants a regular-size door to resist passage by unauthorized persons. The ingredient consists of a door knocker, and when the spell is cast upon a door, it will open of its own accord to the knock of the caster and any other persons or professions selected by her. The door otherwise remains closed as though locked, forcing those wishing ingress to batter it down.

Unlock spells are ineffective against a *witch knock*.

Witch mark

Spell rank/type: 3/D
Element: Sonic
Ingredient cost: 50 gd*
Maximum range: 0
Running time: Permanent
Resistance roll: None
Area of exposure: 1 object

This spell is used to invisibly mark an object of value to the caster with her personal symbol. Should any creature thereafter take the object without her handing it over, the mark is transferred to the palm of its hand. The mark is invisible to all but the caster, although *detect enchanted aura* registers a faint glow upon the thief's palm, and the mark also shows through any sort of glove or gauntlet. The spell is therefore used primarily to aid in tracking down those who would dare steal the witch's property. The ingredient is a vial of red ink into which has been added a crushed moonstone and a pinch of ruby dust.

Witch ring

Spell rank/type: 3/F
Element: Non-sonic
Ingredient cost: Special*
Maximum range: 0
Running time: 1 minute/level
Resistance roll: Special
Area of exposure: Circle 1' diameter/level

This spell will bring about one of a number of effects as chosen by the caster, based on her level of skill and the ingredients as shown hereafter.

5th and above.

Fire. The witch may bring forth a ring of fire to ignite combustibles or to remain as a possible barrier against animals. In the latter case, normal animals must make an IQ roll to enter the ring. Any creature which does pass through, however, sustains 2D4 points of damage. Note the ring absolutely keeps out small rodents, reptiles, and other creatures that crawl or walk along the ground. The ingredient is a ring of polished amber worth 10 gd.

9th and above.

Protection from undead. This version of the spell

brings forth a ring offering some protection against undead, for it keeps at bay one or more undead whose combined levels do not exceed the caster's, starting with those of lowest level. Note that the spell is entirely defensive and cannot be used to entrap undead creatures. The ingredient is a ring of silver inscribed with a cross worth 10 gd.

13th and above.

Spell absorption. This ring creates an area of spell-nullification. Those within the ring of protection may avoid harm from any spell whose effects include its area. The protective ring absorbs ranks of spells equal to the level of the witch before dispelling. This includes her own magic if its area of exposure exceeds the inner circumference. The ingredient is a golden ring studded with sapphires worth 1,000 gd.

Wood form

Spell rank/type: 3/G
Element: Sonic
Ingredient cost: 0
Maximum range: Touch
Running time: Permanent
Resistance roll: None
Area of exposure: 1 cubic/level

This is similar to the *stone form* spell, although it affects wooden objects. For game purposes, a normal wooden door should be considered to take up five cubic feet of area.

4th rank witch spells

Banewater

Spell rank/type: 4/F
Element: Sonic
Ingredient cost: 1 gd/vial(*)
Maximum range: 0
Running time: Up to 24 hours
Resistance roll: None
Area of exposure: 1 or more vials of liquid

With this spell, the witch turns a vial of water into an acidic concoction that harms certain creatures or professions. The ingredient is a vial of water into which has been mixed a drop of blood from the intended creature type or character profession. When the spell is cast and the liquid makes contact (usually by being thrown), the target sustains 2D6 points of Body damage from a direct hit, half that from a splash. If one is struck by *banewater* prepared from his own blood, double damage is taken. A creature drinking *banewater* sustains full damage (treat as poison). Note that *banewater* prepared with the blood of a dual-professioned character effects only those with exactly the same two professions.

Bat swarm

Spell rank/type: 4/B
Element: Sonic
Ingredient cost: 1 sr*
Maximum range: 100'
Running time: 1 minute/level
Resistance roll: None
Area of exposure: Up to a 40' cube

This spell summons a swarming mass of hundreds of ordinary bats that flutter about the area of exposure, frustrating spellcasting, the use of

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missile weapons, and extinguishing torches. Creatures subjected to the bats may undertake no other actions except movement at half speed to escape. The ingredient is a pair of bat wings.

Biting skull

Spell rank/type: 4/F
Element: Sonic
Ingredient cost: 25 gd
Maximum range: 0
Casting: 10 minutes
Running time: Special
Resistance roll: None
Area of exposure: 1 human skull

When this enchantment is cast upon a human skull, it is imbued with the ability to act as a guardian, attacking intruders by jumping up to seven feet high and then snapping at its opponent's head and shoulders. The skull leaps up to 10' per phase before attacking as a 1st level monster with a damage potential of 1D6 points. The skull's armour rating is 0, and it takes five points of damage. The skull(s) will attack when preset condition guidelines are met. However, they may not move beyond the immediate area--room, hallway, etc.--they are set to guard. Further, only one skull may be set per 10' area. The skulls cannot be *exorcised*, are unaffected by *disenchantment*, and their guardianship lasts until they are destroyed or their orders are changed. While almost any condition guidelines can be imposed upon the skulls to activate them, the guidelines are not so broad, for instance, that a witch could carry one for use whenever she desires.

Create nature guardian

Spell rank/type: 4/D
Element: Sonic
Ingredient cost: 0
Maximum range: 10'
Casting: 1 hour
Running time: Permanent
Resistance roll: None
Area of exposure: 1 tree or vine

With this spell, the witch may create a nature guardian within her domain (as defined by her *capture essence* spell). The guardians that may be created depend on the witch's ethics.

Good or Indeterminate--Nt
Evil--Strangle tree (other sorts of guardians may be allowed at the GM's discretion)

The *guardians* are absolutely loyal to the witch and will not harm her in any way. Also, their combined levels cannot exceed twice the caster's. The ingredient is a tree.

Cure poison or disease

Spell rank/type: 4/G
Element: Sonic
Ingredient cost: 50 gd*
Maximum range: 0 or touch
Running time: Permanent
Resistance roll: None
Area of exposure: 1 creature

Through use of this spell, the witch may heal either poison damage or disease (but not both at once) as desired. In either case, the recipient must not have actually died before the spell was cast

upon him. The ingredient is a handful of exotic healing herbs obtained only from sylvan forests or purchased from an herb source (usually druids).

Curtain of light

Spell rank/type: 4/B
Element: Sonic
Ingredient cost: 50 gd*
Maximum range: 10'/level
Casting: 1 phase/wall section
Running time: 1 minute/level
Resistance roll: None
Area of exposure: A 10' x 10' section/level

This spell brings forth a wall or curtain of light functioning as a barrier to undead creatures. Undead passing through sustain 1D4 points of damage for each level of the witch, assuming they cannot move around or over the *curtain*. While the *curtain* may only stretch in one direction, the witch may increase its height by penalizing its length. Also, the *curtain*, while bright, is not entirely opaque, thus it does not block vision. The ingredient is a vial containing the essence of sunlight.

Damsel

Spell rank/type: 4/G
Element: Non-sonic
Ingredient cost: 1 gd*
Maximum range: 0
Running time: 30 minutes/level
Resistance roll: None
Area of exposure: The witch

Through the casting of this spell, a female witch is transformed into a fair (up to 20 Appearance) maiden with a Good aura. The spell most obviously is employed as a means to permit a witch to pass herself off as something she actually is not, although spells that penetrate illusions will reveal the caster's natural form. A reverse of the spell transforms the caster into a twisted (down to 1 Appearance) old crone with an Evil aura. The ingredient consists of a doll formed in the shape of the desired change in physical appearance.

Disenchantment has no effect against the spell.

Death's eye

Spell rank/type: 4/I
Element: Sonic
Ingredient cost: 5 gd*
Maximum range: Touch
Running time: Instantaneous
Resistance roll: None
Area of exposure: The witch

The caster may use this spell to observe the last thing glimpsed by a creature as it died. To enact it, the witch, using fine inks, must paint eyes inscribed within pentagrams on the palms of her hands. These are then placed over the eyes of the deceased, and the caster then catches a vision of the last thing seen by the corpse. The spell obviously works only with those recently slain (i.e. within seven days).

Delay spell

Spell rank/type: 4/E
Element: Non-sonic
Ingredient cost: 5 gd*
Maximum range: Special

Running time: Special
Resistance roll: None
Area of exposure: Special

The effects of another spell are delayed by the witch's first taking a turn to cast this. On the following turn the caster may then enact another spell of her choice, which will not take effect for one or more minutes as specified. The amount of time the delay can be in effect varies with the rank of the companion spell as shown.

1st-3rd rank. Up to seven minutes.

4th-6th rank. Up to five minutes.

7th rank. Up to three minutes.

The ingredient is a small hourglass.

Ear wall

Spell rank/type: 4/F
Element: Sonic
Ingredient cost: Special
Maximum range: Special
Casting: 10 minutes or 1 phase
Running time: Special
Resistance roll: None
Area of exposure: 1 room up to 50' x 50'

This spell permits the witch to listen to goings-on within a room up to the dimensions listed in the spell outline. Initially, a wall must be selected which thereafter must have an ear carved, sculpted or otherwise attached to it, including a hung tapestry. (Certainly the ear may be part of a decorative scheme to camouflage its true purpose.) Next, the spell must be cast upon the ear, and any time subsequent to this, the witch may choose to activate the magic allowing her to hear through it for one minute per level of her skill at the time the spell was cast. Or, she may instead specify preset condition guidelines that will automatically enact the magic. Note that distance is not a factor although the witch must be on the same plane as the wall for the spell to function. Upon activating the magic, the spell must be renewed to allow subsequent usage.

An alternate usage of this spell is that the caster may enact it and then place her ear to a door or wall. For the spell's running time, she may then hear perfectly all that transpires on the other side.

Finger of doom

Spell rank/type: 4/H
Element: Non-sonic
Ingredient cost: 0
Maximum range: 10'/level
Casting: 1 phase
Running time: 1 minute/level
Resistance roll: IQ to neg.
Area of exposure: 1 creature

When the witch points at a desired target, a feeling that doom is at hand sweeps over the creature, causing it, if an IQ roll is failed, to be tentative in its attacks, doing but half damage. The effect, if the spell is employed against a *berserk* Viking, is to instead end his rage. (From that point, the Viking may fight normally, although hits from melee attacks do Body damage until he can rest and regain strength if the rage lasted more than three minutes.) Note this spell is effective only against intelligent, non-spellcasting opponents.

CHAPTER TWO-Character professions (the Witch)

Greater slumber

Spell rank/type: 4/A
Element: Sonic
Ingredient cost: 1 sr
Maximum range: 20'/level
Running time: 2 minutes/level
Resistance roll: Con to neg.
Area of exposure: A 20' sphere or hemisphere as chosen

This is similar to the 1st rank *slumber* spell, although it affects all creatures under half the level of the witch rounded up, who must make a Con roll or fall into a deep slumber for the spell's duration. Those of higher level are unaffected. Ingredients are identical to the 1st rank counterpart.

Hail stones

Spell rank/type: 4/B
Element: Sonic
Ingredient cost: 50 gd*
Maximum range: 10'/level
Running time: 1 minute/level
Resistance roll: None
Area of exposure: Circle 5' diameter/level

This spell allows the witch to summon forth a hailstorm inflicting 1D6 points of damage each turn to any targets in the area of exposure. The ingredient is a vial containing the essence of a hailstorm.

Hex

Spell rank/type: 4/D
Element: Sonic
Ingredient cost: 5 sr*
Maximum range: Unlimited
Casting: 1 hour
Running time: Special
Resistance roll: Special
Area of exposure: 1 creature

With this spell, the witch is able to cause one or more baneful effects upon someone. She must first discover the true name of her enemy or else obtain a lock of his hair or portion of clothing, and then fashion a doll from either a mandrake or hangman's tree root. On completion of the spell, the creature is allowed a Luck roll which if successful wards off all effects and makes him immune to further such spells from the caster until she advances in level. If the roll fails, the GM may ascribe some sort of bane on his own or refer to the table below for some random affliction. (In that event, 1 should be added to the roll for each level of the witch.)

- 01-40: Penalty factor of 1 to resistance rolls.
41-65: Penalty factor of 2 to resistance rolls.
66-76: Victim in continuous pain; if a spellcaster, must make a Con roll to invoke each spell successfully.
77-80: Penalty factor of 3 to Luck rolls.
81-85: Victim heals at half normal rate; any healing spells work at half effectiveness.
86-90: Strength, Agility, Con or IQ lowered 1D6 points (but not below 1).
91-95: Random arm rendered useless.
96-99: Random leg rendered useless.
00+: Reroll twice.

All effects remain until the witch is slain, ends the *hex*, the doll is destroyed, or the *reflect curse* or

bounce bane spells are cast against the *hex*.

If the witch lacks the proper ingredients, successful use of *capture essence* will suffice. Should a *capture essence* be used in concert with the right ingredients, no resistance roll is allowed. Note the victim may have but one *hex* spell upon him at a time by members of a particular coven.

Ice blast

Spell rank/type: 4/C
Element: Sonic
Ingredient cost: 50 gd*
Maximum range: 0
Running time: Instantaneous
Resistance roll: Special
Area of exposure: Special

This spell takes one of two forms: the first shoots a cone of ice extending 30' and ending in a base of 10'. All but undead suffer one point of cold damage per level of the witch (fire-based creatures--elementals, dragons, etc.--take double damage).

The second form of the spell consists of a narrow beam of absolute zero temperature which when launched at a target forces it to make an Agility roll or be encased in ice and "frozen" for 2D4 minutes. If the target resists, the next creature in line with the beam must do likewise or suffer the same effects. Both undead and fire-based creatures are immune to this form of the spell, whose length is fixed at 50'. The ingredient is a vial containing the essence of a snow- or hailstorm.

Illusion

Spell rank/type: 4/H
Element: Non-sonic
Ingredient cost: 0
Maximum range: 10'/level
Running time: While caster concentrates
Resistance roll: IQ to neg.
Area of exposure: A 10' cube/level

This powerful mind-affecting spell allows the caster to implant semi-hallucinogenic visions in the minds of those observing the area of exposure. While she concentrates, the witch may create whatsoever sights, sounds and smells she wishes. Immediately upon the phantasms' appearance, an IQ roll must be made by all who are exposed to determine if there has been a successful melding of their mind with the caster's. Success results in one or more targets noting a shimmering and thinning of the scene, and/or the disappearance of any smells or sounds. Thereafter, they are totally unaffected by the illusion.

Those failing the roll consider the illusion real and become subject to any appropriate damage. An illusionary wall of flame, for example, would cause those failing IQ rolls to suffer normal fire damage if they were caught inside it.

Illusion will duplicate spells such as *energy blast*. Those believing in such phantasms suffer damage as per the normal spell. (Agility rolls are allowed for "half damage" if a real spell of that sort permits.)

Once something has failed an IQ roll, it will continue to believe in the illusion even if advised of its true nature. However, those told of the coming illusion before the spell is cast, or those who have earlier practiced with the caster to note the appearance of a particular sort of illusion, may be considered to automatically resist.

Lyrazel's globe of protection

Spell rank/type: 4/E
Element: Sonic
Ingredient cost: 500 gd*
Maximum range: 0
Running time: 1 minute/level
Resistance roll: None
Area of exposure: A sphere 1' diameter/level

The ingredient for this spell consists of a round diamond of at least 500 gd in value, which is used to create a mobile globe protecting those within from one specific spell chosen by the caster. For instance, a witch stopped by a hallway filled with *sheet lightning* may enact the spell to protect her as she passes through the electrical discharges. An *energy blast* cast at her during this time, however, would be fully effective. The globe protects only from the effects of a spell whose area of exposure would encompass its occupants(s). Thus, an *energy blast* illusion would dissipate around the circumference of the globe, but the phantasm of a dragon 50' away would be viewed, and perhaps believed.

Masque

Spell rank/type: 4/G
Element: Non-sonic
Ingredient cost: 1 gd*
Maximum range: Special
Casting: 10 minutes
Running time: 10 minutes/level
Resistance roll: None
Area of exposure: 1 person

With the *masque* spell, the caster is enabled to communicate through an intermediary of hers. The ingredient is a tiny wax impression of the witch's face that is carried by a servant. Upon the servant's crushing the impression in his or her palm, the magic is activated for its full running time or until the caster wishes to end it. While the representative is under the effects of the spell, the witch will see, hear and speak through her, imparting whatever message she desires, though spellcasting ability is not conferred, nor does she control the body. A bane to the witch is that she too must resist any gaze or sonic attack forms directed at her messenger while the spell is in effect.

Mind read

Spell rank/type: 4/H
Element: Non-sonic
Ingredient cost: 0
Maximum range: 10'/level or 0
Running time: 1 minute/level
Resistance roll: None or IQ to neg.
Area of exposure: 1 creature

Upon concentrating on a chosen visible target within 10' per level of the caster, this spell permits the witch to read its thoughts if an IQ roll is failed. Optionally, the witch may invoke the spell by touching a target, which in that event is not permitted a resistance roll.

Note that the spell functions only against creatures possessing a language the caster understands.

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Neutralize aura

Spell rank/type: 4/E
Element: Non-sonic
Ingredient cost: Special
Maximum range: 10'
Running time: Special
Resistance roll: None
Area of exposure: 1 object

This spell masks the magical aura of an item, causing *detect enchanted aura*, whether by spell or device, to reveal nothing of the item's true nature. Note that the enchantment is only effective against the first spell or device used against it, and that a subsequent check through either another *detect enchanted aura* spell or a different device with that power would reveal the magical aura. The ingredient includes the object to be protected.

Rolling firesphere

Spell rank/type: 4/C
Element: Sonic
Ingredient cost: 10 gd*
Maximum range: 10'/level
Running time: Up to 1 minute/level
Resistance roll: Special
Area of exposure: Special

This spell creates a rolling sphere of fire that moves in a desired direction at a speed of 5/phase, rolling upon and over any obstacles while inflicting 1D4 points of damage per caster level (half that if an Agility roll is successful) and igniting any combustibles. Although the sphere's initial direction cannot be changed once the witch orders it to advance, she can will it to explode whenever she wishes. The detonation then causes all within a 20' radius to make an Agility roll for half damage of 1D6 per level of the witch. Should the sphere of fire encounter an obstacle it cannot roll over (for instance, the end of a corridor), it doubles back. The sphere will otherwise roll until willed to explode or the spell runs out, when it will dissipate. It may not cross water. The ingredient is a fire opal of at least 10 gd in value.

Secret door

Spell rank/type: 4/G
Element: Non-sonic
Ingredient cost: 1 sr*
Maximum range: 30'
Running time: 24 hours
Resistance roll: Special
Area of exposure: 1 door

With this spell, the witch may camouflage a door with its surroundings, thus hiding it from view. For others to note the door's presence, a successful roll to find secret panels must first be made and then an IQ roll (note *detect enchanted aura* clearly reveals the door's presence). This spell will not benefit a secret panel. The ingredient is a chameleon skin.

Shape change

Spell rank/type: 4/G
Element: Non-sonic
Ingredient cost: 1 sr*
Maximum range: 0
Casting: Instantaneous

Running time: Special
Resistance roll: None
Area of exposure: The witch

This spell allows the witch, along with her equipment, to shape change into any sort of normal animal as exists in our own world—such as fish, fowl, reptiles or mammals. (Note that no poison bite capability comes with a shape change, nor is spellcasting apart from a *trick* is permitted.) The spell remains in effect until the caster chooses to return to her own form. Only one shape change is possible per spell. The ingredient is a cocoon.

Shooting stars

Spell rank/type: 4/C
Element: Sonic
Ingredient cost: 10 gd* or 100 gd*
Maximum range: 10'/level
Running time: Instantaneous
Resistance roll: Special
Area of exposure: Special

This spell creates an explosive missile that shoots forth from the witch's palm toward a selected target, impacting and exploding for 4D6 points of damage in a 10' sphere of fire if it strikes a solid object or a creature (which gains an Agility roll to dodge). It otherwise flies on until the range is exceeded at which time it loses all potency. The ingredients are one or more pieces of a meteorite—or a fire opal of at least 100 gd in value (this ingredient ups the fire damage to 4D4). Note that the witch may create one *shooting star* for each four levels of skill.

Snake arrow

Spell rank/type: 4/F
Element: Sonic
Ingredient cost: 60 gd*
Maximum range: Special
Running time: 5 minutes
Resistance roll: Special
Area of exposure: 1 carved arrow

This spell enchants an arrow carved in the general likeness of a venomous serpent with an ability to actually become a poisonous snake once it is fired at a target. Assuming it strikes its intended victim, a Con roll must be made; failure means loss of 2D6 Strength points, none otherwise. A struck target thereafter must spend the next combat phase removing the serpent-arrow or else make successive rolls in the same manner. Once the snake is removed, it should be considered equal to a level 1 poisonous snake which the caster has no control over. If the arrow misses the intended target, the magic is dispelled. The ingredients include the carved arrow and the *captured essence* of a poison snake.

Spider sigil

Rank/type: 4/B
Element: Non-sonic
Ingredient cost: 100 gd*
Maximum range: Special
Casting: 1 hour
Running time: Special
Resistance roll: None
Area of exposure: Special

This spell conjures a spider-like demon from the

Nether planes to attack those violating a place the witch desires to protect. Casting entails the witch's mixing a vial of rare ink with gold dust and the essence of a spider. Next, she must draw a large spider upon a surface at least five feet square, specifying preset condition guidelines with which to activate the magic. Upon these conditions being met, the ink coalesces into a spider demon that attacks any nearby creatures, excepting the witch. The monster's description follows.

Armour rating: 0(-6)
Tactical move: 15'
Level: 8
BAR: 18/11/57
BP/SP ratio: 1/1
Average Body/Stamina: (40)
Average stat: 15
Special stat: N/A
Attacks: 1 bite
Damage: 1D6 + wither Con
Ethics: E
Size: M

Special note: Withers a Con point when it hits (this has the effect of regenerating one point of damage the monster has suffered, although its Stamina cannot be raised above its starting level); it also has the natural abilities of all demons

Note that only one *spider sigil* can be placed within a room or hall. Also, in no way is the monster under the caster's control. It remains for up to 10 minutes after its appearance, returning to the Nether planes afterward. *Disenchantment* will not return the monster from whence it came.

Staff of absorption

Spell rank/type: 4/F
Element: Non-sonic
Ingredient cost: 10 gd+(*)
Maximum range: 0
Casting: 10 minutes
Running time: Special
Resistance roll: Special
Area of exposure: Special

This spell prepares a carved staff to absorb a particular spell of the witch's choice. To do so, the caster specifies the spell in question the staff is to absorb, and it thereafter remains enchanted for up to one hour per two levels of skill. If during this time the witch is caught inside the area of exposure of the chosen spell with staff in hand, it absorbs the baneful spell, protecting its creator and crumbling to dust. The absorption is automatic if the spell can affect only the witch. If it is instead one which has a large area of exposure (such as an *energy blast*), the caster must make an Agility roll in order for the staff to absorb it. Should she fail the roll, the spell centers directly on her.

Strengthen

Spell rank/type: 4/G
Element: Sonic
Ingredient cost: 1 bz*
Maximum range: 0
Running time: 1 hour
Resistance roll: None
Area of exposure: 1 creature

This spell betters a character's Strength by 1 point per three levels of the caster, to a maximum of 20. The effects are not cumulative, and the ingredient is a handful of spinach eaten by the

CHAPTER TWO-Character professions (the Witch)

recipient. Naturally, Strength increase through this spell can up Body points, unless a penalty is in effect from starvation or dehydration.

Sun globe

Spell rank/type: 4/B
Element: Sonic
Ingredient cost: 50 gd*
Maximum range: 0
Running time: 1 minute/level
Resistance roll: None
Area of exposure: A 10' sphere

This spell surrounds the caster with a stationary globe of shimmering sunlight which prevents the intrusion of undead creatures, including shadow monsters and someone under *shadow spy* or *shadow shift* spells. Such creatures caught within the *globe's* confines during its initial appearance suffer 2D6 points of damage, and a like amount for subsequent minutes of exposure. Undead outside the *globe* will not enter unless attacked from within. The ingredient is a vial containing the essence of sunlight.

Time vision

Spell rank/type: 4/I
Element: Sonic
Ingredient cost: 5 gd
Maximum range: 0
Running time: Up to 1 minute/level
Resistance roll: None
Area of exposure: Special

A vision of past events is conferred to the witch through this spell. To invoke it, the caster stands in a doorway and activates the power of the spell by overturning a small hourglass. She then specifies the starting point, to a maximum of 30 minutes per caster level into the past. Thereafter, the witch may see, but not hear, events transpiring beyond the doorway as if she were standing there as they happened. The spell is most useful for noting who might have burglarized a room, killed a guard, etc., although the witch must have a reasonably good idea of how far back in time to go with the spell. Such visions may be viewed more than once if desired.

Transform

Spell rank/type: 4/G
Element: Non-sonic
Ingredient cost: 3 sr*
Maximum range: 0
Casting: Instantaneous
Running time: 10 minutes/level
Resistance roll: None
Area of exposure: The witch

With this spell, the witch may transform herself into the form of a will O' the wisp. While no special attack forms are gained, she can fly at a movement rate of 200'/phase for 10 minutes per level (or about 13 miles per hour). Regardless of her usual armour rating, in this form it will be AR 0(-5), and she may only be harmed by *magic dart* spells or magic weapons. The ingredient is a firefly.

Vanish

Spell rank/type: 4/E
Element: Non-sonic
Ingredient cost: 0
Maximum range: 0
Casting: 1 phase
Running time: Up to 1 hour
Resistance roll: None
Area of exposure: The witch

This spell confers a state of invisibility upon the caster, causing her to disappear from sight. While the spell is in effect, the witch may attack with weapons or cast spells without becoming visible. Opponents aware of her general position, however, can make blind attacks with a penalty factor of 3 to attack rolls. The GM should not take for granted, though, that enemies easily know a *vanished* witch's location. In general, this can only be found out if she attacks someone with a melee weapon, or if she does something that makes her presence very obvious.

While the caster's scent is not hidden, it should be noted that normal animals will tend to recoil from creatures they cannot see, rather than attacking. Hostile monsters, on the other hand, tend to react in the opposite manner.

Vision of recall

Spell rank/type: 4/H
Element: Non-sonic
Ingredient cost: 0
Maximum range: 0
Running time: 1 minute/level
Resistance roll: None
Area of exposure: The witch

This spell permits the caster to "replay" clearly in her mind an episode she has witnessed up to one day past per level of skill. While the spell is in effect, the witch may view a scene, focusing in on details, causing events to move in slow motion, relistening to conversation, etc. With respect to sight and sounds, however, the caster must have actually heard what she seeks to recall, or have had in her field of vision a particular episode she desires to observe. For example, an assassination is performed on someone near the witch as she dines at an inn. Although she only caught the incident from the corner of her eye and did not actually see what happened clearly, she could employ the spell to observe the scene as though her eyes had been focused directly on it. In another example, the witch enters a chamber and glimpses a map before its owner covers it from view. Later, she may employ the spell to "freeze" the vision and see the map clearly. As regards sounds and conversation, the caster may use the spell to recall someone's precise words or isolate any ambient sounds which may be of interest. Once a particular episode has been reviewed, it cannot again be studied. Note that the vision could be viewed and heard by another party if the witch is subjected to a *mind read* spell.

Witching hour

Spell rank/type: 4/D
Element: Sonic
Ingredient cost: 50 gd*
Maximum range: 0
Casting: 1 hour
Running time: 1 hour
Resistance roll: None
Area of exposure: 1 designated witch

This spell may be used at midnight, under a full moon, when at least seven members of a witch's coven are present. Thus, only a witch of 9th or higher level may invoke the spell. Through the casting, one of the coven members to whom is given possession of a vial (which keeps up to 24 hours) containing the essence of the ceremony receives two benefits for an hour after he or she calls upon the magic. They include:

Resistance rolls are based on caster's (normal) stats if they are superior.

Effective level of (witch) spellcasting raised by 1D4, to a maximum of 20th level. (Note this functions only with respect to range, area of exposure and damage. It does not allow extra spells to be cast. Further, no magic will sustain the level bonus indefinitely, including a wish, *permanize* spell, etc.)

Witch's eye

Spell rank/type: 4/F
Element: Sonic
Ingredient cost: 25 gd*
Maximum range: 0
Running time: Special
Resistance roll: None
Area of exposure: Special

This spell creates a visible sensory organ which transmits visual information to the caster while traveling at a movement rate of up to 10'/phase. The eye has the following abilities, one of which may be chosen when casting the spell.

Heat sight--running time 2 minutes/level.

Night sight--running time 5 minutes/level.

X-ray vision--running time 1 phase/level.

The *witch's eye* may move up to 100' from the caster. Note it is stopped by doors, walls, etc. Further, the caster is fully subject to gaze attacks directed at the eye, which can "see" up to 20' before it. The ingredient is a catseye of at least 25 gd in value.

Words of bewitchment

Spell rank/type: 4/A
Element: Sonic
Ingredient cost: 0
Maximum range: 40'
Casting: 1 phase
Running time: Special
Resistance roll: Special
Area of exposure: 1 creature

Often called a *bewitching* or the *come hither*, this is a powerful charm spell employed only after a creature has declared some sort of intention or belief. The spell then beguiles the creature and deceives it into following another course of action, or twists its beliefs. Example: a witch is stopped by a constable who informs her she's wanted for questioning, and that he will escort her back to his headquarters. The witch could suggest he meant only to advise her that she was wanted for questioning, and that she can come to headquarters on her own when she gets the chance. If an IQ roll is failed, the constable would believe her. In another case, the witch encounters the chamberlain of a local duke, who refuses to allow her admittance to court since she has no appointment. She could then assert that an important person as herself need not make an appointment. A failed IQ roll would result

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in the chamberlain's believing her and granting entrance. The spell is limited in that a creature cannot be tricked into killing itself, for instance, or doing something grossly contradictory to its ethics, such as a Good knight's being told to commit murder. The power of the spell is such that the resistance roll is made with a penalty factor of 1 for each positive level of difference between caster and target. The spell also remains in effect up to an hour after the target has left the caster's presence. Note that creatures usually immune to Type A spells receive no resistance apart from the IQ roll against this spell.

5th rank witch spells

Acid globes

Spell rank/type: 5/G
Element: Sonic
Ingredient cost: 1 gd/globe
Maximum range: 0
Running time: 1 minute/level
Resistance roll: Special
Area of exposure: Special

This spell converts a vial of water into an acid-slime that may be hurled up to 30', impacting and breaking with a successful attack roll. One struck then suffers 1D4 Body points of acid damage each turn until it is washed off with water or wine or the victim's clothing is discarded. Metal armour also worsens in absorption capacity (while lowering in armour rating) by 1 point for each turn of exposure until the acid eats it away. While the armour lasts, however, it will absorb some of the damage the character is otherwise subject to. (Note that magic armour entitles the wearer to a resistance roll vs *heavy exposure* to acid each turn to avoid damage to it). One globe may be created for each three levels of the caster's skill.

Agility

Spell rank/type: 5/G
Element: Sonic
Ingredient cost: 1 sr*
Maximum range: 0 or touch
Running time: 30 minutes/level
Resistance roll: None
Area of exposure: 1 creature

This spell magically raises the recipient's Agility by 1D6 points, to a maximum of 20. The effects are not cumulative, and the ingredient is a piece of sinew from an agile creature. As with the *strengthen* spell, no means will make the boost permanent.

Bind nature

Spell rank/type: 5/A
Element: Sonic
Ingredient cost: 0
Maximum range: 60'
Running time: 10 minutes/level
Resistance roll: Special
Area of exposure: Special

When casting this upon a colony of normal animals, insects or reptiles, the witch temporarily binds them to do her bidding. To note success, the caster must make a Luck roll. Creatures charmed by her, while unable to communicate, will obey

commands as they are able. A swarm of hornets would sting her enemies; beavers could fashion a dam; ferrets could gnaw apart a rope to lower a drawbridge, etc. The spell may also be cast upon a single creature, which makes an IQ roll to avoid the effects. If employed against creatures under the control of a monster or other spellcaster, the resistance roll is made as though *disenchantment* were being performed.

Candle magic

Spell rank/type: 5/F
Element: Sonic
Ingredient cost: 1 sr* or 50 gd* + 1 sr*
Maximum range: 0
Running time: Special
Resistance roll: Special
Area of exposure: A 10' sphere

This spell enchants a lit candle with one special effect selected from the following list:

Candle of secret panel detection. This makes such things within the area of the candle's light glow with a faint blue aura, outlining their location. The running time is 1 minute/level.

Candle of mechanical trap detection. As above, but mechanical traps are revealed.

Candle of invisible illumination. This version of the spell hides the light of the flame, permitting the witch to see normally while preventing others from noting any light from the candle. Because of the spell's effects, *heat sight* directed toward the invisible light reveals only a spherical white blob. The running time is 10 minutes/level.

Candle of life. This candle alerts the caster to the death of a person or familiar. So long as the object of the candle lives, the flame will burn. Upon its death, however, the flame is snuffed out. A necessary ingredient is the target's *captured essence*. Also, the candle cannot be moved from the room or area it is fashioned in or the spell is disrupted.

Candle of multiple lights. With this version of the spell, the witch may select one or more spots to leave a sphere of candlelight. Up to one sphere may be created per caster level, and all last until the spell itself expires (30 minutes/level).

The area of exposure for all candles is a 10' sphere. Normally, no check need be made to see if the flame goes out. If the caster is attacked, moves suddenly, or is subjected to a strong wind, however, an Agility roll must be made to sustain the flame. Movement exceeding 10'/phase also requires a check to determine if the flame goes out. Note, however, that the witch may place the candle in a lantern to better protect it.

Cauldron magic

Spell rank/type: 5/B
Element: Non-sonic
Ingredient cost: Variable*
Maximum range: 0
Casting: 1 hour
Running time: Special
Resistance roll: Special
Area of exposure: Special

With this spell, the witch may conjure certain magics from a cauldron filled with a boiling mixture of secret herbs and ingredients. What she can conjure varies with her level of skill as listed below.

9th level and above.

Fog bank. This conjuration pours out thick mists the caster may direct anywhere within a mile. The fog may then be shaped in 100' x 100' x 50' blocks (up to one such block per level). While a strong wind will blow it away, the fog otherwise lasts for two hours per caster level. It is unaffected by *disenchantment*, and visibility within is limited to 10'. The cost for this conjuration is 100 gd.

11th level and above.

Smoke cloud. This conjuration arises from the cauldron, and it may be directed up to 500' away and placed in a block up to 50' x 50' x 10' in size. Those subjected to the cloud endure eye irritation, suffering a penalty factor of 1 to attack rolls while inside it, and for three minutes after leaving the area of exposure. The cloud lasts for 10 minutes/level, and the cost for the conjuration is 75 gd.

16th level and above.

Hurricane. This conjuration brings forth a small hurricane (treat as a whirlwind of an air elemental). The witch may send the hurricane in the direction of her choice but thereafter she loses control of it. The hurricane lasts for an hour and is unaffected by *disenchantment*, although spells controlling weather can have an effect. The conjuration's cost is 100 gd.

Curtain of darkness

Spell rank/type: 5/B
Element: Sonic
Ingredient cost: 50 gd*
Maximum range: 10'/level
Casting: 1 phase/wall section
Running time: 1 minute/level
Resistance roll: Luck to neg.
Area of exposure: A 10' x 10' section/level

This spell brings forth a curtain of utter blackness to form a barrier against non-undead creatures. Excepting the witch, anyone seeking passage through the barrier must make a Luck roll to avoid being trapped within a nil-space for the spell's duration. Missiles and spells cast through the curtain toward its creator are also absorbed (without harm to the occupants) so long as the witch makes a Luck roll. Otherwise, the spell penetrates and generates normal effects. (Note that it is also necessary for the caster to make a Luck roll to cast through her own curtain.)

The witch herself may, if she chooses, enter the nil-space at one point, exiting anywhere along the boundary she chooses on the following phase. This may be done with others if they hold hands with the caster and enter. The spell can thus be used as a handy means to cross a chasm, for instance, although it does not penetrate solids. As with the *curtain of light* spell, the height may be varied at the witch's desire. The ingredient is a vial containing the essence of night.

Enchant focus

Spell rank/type: 5/D
Element: Sonic
Ingredient cost: Variable
Maximum range: Touch
Casting: 4 hours
Running time: Permanent
Resistance roll: None
Area of exposure: Special

On Allhallows Eve only, the witch may use this spell to invoke her deity to enchant her focus into a magic item with one special power. Some examples

CHAPTER TWO-Character professions (the Witch)

would be a ring focus enchanted into a ring of vanishing; a wand focus enchanted into a magic wand; a mirror focus enchanted into a spying device—or possibly something entirely new. The chance of the deity's granting the request is 30%, + 5% per level of the caster, and the ingredient, naturally, is the witch's focus. Note this spell may also be used as the means to fashion a magic item if the witch desires, although the source of the enchantment is her deity, and the spell may be cast but once per year. In this case, the chance of the deity enchanting the item equals 5% per level of the witch -10% per bonus factor in the case of weapons, armour, etc. (The GM may always ignore this formula and deny the enchantment if the player seeks to create something unbalancing.)

(Note that some other professions—notably the sorcerer—may cast a non-deity-based version of this spell. The casting time of the spell is seven days, and their chance of successfully enchanting the intended item equals 70% + 1% per caster level. Failure means that the item is unsuitable for use in the spell, and a substitute must be found.)

Ethereal vortex

Spell rank/type: 5/B
Element: Sonic
Ingredient cost: 100 gd*
Maximum range: 10'/level
Running time: 1 minute/level
Resistance roll: St to neg.
Area of exposure: Special

With this spell, the witch may open a 10' x 10' stationary vortex or hole to the Ethers. All creatures within 10' of it must make Strength rolls or be sucked within, vanishing into that plane, not (?) to be seen again. (Note that those able to return still suffer a time-warpage of 2D6 hours.) The caster may also use this spell as a means to enter that plane, although a subsequent spell must be used to open a gate back to the Nexus. The ingredient is a pane of diamond.

Faerie dust

Spell rank/type: 5/F
Element: Non-sonic
Ingredient cost: 500 gd*
Maximum range: Special
Casting: 12 hours
Running time: Special
Resistance roll: Special
Area of exposure: Special

This ingredients for this spell are a handful of crushed crystals, rubies and diamonds. When the spell is cast, the dust is magically enchanted for up to 24 hours per caster level. Thereafter, the dust is kept within a handy pouch, and should the witch find it necessary, she may hurl it forth to enact one of the following chosen effects:

Burning. This form of the dust causes an unpleasant burning sensation upon the exposed epidermis of a creature. One so affected sustains no actual damage, although he suffers a penalty factor of 2 to attack rolls for 1D6 minutes.

Range: 10'
Resistance roll: Agility to neg.

Charm. This causes one struck by the dust to react positively to the witch for 10 minutes, forgoing any desire to harm or restrain her, although no

control over the creature is conferred, and the charm is broken should the witch seek to harm the affectee. When throwing the dust, the witch must make a successful attack roll.

Range: 10'
Resistance roll: None

Invisibility. This dust causes a creature up to 7' tall to vanish from view for D4+1 minutes when the dust is sprinkled on them.

Range: 10'
Resistance roll: None

Sleep. This dust causes the one struck by it to fall asleep for 10 minutes or until he is physically awakened.

Range: 10'
Resistance roll: Con to neg.

Smokepuff. This form of the dust causes a billowing sphere of hot smoke to materialize, entirely obscuring the area from non-sonic/mist sight for seven phases.

Range: 0
Resistance roll: None

Should the witch not employ the dust, it may be reused. And if someone other than her attempts to make use of the dust, the GM should roll a random effect.

Fetch

Spell rank/type: 5/B
Element: Sonic
Ingredient cost: 50 gd*
Maximum range: 10'
Casting: 3 minutes
Running time: 30 minutes/level
Resistance roll: None
Area of exposure: Special

This spell conjures forth a spirit protector for the witch. The ingredient for the spell consists of a handful of incense thrown into a fire source at completion of the spell. Immediately thereafter, the fetch appears, awaiting its bidding. The spirit offers several benefits, and is used mostly as a guardian, for it can be seen and heard only by the caster, although it is detectable through magical spells that see invisible objects, appearing as a hooded shade near her. The spirit has 100' heat sight and can advise the witch of anything she approaches of interest. It also is aware of other spirits, and thus it is impossible for the caster to be ambushed by any sort of spirit or non-corporeal creature while the fetch is present. It also halves the caster's chances of being ambushed by other creatures. The fetch may be ordered to guard the caster as she sleeps, awakening her if necessary. It is affected only by spells that harm undead, dispelling if it suffers more than 10 points of damage. At all times the fetch must remain within 10' of the caster, and it may not penetrate walls, floors, etc. Thus, it is not an independent scout.

Finger of blindness

Spell rank/type: 5/G
Element: Non-sonic
Ingredient cost: 0
Maximum range: 10'/level
Casting: 1 phase
Running time: 1 minute/level
Resistance roll: Agility to neg.

Area of exposure: 1 creature

This spell blinds a creature for the spell's running time if an Agility roll is failed. An alternate usage is to temporarily neutralize a monster's gaze attack, although it will not be blinded, and the caster will not actually know whether it has been affected.

Greater disenchantment

Spell rank/type: 5/E
Element: Sonic
Ingredient cost: 0
Maximum range: 10'/level
Running time: Permanent
Resistance roll: Special
Area of exposure: Special

Greater disenchantment differs from its 1st rank counterpart only in that the die roll to determine success is made by rolling a D20 under the caster's level instead of above the level of the target magic. If the result is either a natural 1 or is under the level of the witch, the target spell's effects are cancelled. Of course, adjustments to the die roll apply as in the case of the 1st rank *disenchantment* spell, although a roll of a natural 20 always fails.

Greater jack-O-lantern

Spell rank/type: 5/F
Element: Non-sonic
Ingredient cost: 1 sr(*)
Maximum range: Special
Running time: 1 hour/level
Resistance roll: Agility for 1/2
Area of exposure: Special

As with the 2nd rank version of this spell, a pumpkin is enchanted through this magic. The spell transforms it into a semi-intelligent creature capable of speech. When the pumpkin is active, the witch may place it somewhere, with whatever orders she desires. While the spell remains in effect, the pumpkin acts as a guardian or lure, utilizing its speech capabilities in a rational manner to persuade creatures not to pass, or to lure them to harm. It is also capable of rotating on its base, although it cannot otherwise move. When preset condition guidelines are met, the pumpkin explodes in a 20' sphere of flame, inflicting 1D6 points of damage per caster level to those failing Agility rolls, half otherwise. *Disenchantment* and normal physical attacks have no effect against the pumpkin, although it may be destroyed by more than 10 points of magic dart damage, which results in immediate detonation.

Lyrazel's divination

Spell rank/type: 5/D
Element: Sonic
Ingredient cost: 25 gd
Maximum range: Special
Casting: 10 minutes
Running time: Special
Resistance roll: Special
Area of exposure: 1 pound of wax

This spell is usually employed by a coven to view an enemy of theirs. Casting entails the coven chanting around an altar upon which has been placed a pound of very fine wax. To note success, percentile dice are rolled with a score equal to or

CHAPTER TWO-Character professions (the Witch)

less than the combined levels of those present indicating that the witches' deity has responded, causing the wax to form into a small figure of whomever has captured the coven's interest. As an example, someone unknown has made an unsuccessful assassination attempt upon a coven leader's lieutenant. The coven casts the spell seeking to know whom the perpetrator is, and the wax on the altar assumes the form of a local human assassin. The coven may then take what action they deem appropriate. It should be noted that the spell only shows the form of a person at the time of the casting. Further, a coven may attempt this spell but once against a particular individual.

Lyrazel's pocket dimension

Spell rank/type: 5/D
Element: Sonic
Ingredient cost: 100 gd+*
Maximum range: 20'
Casting: 3 minutes
Running time: 1 hour/level
Resistance roll: None
Area of exposure: Up to 30' x 30' x 20'

This spell creates a pocket of the faerie realm through a doorway of normal or small size. The ingredient for the spell includes a finely crafted model of a room or series of rooms fashioned to scale. When the witch casts this spell before a closed door, a full-size mock-up of the model appears on the other side of the doorway, including any furniture, fountains, plant life, etc. Those with the caster may then enter this pocket of faerie and remain there for the spell's running time, closing the door behind them until they desire to leave. Just prior to the spell's expiration, the pocket begins a series of shifts, alerting the inhabitants to its imminent disappearance. Five minutes later, the *pocket* completely dissolves into nothingness, taking with it anyone or anything left therein. While time passes normally in the outside world, occupants neither age nor suffer damage from bleeding wounds, poison, disease, etc.

The "normal" room beyond the doorway is entirely unaffected by this spell. In fact anyone there who observed the door open would see nothing of the characters as they entered the *pocket*. In the same way, after the characters closed the door, anyone subsequently passing through would enter the normal room, closet, etc., without noting the *pocket's* existence. (Should the door be propped open or locked tight in the "real" world, no problems are presented for a magical door similar in appearance remains in the *pocket*. And when the characters depart, they seem to appear from nowhere.)

Disenchantment has no effect against the *pocket*.

Memory stone

Spell rank/type: 5/F
Element: Non-sonic
Ingredient cost: 100 gd+*
Maximum range: 0
Running time: Special
Resistance roll: None
Area of exposure: 1 gemstone

This unusual spell enchants a gemstone valued at 100 gd or more into a magic device that imparts a vision to the one who possesses it. When cast, the witch may enchant the gem in one of two ways. In

the first, it will impart an empathic message up to 50 words in length. In the second, the witch may load the stone with a vision up to a minute long. This vision does not include audio components, but will reveal either an incident the witch herself has seen, or something she visualizes during the casting (perhaps as a means to convey a more detailed message). When preset condition guidelines are met, the gem glows and emits a throbbing which usually causes its owner to grasp hold of it. In an instant, the gem's handler then receives the vision. The gem then crumbles to dust.

The *memory stone* cannot be used as an aid in other spell casting.

Monster conjure

Spell rank/type: 5/B
Element: Sonic
Ingredient cost: Variable*
Maximum range: 50'
Running time: 1 minute/level
Resistance roll: None
Area of exposure: Special

This spell allows the witch to conjure up a monster or animal to serve her for the spell duration. The ingredient is a heart of the creature type she calls up, although she is limited to summoning a creature not normally exceeding half her own level. Assuming the spell is successful, the summoned monster will have all the normal abilities of a creature of that sort. Note that the spell is effective primarily for monsters; it cannot bring forth humans, elves, etc., nor will it conjure up undead.

Disenchantment has no affect against the spell.

Moon web

Spell rank/type: 5/E
Element: Sonic
Ingredient cost: 50 gd+ or 0
Maximum range: 10'/level
Running time: 1 minute/level
Resistance roll: Special
Area of exposure: A 10' cube/3 levels

This spell creates a thick netting of shimmering moonbeams, entrapping non-corporeal and semi-corporeal creatures within the area of exposure, including undead spirits, creatures in *smoke form*, plane-shifters, etc. The effect on these creatures approximates that of a normal *net* spell. Further, the spell absolutely prevents escape through spells such as *shift*, *shadow travel*, etc., or natural abilities duplicating these functions, irrespective of whether or not those in the area of exposure are otherwise subject to the entrapment. The ingredient essence of captured moonbeams is necessary only if the spell is cast when the moon is not present to draw the energy from, or if the spell is used indoors.

Paralysis claw

Spell rank/type: 5/G
Element: Sonic
Ingredient cost: 100 gd+*
Maximum range: 0
Running time: 1 minute/level
Resistance roll: Special
Area of exposure: The witch

This spell mutates the witch's right or left hand, depending on the ingredient used, into an

enchanted claw allowing her to do 1D8 points of damage with a successful hit while attacking as a monster of equal level. A struck opponent must then make a Con roll or be paralyzed for 2D6 minutes. Note that while the caster is under this spell, which she can end on any combat phase, there is a 20% chance that spells requiring manual dexterity will fail. The ingredient is the hand of a demon, devil, or creature that can cause paralysis.

Polymorph

Spell rank/type: 5/G
Element: Sonic
Ingredient cost: Variable*
Maximum range: 40'
Running time: Permanent
Resistance roll: Special
Area of exposure: 1 creature

Through this spell, the witch may polymorph a creature into a normal animal (usually a toad) if it fails an IQ roll. The victim retains much of its memories while in its new form, although it assumes an animal's nature and cannot cast spells nor communicate by any means other than through a *mind read* or *mind meld* spell. The power of the spell is such that a penalty factor of 1 is assessed the roll for every four levels of the caster. Further, the magical effect can only be done away with by the original caster or a wish. The ingredient is a portion of the type of animal the target is to become.

Poppet

Spell rank/type: 5/E
Element: Sonic
Ingredient cost: Variable
Maximum range: 20'
Casting: 1 hour
Running time: Permanent
Resistance roll: None
Area of exposure: 1 puppet up to 3' tall

With this spell, the witch may create a minor golem from a mandrake root and a doll or puppet. The basic *poppet* has but a 3 IQ and does little more than obey simple commands. They are therefore most useful for simple chores. All possess Indeterminate ethics.

It is possible to create a *greater poppet* if the heart of a cutpurse is used as an ingredient. The resulting homunculus then possesses all the talents of a 1st level cutpurse, with stats generated by rolling 2D6 (excluding Agility which is fixed at 12).

While loyal to their creator, *greater poppets* are highly mischievous and must be kept an eye on.

Either sort of *poppet* is immune to Type A & H spells. Other details follow.

Armour rating: 0
Tactical move: 5'/phase (lesser)--15'/phase (greater)
Level: 1 (lesser)--4 (greater)
BAR: 15/8/40 (lesser)--16/9/47 (greater)
BP/SP ratio: 1/1 (lesser)--1/2 (greater)
Average stat: 3 (lesser)/10 (greater)
Special stat: Agility--10 (lesser)/Agility--12 IQ--10 (greater)
Attacks: 1
Damage: Variable
Ethics: I
Size: S

Because of their small size and Strength, weapons

CHAPTER TWO-Character professions (the Witch)

employed by them never exceed a D4 in damage potential. *Poppets* cannot speak.

Protection from liquids

Spell rank/type: 5/G
Element: Sonic
Ingredient cost: 1 gd*
Maximum range: 0
Running time: 30 minutes
Resistance roll: None
Area of exposure: The witch

This spell protects the witch from the harmful effects of liquids (acid, oil, etc.) and semi-liquids (blobs, etc.). While she is protected by the spell, harmful liquids will flow around her without making physical contact (similarly to how water might bead off of a waxed car). The effect on semi-liquids, including applicable dungeon denizens, is that the invisible barrier about the character prevents true physical contact. Regarding semi-liquids, the GM has the final ruling on what creatures fall into this category. The ingredient is an ounce of fine wax.

Shadow visage

Spell rank/type: 5/G
Element: Sonic
Ingredient cost: Variable
Maximum range: 0
Casting: 1 phase
Running time: 20 minutes
Resistance roll: None
Area of exposure: The witch

The ingredient for this spell consists of a hood or covering the witch draws about her head. When the spell is thereafter cast, her face melts into shadow, disappearing from view and leaving only an inky blackness. While the caster may see, hear and speak without difficulty, the spell grants her immunity to all Type A & H spells, and further allows a bonus factor of 3 to resistance rolls vs gaze attacks. Identification of someone under this spell is also impossible. The spell is cancelled should the hood be removed or drawn back.

Smoke form

Spell rank/type: 5/G
Element: Sonic
Ingredient cost: 1 gd*
Maximum range: 0
Running time: 5 minutes/level
Resistance roll: None
Area of exposure: The witch

Through this spell, the witch may assume a vaporous, insubstantial form. Movement while so altered is 20'/phase, and the caster may flow through cracks and holes, although vision may be limited if she doesn't possess *night sight*, or if the area is dark. While she is in *smoke form*, the witch can only be struck by *magic darts* or magic weapons (consider armour rating to be 0(-5)). Also, subjection to an *air steal* spell acts as *disenchantment* against the magic. The ingredient is a vial containing a wisp of smoke.

Spell catch

Spell rank/type: 5/E
Element: Non-sonic
Ingredient cost: Variable
Maximum range: 0
Casting: Instantaneous
Running time: 10 minutes/level
Resistance roll: Special
Area of exposure: Sphere 1' diameter/level

This spell permits the witch to catch and store a ranged spell cast near her during actual combat. The ingredient is a cloak of any sort worn by the caster. To catch the spell, the witch must hold out one side of the cloak and make an Agility roll. The spell will then be drawn in and held within the cloak, and she may cast it prior to the expiration of the enchantment (else it fades away). If the caster fails to catch the spell, she will be subject to its effects as if it were targeted at her. Note that only one spell may be stored within the caster's cloak.

Star gems

Spell rank/type: 5/F
Element: Sonic
Ingredient cost: Variable
Maximum range: 0
Running time: Special
Resistance roll: Special
Area of exposure: Special

This spell temporarily enchants a handful of jewels with certain protective powers, one of which randomly aids the caster each minute. The possible ingredients for the spell and their powers follow.

1. **Amber** (at least 10 gd in value): Grants 5% bonus to any percentile dice rolls, and a bonus factor of 1 to any Luck rolls.
2. **Garnet** (at least 25 gd in value): Forces any intelligent creature who would seek to harm the caster to make an IQ roll or ignore her.
3. **Sunstone** (at least 50 gd in value): Grants *protection from withering*.
4. **Catseye** (at least 25 gd in value): Prevents *withering* or *possession*.
5. **Pearl** (at least 50 gd in value): Grants bonus factor of 2 to resistance rolls.
6. **Sapphire** (at least 100 gd in value): Grants *vanish* spell.
7. **Diamond** (at least 300 gd in value): Makes caster immune to the next successful physical attack made on her in the turn, cancelling after its occurrence.
8. **Emerald** (at least 500 gd in value): *Time distorts* caster that turn, doubling movement and actions.
9. **Carnelian** (at least 25 gd in value): Regenerates 1D6 points of Body damage (if any taken during the turn).
10. **Moonstone** (at least 20 gd in value): Raises caster's level of magic use by 1, to a maximum of 20th level.
11. **Ruby** (at least 300 gd in value): Fire-based spells are at +1 per die damage.
12. **Lapis** (at least 10 gd in value): Grants immunity to poison.

The caster must employ between 8 to 12 of the listed gemstones in order for the spell to function (no duplications allowed). When the spell is cast, the gemstones leap from the witch's hand and whirl about her head, remaining active until either an

hour has elapsed or the table has been checked a number of times equal to the caster's level of skill. At the start of each turn the witch either makes an attack or is attacked, a die is rolled to determine randomly which gemstone will aid her. All benefits last only during the turn the gemstone is determined to be effective, and as the caster has no idea what the benefit is (except, perhaps, when she becomes invisible, quickened, etc.), she may not base her actions on the result rolled on the table.

Summon

Spell rank/type: 5/A
Element: Sonic
Ingredient cost: 1 gd*
Maximum range: 2 miles/level
Running time: Special
Resistance roll: Special
Area of exposure: 1 person

With this spell, the witch may summon to her an intelligent creature (including one of her familiars) she is personally familiar with. To enact the spell, the caster writes the subject's name upon a piece of parchment, which is then burned. The ashes are then scattered to the wind, and the target, upon the spell's being cast, will be aware that the witch desires his presence and will proceed to her. An IQ roll is permitted those choosing to resist the magic. Note, however, that the caster will sense whether or not the summoned character is coming to her as she bids. Only one such spell may be directed toward an unwilling individual until the caster advances in level.

Talking script

Spell rank/type: 5/F
Element: Non-sonic
Ingredient cost: 0
Maximum range: 10'
Running time: Up to 10 minutes
Resistance roll: None
Area of exposure: 1 written object

This unusual spell is often employed when the witch desires a verbal translation of a written language she is unfamiliar with. When cast upon a written text, a voice similar to the original writer's emanates forth, speaking in the witch's normal language and providing as accurate a translation as possible. (The GM should decide how much of the text could be read within the spell duration.) Naturally, the spell may also be used on something the witch otherwise can read. If employed upon a carved or inscribed text, the voice in every case will be one of emotionless low tones. Note that magic writings are not subject to this spell.

Teleportal

Spell rank/type: 5/B
Element: Non-sonic
Ingredient cost: 1,000 gd*
Maximum range: Unlimited
Running time: Up to 1 phase/level
Resistance roll: None
Area of exposure: A 10' x 10' area

This spell allows the witch to create an interdimensional portal between two places. Initially, the spell must be performed upon a blank wall at least 10' x 10' feet in size, which functions as the destination point. Thereafter, a subsequent

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casting of this spell opens a shimmering portal of equal size directly before the witch. She and up to one other creature per phase may then step through the portal and be transported to the point of destination. Of course the witch may close the portal immediately after stepping through to prevent pursuit if she wishes. The ingredient is a square-cut diamond of at least 1,000 gd in value.

Transference

Spell rank/type: 5/G
Element: Sonic
Ingredient cost: 0
Maximum range: 0
Running time: Special
Resistance roll: None
Area of exposure: The witch

This permits the caster to drain from someone, and bestow upon herself, a Type G spell such as *strengthen*, *Agility*, etc. To enact the spell, the witch must physically touch the target, and the spell, which must be running at the time, will be transferred to her for its full remaining duration. Of course, nothing will make retention of the magic permanent.

Wall of bones

Spell rank/type: 5/B
Element: Sonic
Ingredient cost: 1 sr*
Maximum range: 50'
Running time: Permanent
Resistance roll: Special
Area of exposure: A 10' x 10' section/level

Through this spell, the witch conjures a wall of bones from the ground, blocking passage of anything larger than a cat. The wall of jutting bones is two feet thick, and a section may be hacked through in 10D4 minutes if up to three characters try to do so; or 10 minutes total for four or more characters. (A giant or extremely powerful creature would break through in only 1D4 minutes.) Unlike other wall-type spells, the caster may stack these sections back-to-back to more effectively block a hallway, for example. The ingredient is a rib bone from a humanoid skeleton.

Watch dog

Spell rank/type: 5/B
Element: Sonic
Ingredient cost: 10 gd*
Maximum range: Special
Running time: 1 hour/level
Resistance roll: None
Area of exposure: Special

This spell summons forth a large guard dog of maximum damage potential (i.e. 20 points) to faithfully watch over a particular area or person. The brute is particularly vicious, gaining a bonus factor of 2 to attack and damage rolls. Although fully able to comprehend any commands given by the caster, the *watch dog* lacks the ability to communicate with its mistress as would a normal familiar. The ingredient is a small onyx statue formed in the shape of a dog.

Wind speak

Spell rank/type: 5/D
Element: Non-sonic
Ingredient cost: 0
Maximum range: 0
Casting: 10 minutes
Running time: 1 minute or question/level
Resistance roll: None
Area of exposure: A circle 1 mile wide/level

By concentrating, the witch is enabled to become one with the wind, sensing what it knows. Up to one question per level of her skill may then be posed to the GM, who answers with either a yes or no as appropriate. It is also possible to obtain a minute-long vision of a particular place in the area, and such visions count as five questions. Example: the witch queries if orcs are nearby. After being told "Yes" by the GM, the caster asks in what direction and is answered with "North." She then requests a vision of the orcs and observes a group of 10 such monsters making their way along a stream. The whole counts as seven questions asked. The spell only functions outdoors in other than a dead calm, and certainly does not penetrate buildings or other man-made structures. Also, answers can only be given based on visual or verbal data. The wind, for instance, could relate that the 10 orcs are in the area, but it certainly would not know their purpose in coming--excepting they had spoken it aloud. Unless cast within an area bound to her by *capture essence*, there is a 5% chance of the wind's being mischievous and giving a false or misleading answer to any questions. This chance is increased tenfold if the spell is cast within lands bound to another spellcaster through *capture essence*.

Witchfire

Spell rank/type: 5/C
Element: Sonic
Ingredient cost: 50 gd*
Maximum range: 50'
Casting: 2 phases
Running time: Special
Resistance roll: Special
Area of exposure: 1 creature

This spell causes a streak of flame to issue forth from the witch's fingers to engulf a target creature for 2D6 points of fire damage. Should an Agility roll then be failed, the creature remains afire for as many minutes as the caster's skill level, suffering a like amount of damage each minute. Success indicates the flames were extinguished before the creature was totally engulfed. They otherwise can be extinguished only by *disenchantment*, *control fire*, or immersion in water or an area under *air steal*. The ingredient is a vial containing the essence of fire.

Witch wail

Spell rank/type: 5/G
Element: Sonic
Ingredient cost: 0 or special*
Maximum range: 0
Casting: Instantaneous
Running time: 1 minute/level
Resistance roll: Special
Area of exposure: A 30' circle

By this spell, the caster emits a powerful sonic attack shattering all exposed non-magical items of

glass or crystal within the area of exposure. Enchanted items of glass, however, are but 25% likely to be harmed. "Living" creatures of glass or crystal suffer 3D6 points of damage with no other effects. Note the spell can be used to dispel *sound dampening* (no roll necessary).

A second form of the spell lets the witch emit a wailing like that of the banshee. Necessary for this version of the spell is the *captured essence* of a banshee, certainly a rare ingredient valued at 1,000 gd+. When the spell is thereafter cast, all intelligent creatures within the area of exposure become panic-stricken, running away in a random direction for 2D4 minutes.

Wood rot

Spell rank/type: 5/G
Element: Sonic
Ingredient cost: 1 sr*
Maximum range: 10'/level
Running time: Permanent
Resistance roll: Special
Area of exposure: Special

This spell causes objects of wood within the area of exposure to rot and fall into a state of corruption. In the case of inanimate objects, the affected area is equal to a 10' cube for each two caster levels. Thus, a witch can easily destroy a dungeon door, ship's hull, or a cabin or house. In the case of animated objects or living creatures of wood (wood golems, nts, etc.), the area of exposure is limited to a single target and an IQ roll is allowed to avoid the effects. The ingredient is a termite.

6th rank witch spells

Aura of fear

Spell rank/type: 6/H
Element: Sonic
Ingredient cost: 0
Maximum range: 0
Running time: 1 minute/level
Resistance roll: Special
Area of exposure: A 20' sphere

When the witch casts this spell, an aura of fear radiates from her in a 20' sphere. All intending harm to the caster, or who enter it with hostile intent, must make an IQ roll or back out in terror, remaining disoriented for 1D4 minutes. Note that even creatures usually immune to fear--excluding *berserk vikings*--must still make the resistance roll. Further, any who do resist suffer a penalty factor of 2 to attack rolls until they strike the witch, when the spell's effects will end for them. Should the caster attack someone who has backed away in fear, the enchantment ends.

Baneweapon

Spell rank/type: 6/F
Element: Sonic
Ingredient cost: 50 gd* + special
Maximum range: 0
Casting: 1 hour
Running time: Special
Resistance roll: None
Area of exposure: 1 weapon

This spell permits the caster to enchant a non-

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magical weapon with special properties against a certain type of creature or person. In the first case, the witch may cause the weapon to be a bane against certain monster types. The ingredient for the spell includes the *captured essence* of the particular sort of monster, and when the enchantment is completed, the weapon inflicts double damage against the first monster of that type against which it is employed, lasting a maximum of 1 minute/level after the first attack roll (Strength bonuses, etc., are not doubled). Also, while having no other bonuses, the arm is empowered to strike the target creature even if it otherwise requires a special sort of weapon in order to be hit. In the second case, the caster may enchant a weapon against humanoids, although the magic only works against particular individuals. The *captured essence* of the target must be obtained, and the enchanted weapon will then do maximum damage with each successful strike for the spell's running time.

Bind plants

Spell rank/type: 6/G
Element: Sonic
Ingredient cost: 0
Maximum range: 10'/level
Running time: 10 minutes/level
Resistance roll: Special
Area of exposure: Circle 10' wide/level

This spell brings vegetation within the area of exposure under the caster's control. The plants will then follow the witch's bidding as best they can, duplicating, for example, a *plant grab* spell; parting their brambles to allow easy passage through them; entwining to form a barrier, and so on. An IQ roll to resist the effects is permitted intelligent plants or those under some magical enchantment. (In this case, the roll is based on the IQ of whomever enchanted the plants.)

Black rider

Spell rank/type: 6/B
Element: Sonic
Ingredient cost: 5,000 gd*
Maximum range: 10'
Casting: 1 hour
Running time: Special
Resistance roll: None
Area of exposure: Special

This spell summons a demon from the Nether planes to act as a tracker for the witch. Upon the spell's being cast, the demon materializes in the form of a hooded warrior armoured in partial plate, mounted atop a medium-size warhorse of maximum Body points.

When the demon arrives, the witch may direct it to hunt down either an object or person with whom she is personally acquainted. The monster will then undertake one of three possible courses of action as ordered by the caster: shadow its quarry, keeping an eye on it; attack a specific individual at an opportune time with intent to kill, subdue for return to the witch, or recover an item for the caster; or track the quarry to its base, thereafter magically imparting this knowledge to the witch before returning to the Nether planes.

When it has its orders, the *rider* and its tireless mount then depart, travelling up to 100 miles daily, modified by terrain. As noted in the monster description, the demon has an excellent tracking ability, and should it make visual sighting of its

quarry, it cannot be escaped from except by magical means. The monster is detailed hereafter.

Armour rating: 5
Tactical move: 10'
Level: 10
BAR: 19/12/62
BP/SP ratio: 1/5
Average Body/Stamina: 10/40 (50)
Average stat: 15
Special stat: N/A
Attacks: 1 sword
Dmg: 2D6
Ethics: E
Size: M
Special note: 85% tracking ability, regardless of terrain + standard demonic abilities.

The ingredients of the spell consist of 5,000 gd worth of precious stones. Note that *disenchantment* will not return the rider from whence it came.

Control weather

Spell rank/type: 6/G
Element: Sonic
Ingredient cost: 50 gd*
Maximum range: 0
Casting: 1 hour
Running time: 1 week
Resistance roll: None
Area of exposure: Circle 1 mile wide/level

This spell lets the witch maintain current weather conditions within the area of exposure for up to seven days. Thereafter, another spell must be used to reinforce the magic or normal conditions will return within 12 hours. While useful, prolonged employment of this spell may cause ecological damage if the surrounding countryside is denied necessary seasonal climatic changes. While *disenchantment* has no effect against this spell, use of the *alter weather* spell works in precisely that way, and is checked for success in like manner. The ingredient for the spell is a brazier filled with burning incense.

Create scarecrow

Spell rank/type: 6/F
Element: Sonic
Ingredient cost: 10 gd
Maximum range: 20'
Casting: 1 hour
Running time: 1 or 12 months
Resistance roll: None
Area of exposure: 1 scarecrow

With this spell, the witch may create a straw golem (see the monster) from scraps of wood, clothing, and a pumpkin head. Unlike the normal one created by a necromancer, it remains active only 30 days unless created on Allhallows Eve, which gives it a "life" of 12 months.

Disenchantment has no effect against the *scarecrow*.

Dominate undead

Spell rank/type: 6/D
Element: Sonic
Maximum range: 10'/level
Casting: 1 phase
Running time: 1 minute/level
Resistance roll: IQ to neg.
Area of exposure: 1 level of undead/level

Ingredient cost: Variable

This spell allows the witch to *banish* undead as would a necromancer through *exorcism*, affecting multiple targets whose combined levels do not exceed her own (starting with those of lowest level). Or, at her option, she may instead concentrate on *dominating* a single undead monster of equal or lesser level. In either case, an IQ roll negates all effects. It should be noted that in *dominating* a creature, a command resulting in certain destruction allows a subsequent IQ roll to resist the spell. Thus, a controlled vampire would obey a command to return to his crypt even though aware the witch would next seal him within. But he would gain an additional attempt to resist the spell were he ordered to lie still as a rogue approached with a stake and mallet.... The ingredient is a cross, which is boldly presented to the undead.

Doppelganger

Spell rank/type: 6/G
Element: Non-sonic
Ingredient cost: Variable*
Maximum range: 0
Running time: 24 hours
Resistance roll: None
Area of exposure: The witch

This spell alters the physical form of the witch, allowing her to adopt the appearance and vocal tones of another person roughly her same size (i.e. no more than two feet taller, shorter and/or wider). While the spell is in effect, the caster's masquerade is perfect, although her stats remain unchanged. Also, should her reflection be viewed in a reflective surface, her true form will be apparent.

There are two possible ingredients to the spell: The witch first of all may utilize a mirror of any size into which she has previously captured the reflection of her intended target (whether or not he was alive); otherwise, she may employ the person's *captured essence*.

Enchant bottle

Spell rank/type: 6/F
Element: G
Ingredient cost: 25 gd+*
Maximum range: 0
Casting: 12 hours
Running time: Special
Resistance roll: None
Area of exposure: 1 bottle

This spell enchants a one-pint or smaller bottle of fine materials into a magic item to hold liquid. To prepare the bottle, the caster specifies what sort of liquid it is to hold and then fills it. Afterward, the bottle may be emptied normally, but it cannot be refilled and it loses its magic when the last of the contents run out. The volume it may hold equals the normal storage capacity multiplied by the caster's level, unless the intended liquid is water. This increases the factor to 10 times its normal storage capacity multiplied by the caster's level. Note the weight of the container is not increased by what it holds. Breaking the bottle releases all stored liquid.

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Enflame

Spell rank/type: 6/F
Element: Non-sonic
Ingredient cost: Special
Maximum range: 0
Casting: 1 phase
Running time: 1 minute/level
Resistance roll: None
Area of exposure: 1 weapon

This spell flames a weapon to inflict an extra 1D6 fire damage on creatures, doubled if the target is undead. Note that one may enact this spell in conjunction with a *baneweapon* if a non-magical weapon is involved. The ingredient consists of the weapon to be enchanted.

Ether ball

Spell rank/type: 6/B
Element: Non-sonic
Ingredient cost: 500 gd*
Maximum range: 0
Casting: 2 phases
Running time: Special
Resistance roll: Agility to neg.
Area of exposure: A 5' sphere

This spell opens a spherical gate to the Ethers that appears as a floating ball of swirling black mist. To enact the spell, the witch casts forth a black opal worth at least 500 gd, that immediately transforms into the spherical gate. Moving at a speed of 200'/phase, the *ether ball* has a range of 20' per level of the caster. *Medium* or smaller creatures within five feet of its path of travel must make a Strength roll or be drawn into the Ethers with the same repercussions as outlined in the *ethereal vortex* spell. Should the ball encounter a solid object such as a wall, it dispels in a silent explosion.

Finger of stunning

Spell rank/type: 6/E
Element: Non-sonic
Ingredient cost: 0
Maximum range: 10'/level
Casting: 1 phase
Running time: 1 minute/level
Resistance roll: None
Area of exposure: Special

There are two forms of this spell, either of which may be used. The first causes a single living creature whose present Stamina points do not exceed the witch's to be stunned and helpless. The second form allows the witch to stun several living creatures within a 20' circle whose combined Stamina points do not exceed her own, starting with the weakest (i.e. least Stamina points). Thus, a group consisting of a 3rd level knight with 25 Stamina points, a 4th level cutpurse with 18, and a 6th level necromancer with 20 attacked by a 35 Stamina point witch would result in the cutpurse's being stunned while the knight and necromancer would remain unharmed.

If the GM combines monsters' Body and Stamina points to determine wound potential, the witch should add her Body points to her Stamina points to note what she can affect.

Floor claws

Spell rank/type: 6/F
Element: Sonic
Ingredient cost: 0
Maximum range: 10'/level
Casting: 10 minutes
Running time: Permanent
Resistance roll: None
Area of exposure: A 5' square/level

This spell enchants a floor to protect itself from intruders. Anyone stepping upon the area will be struck by 1D6 writhing claws, each inflicting 2D6 points of damage every turn. The claws are AR 0 and require three points to destroy. Once a target has been freed from his attackers, he will not be bothered again even if he later re-enters the area (although this immunity does not extend to others). Note that the witch will not be harmed by the claws, nor will anyone she wills to be protected when she initially casts the spell. The enchantment upon the floor lasts until the witch cancels it. Only one such enchantment may be laid within a room, hallway, etc.

Flying skulls

Spell rank/type: 6/F
Element: Sonic
Ingredient cost: Special
Maximum range: 20'
Casting: 20 minutes
Running time: 1 hour
Resistance roll: None
Area of exposure: 1 skull/level

When cast upon one or more human skulls, this spell temporarily imbues them with the ability of *biting skulls*. (Their stats are also comparable.) The skulls may fly at a tactical speed of 50'/phase while obeying their creator's commands. They may thus be ordered to follow the witch about and later attack chosen targets of hers.

Force field

Spell rank/type: 6/B
Element: Sonic
Ingredient cost: 500 gd*
Maximum range: 30'/level
Running time: While caster concentrates, + 1D4 minutes
Resistance roll: Special
Area of exposure: Special

A powerful barrier of invisible force is brought into being by this spell, helping prevent the passage of spells and corporeal objects/creatures. The area of exposure of the spell is chosen at the time of casting, and is equal to either a 10' x 10' pane per skill level (formed as desired), or a single sphere 1' wide per level of the witch. If created so as to entrap a creature, either *force field* must be large enough to entirely encompass the intended victim, and an Agility roll is permitted to dodge out of the way if the GM thinks one appropriate for the conditions.

The *force field* remains up for 1D4 minutes after the witch's concentration is broken. It may be brought down earlier, however, if it sustains more than 10 points of damage per level of the caster in a single turn. Note that spells which do not cause damage simply dissipate if they strike the wall. The ingredient is a diamond of at least 500 gd in value.

Greater will O' the wisp

Spell rank/type: 6/B
Element: Sonic
Ingredient cost: 3 sr*
Maximum range: 30'
Running time: Special
Resistance roll: None
Area of exposure: Special

This spell is similar to the 2nd rank spell, except that its maximum attack range is 1 mile, the damage inflicted is 3D6 points on non-metal armored targets/6D6 points on metal-armoured targets, and undead suffer 1D4 points of damage per level of the caster.

Hydra's children

Spell rank/type: 6/B
Element: Sonic
Ingredient cost: 20 gd per tooth*
Maximum range: 10'
Casting: 3 minutes
Running time: Special
Resistance roll: None
Area of exposure: Up to 1 skeleton/level

This spell brings forth a number of undead skeletons to serve the caster. The ingredient consists of one or more teeth from a hydra, which are sown along the ground during the casting. On the last minute of casting, the ground bursts apart, and emerging to do the bidding of the caster are skeletal warriors, each armed with a sword and shield, giving them an armour rating of (X-7), with a damage potential of 1D8 points per hit. The skeletons possess a superior IQ compared to their normal cousins, allowing them to attack with cunning and purpose (consider IQ to be 16). They have maximum Stamina points and the summoned warriors will serve to the completion of their initial orders or until a period of 10 minutes per level of the caster elapses. At this time, they and their armament fall to dust.

Disenchantment has no effect against the skeletons.

Lyrazel's magic lantern

Spell rank/type: 6/F
Element: Non-sonic
Ingredient cost: 30 gd + 10 gd*
Maximum range: Special
Casting: 6 hours
Running time: Special
Resistance roll: None
Area of exposure: A cylinder 40' long and 10' wide

This spell requires a finely crafted lantern and an engraved candle rendered from a wax golem. The casting time considers primarily the enchantments upon the candle, and when this spell is used upon it the witch enchants the candle with one of the following properties:

Dispel invisibility. This candle causes invisible creatures--including those in a non-corporeal state or under a spell such as *chameleon*, *shadow spy*, etc--to become outlined, revealing their presence and cancelling any attack roll penalty. The duration of burning is 10 minutes.

Penetrate darkness. This candle illuminates darkened areas, even those under the effects of magical spells. The duration of burning is one hour.

Reveal Good/Evil aura. This candle limes

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creatures or objects with a white light in the case of a Good aura; or a black light in the case of an Evil aura. The duration of burning is three minutes.

Reveal magical or mechanical traps. This candle times trapped areas with a red glow when the beam strikes it. The duration of burning is 3 minutes/level

Lyrazel's portable pit

Spell rank/type: 6/F
Element: Sonic
Ingredient cost: 20 gd*
Maximum range: 0
Running time: Special
Resistance roll: None
Area of exposure: A hole 3' wide, varying in depth

The ingredient for this spell consists of a runed circular patch of black silk three feet in diameter, that permits the caster to create an interdimensional nil-space wherein objects may be stored. Initially the spell is cast upon a flat surface of any sort, causing the appearance of a circular hole equal in width to the silken patch, and up to one foot deep per level of the witch. Objects of her choice may then be deposited within, and when the patch is retrieved, the hole disappears along with its contents. Subsequent to this, the witch may place the silken patch upon a surface generally similar to the one on which the spell originally took effect (stone, wood, etc.). Upon uttering a trigger word, the hole is then restored for 10 minutes, during which time its contents may be retrieved. At the end of that period, the hole, any remaining objects, and the ingredient disappear forever. While there is no time limit to recreate the hole, there is a 5% chance each 10 days that a randomly-chosen item—or one pound of material, whichever weighs more—will vanish from stasis and be lost.

Moon sparkle

Spell rank/type: 6/E
Element: Non-sonic
Ingredient cost: 50 gd*
Maximum range: 10/level
Running time: 1 minute/level
Resistance roll: None
Area of exposure: 1 creature

This spell takes its name from the ingredient, which is a vial containing the essence of the full moon. Such a vial is spectacular to observe, for it sparkles with a silvery radiance. When the spell is cast upon a creature, this dazzling radiance surrounds it, growing in intensity until the spell ends. Creatures subjected to the spell find it difficult to concentrate, suffering a cumulative penalty factor of 1 to attack rolls for every minute (or every two minutes if the character has *blindsight* skill) of exposure to the spell. Additionally, spellcasters (whether or not they have *blindsight*) will find that their magic has a cumulative 5% chance of being miscast per minute of exposure to the spell. Effects are ignored if one is under *sonic sight*.

Name

Spell rank/type: 6/D
Element: Sonic
Ingredient cost: 500 gd*
Maximum range: Unlimited
Casting: 10 minutes
Running time: Special
Resistance roll: Special

Area of exposure: Special

This spell is used with certain enchantments when the witch lacks the true name of a victim. The ingredients consist of 500 gd of rare incense which is burned during the ceremony. To complete the casting, the witch names her victim according to whatever epitaph she knows him by. For instance, a cutpurse known only as Shadowfoot is suspected of having taken the witch's treasure. Lacking either his true name or a lock of his hair, the caster resorts to the *name* spell in order to *hex* him. No resistance roll is allowed against the *naming* unless the witch has not personally met her target at some time prior to the casting. If she hasn't and the victim makes a Luck roll, however, the witch may not again use this spell against him until she advances in level.

Pentagram of protection

Spell rank/type: 6/B
Element: Sonic
Ingredient cost: 10 gd*
Maximum range: 10/level
Running time: 2D4 minutes
Resistance roll: None
Area of exposure: 1 creature

This spell creates a glowing field of force acting as a barrier to creatures from other planes, including devils and demons. The ingredient consists of a circled pentagram of silver and iron at least two inches in diameter. When the spell is directed at a creature native to another plane, a pentagram-shaped energy field forms before it, halting passage. The barrier interposes between the caster and target regardless of attempted subversions such as *shift*, *shadow travel*, etc. Magic spells, however, are not affected by the pentagram and will pass through if cast by either party. This will certainly affect one from the Nexus if subjected to this spell on another plane by a native creature.

Phantom

Spell rank/type: 6/G
Element: Sonic
Ingredient cost: 5 gd*
Maximum range: 10/level
Running time: 1 minute/level
Resistance roll: None
Area of exposure: Special

This is a form of astral projection allowing the caster to release her spirit to travel up to 10' distant per skill level. While separated from her body, the witch's spirit moves at 10'/phase to its maximum range, while permitting the caster to see, hear and speak through it. The casting of up to 3rd rank spells is also permitted (ingredients will be found to be used up when the witch returns to her body). Note that the spirit can pass through walls and other solid objects, although it cannot fly. Also, the witch is fully subject to *sonic/gaze* attacks directed at her. The ingredient consists of a silver mirror into which the caster catches her reflection.

Shadow spy

Spell rank/type: 6/G
Element: Non-sonic
Ingredient cost: 0
Maximum range: Special
Running time: 30 minutes
Resistance roll: None

Area of exposure: The witch

Through this spell, the witch causes her physical body to vanish, transferring her consciousness to her shadow. While so altered, the caster may perfectly hide in shadowed areas, and as she is in a two-dimensional form, she may slip between the narrowest of openings, although she cannot pass through walls. Limited flying is allowed to the extent that the witch may shift her position anywhere within a region of shadow. This does not include an area darkened by an absence of light, but only one which has normal shadows cast. Spellcasting is possible only if the spells do not include *sonic* elements. Also, during the running time of this spell, the caster may only be struck by magic weapons or undead spirits (consider AR to be 0(-5) in shadows and 0 in lit areas). Spells causing damage to undead, however, also affect her as if she were such a creature.

Shadow travel

Spell rank/type: 6/G
Element: Sonic
Ingredient cost: 50 gd*
Maximum range: 10/level
Casting: Instantaneous
Running time: Special
Resistance roll: None
Area of exposure: The witch

This spell acts as a *shift* spell with these exceptions: First of all, the witch senses the layout and occupants of a dark room or area she is in (though fine details are not conferred), and she may travel from one area of shadows to another within that area, so long as the shadows touch each other or they are visible to her. One such shifting is possible per three levels of skill with the spell otherwise lasting one hour. The ingredient is a vial containing the essence of normal shadows.

Skull watcher

Spell rank/type: 6/F
Element: Sonic
Ingredient cost: Variable
Maximum range: 10'
Running time: Special
Resistance roll: None
Area of exposure: 1 skull

When the witch enchants a skull with this spell, it becomes a watcher, and can report on anything which has transpired before its "eyes" from the time of its enchantment. Once the skull has been queried, its guardianship ends.

Sleep mist

Spell rank/type: 6/B
Elements: Non-sonic
Ingredient cost: 0
Maximum range: 20/level
Running time: 1 minute/level
Resistance roll: Con to neg.
Area of exposure: Sphere 5' diameter/level

This spell creates a mist of sleep gas, causing all living creatures presently within it to make Con rolls or fall asleep for 30 minutes. Note that creatures remaining within the mist must roll each turn. Sleeping creatures cannot be awakened while the mist remains but may be brought to

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consciousness after it has dissipated or they are taken out. Although the witch is not immune to the effects of the mist, she need only roll a 19 or lower to stay awake while inside it (note that a strong wind will dissipate the mist in 1D6 minutes).

Spitfire

Spell rank/type: 6/C
Element: Non-sonic
Ingredient cost: 50 gd+*
Maximum range: 0
Casting: Instantaneous
Running time: Instantaneous
Resistance roll: Agility for 1/2
Area of exposure: A cone 20' long with a 10' base

This spell empowers the caster to spit forth a cone of magical fire, inflicting 1D6 points of damage per skill level to those caught within the area of exposure. The ingredient for the spell consists of a piece of tongue from a fire-breathing creature. The caster must have eaten the tongue within 24 hours before the spell was cast.

Spontaneous combustion

Spell rank/type: 6/E
Element: Sonic
Ingredient cost: 50 gd*
Maximum range: 20'/level
Running time: Special
Resistance roll: Special
Area of exposure: 1 creature or object

This spell gains most of its power from the life-force of its target, and causes either a corporeal creature or object to burst into flame, suffering 1D6 Stamina points of initial damage (assuming it is not immune to fire). Living/unliving creatures on the second and succeeding turns may forego any other activities and make an Agility roll with no magical bonuses to indicate extinguishment of the flames. (If the target is assisted, a bonus factor of 2 is applied to the roll for each person helping.) Each time the roll is failed, the creature suffers an additional die of damage that turn (2D6 in the second turn; 3D6 in the third turn; 4D6 on the fourth, etc.), until it either makes the roll or dies. Note an unconscious creature is not entitled to a roll, although someone helping may roll beneath half his Agility to get the flames out. *Disenchantment* will also cancel the spell's effects.

In the case of objects, a single resistance roll against *spell-caused damage* is allowed on the second turn of effect; failure results in its possible consumption. In neither case will immersion in water extinguish the flames, although *air steal* snuffs out the fire. The ingredient is a vial containing the essence of fire.

Starfire

Spell rank/type: 6/C
Element: Sonic
Ingredient cost: 0
Maximum range: 50'
Running time: 8 minutes
Resistance roll: None
Area of exposure: 1 creature

This spell is usable only at night, under a starry sky, and with it the witch calls down a myriad of white-hot sparks to strike a chosen target within range. A creature not immune to fire/heat

immediately sustains 2D6 Stamina points of damage, and any metal armour borne by it begins heating to red-hotness, causing the following effects each minute of exposure until it is removed as shown hereafter.

2nd-4th minutes: 1D4 points of Body damage.
5th-6th minutes: 1D6 points of Body damage.
7th minute: 1D8 points of Body damage.
8th minute: 1D4 points of Body damage.
9th minute+: None.

Hand-held metal items become hot enough that they must be dropped until they cool off (on the 9th minute of effect). Note that full submersion in water cancels the spell's effects after six phases. In the same way, exposure by an armoured character to a cold-based spell negates the effects of both spells. (The spell is thus helpful in some instances.)

Stone flesh

Spell rank/type: 6/G
Element: Sonic
Maximum range: 0
Ingredient cost: 1 bz*
Running time: 2 minutes/level
Resistance roll: None
Area of exposure: The witch

This spell transforms the witch's skin to the texture of stone, enchanting her so that she cannot be struck by non-magical weapons. In addition, four points are deducted from Body damage she would otherwise suffer from melee or missile weapons. The ingredient is a bit of pure quartz.

Stone hide

Spell rank/type: 6/G
Element: Non-sonic
Ingredient cost: 0 or touch
Maximum range: 0
Running time: Up to 1 hour
Resistance roll: None
Area of exposure: 1 person

By use of this spell, one may enter and hide within a stone or section of stonework weighing at least as much as he (size is not a consideration). For the spell's duration, the recipient is held safe within the stone, hearing normally, although he cannot see. Movement of up to 5'/phase is permissible. Thus, one could use the spell to pass through a wall if he chose to, although the spell is cancelled upon exiting. Also, should one fail to leave the stone within the allotted hour, he will be expelled, suffering 4D6 points of Body damage in the process. If for some reason the stone holding the person is destroyed or pulverized, he dies. Otherwise, he takes one point of Stamina damage for each two the stone suffers. *Disenchantment* will not expel one under the spell from his hiding place.

Swarm

Spell rank/type: 6/B
Element: Sonic
Ingredient cost: 0
Maximum range: 100'/level
Casting: 3 minutes
Running time: 1 minute/level
Resistance roll: None
Area of exposure: A 100' circle

This spell gathers all manner of biting, stinging

insects nearby, directing them to swarm within a 100' circle, devastating all plant and animal life unfortunate enough to be caught by the *swarm*. For the spell's duration, living creatures lacking a magical barrier between them and the *swarm* suffer 2D4 points of damage for each minute of exposure. Though spellcasting for those in the area of exposure is impossible, the explosion of an *energy blast* or *foo fire* will clear their area of exposure for three minutes.

Note that the spell works best in outdoor fields and forests, failing in terrain lacking large numbers of insects.

Talisman

Spell rank/type: 6/D
Element: Sonic
Ingredient cost: 500 gd+
Maximum range: 0
Casting: Special
Running time: Special
Resistance roll: Special
Area of exposure: Special

Through this spell, the witch may invoke her deity to enchant a special device offering protection against a chosen danger. Things warded against include: singular damage-causing elements (non-magical fire, electricity, etc.); a particular special attack form (withering, poison, a medusa's gaze, etc.); a single physical attack form (the bite or claw of a dragon, the crushing of constrictor snakes, etc.); a single sort of weapon (gladius, dagger, arrow, etc.); or a particular spell (*charm*, *Body drain*, etc.).

To enact the spell, the witch must obtain a talisman of precious metals with at least a 500 gd value and have it engraved with symbols representing what it is to ward against. The casting time of the spell then equals one day per 500 gd of the talisman's value, and when it is completed, the device will be empowered to protect its creator, or one to whom she uncoercedly gives it, against the particular danger. Whenever the wearer is exposed to what is warded against, he or she must make a Luck roll with no bonuses apart from a bonus factor of 1 for every 1,000 gd of the talisman's value. If successful, the talisman protects the wearer. Otherwise, it crumbles to dust, subjecting the wearer to any harmful effects. Note that the caster may own no more than three such devices, only one of which may be worn at a time.

Touch bane

Spell rank/type: 6/E
Element: Sonic
Ingredient cost: 0
Maximum range: 0
Running time: 1 minute/level
Resistance roll: None
Area of exposure: The witch

This spell acts as proof against touch attacks by spell or device, turning any special spell-like effects back upon the attacker. A fighter attacking the witch with a weapon forcing a Con roll to be made or be paralyzed, for example, would himself have to make the roll. Likewise, a necromancer who tried a *Stamina drain* spell upon one protected by a *touch bane* would suffer the same effects as if the witch had instead struck him with that spell. The spell is not sufficiently powerful to turn back the touch attacks of monsters.

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Transfer spirit

Spell rank/type: 6/E
Element: Sonic
Ingredient cost: 0
Maximum range: 50'
Running time: Special
Resistance roll: None
Area of exposure: Special

This spell allows the witch to transfer her consciousness to the body of one of her familiars. The familiar's Stamina and Body points will then equal the witch's at the time she cast the spell, and she may utilize its locomotion and attack forms, although she may cast no spells other than *trick*. Should the familiar be slain while the witch is possessing it she must make a Con roll or die. Her consciousness will then return to her inert body (if it hasn't been located and destroyed in the interim!). The witch may otherwise return to her body at her desire, up to the maximum spell duration of 13 hours. Note that the witch may use this spell to possess a normal animal within spell range, although an IQ roll is allowed to avoid the effects.

Ward of protection

Spell rank/type: 6/D
Element: Sonic
Ingredient cost: 0
Maximum range: 0
Running time: 1 minute/level
Resistance roll: Special
Area of exposure: The witch

This spell brings a protective enchantment around the caster. While it is in effect, the witch has access to 1 point per level of her skill. Should the dice indicate a failed resistance roll, the caster may apply as many of the points as she has access to, to bring it up to the minimum number needed to resist, although she loses the points on a 1 to 1 basis for subsequent resistance rolls (and note that a 20 will always fail). Thus, if a witch with a bank of 15 points missed an IQ roll by four points, she would deduct this from her current protective points, leaving her with 11 points available. The spell will also allow the witch a Luck roll to resist spells normally allowing no resistance roll, although the point-bank may not be employed if she fails the

throw.

Ward of watching

Spell rank/type: 6/F
Element: Sonic
Ingredient cost: 10 gd*
Maximum range: Special
Casting: 1 hour
Running time: Special
Resistance roll: None
Area of exposure: 1 portal

This is a minor form of the 7th rank *sigilry* spell, which magically alerts the caster to an enemy's passage through a certain area. Casting entails the witch's inscribing a sigil upon a door, stairway, hall, window—or even the cover of a book or stopper of a bottle. Thereafter, any creature of 5 or higher IQ passing the ward or opening the object causes the sigil to vanish in a flash of silver light. The caster, irrespective of her whereabouts, will immediately sense the intrusion and may respond as she desires. (Note that even non-corporeal, astral or ethereal creatures are subject to activating the ward.) While the caster is immune to her own ward, she can extend this protection to others by incorporating their *captured essence* into the ink used during its creation. Said ink is made of finely ground glass with a mixture of silver powder and mercury. It should also be noted that a witch successfully making an IQ roll will note the purpose of the sigil. *Disenchantment* instantly informs the caster of the sigil's being fooled with.

7th rank witch spells

Abyss

Spell rank/type: 7/D
Element: Sonic
Ingredient cost: 0
Maximum range: 100'
Running time: 1 minute
Resistance roll: Luck to neg.
Area of exposure: A 50' hemisphere

By this spell, the caster invokes her deity to consign her enemies to the Hells. At the casting's conclusion, a great earthquake ripples throughout

the area, and fiery cracks appear within the earth. Those within a 50' hemisphere—even if flying, floating, etc.—are then cast down and drawn into the Nether regions with the cracks closing up after them if they fail a Luck roll.

Alter weather

Spell rank/type: 7/G
Element: Sonic
Ingredient cost: 0
Maximum range: 0
Casting: Special
Running time: 10 minutes/level
Resistance roll: None
Area of exposure: Circle 1 mile wide/level

This powerful spell alters local weather conditions, and its casting time varies with the degree of change desired, based on current conditions as shown hereafter.

Minor conditions are relatively calm, although a light breeze or sprinkling of rain would also come under this heading.

Significant conditions would include a strong rain and/or wind.

Moderate conditions include gale-force winds or a torrential downpour.

Severe conditions include hurricanes, tornadoes, etc.

To determine the casting time, note on the bottom table how radically the witch seeks to alter current weather conditions. For each step removed from the current condition rating, the casting time increases: one minute for a 0-step change; three minutes for a 1-step change; five minutes for a 2-step change; ten minutes for a 3-step change.

Example: a witch seeks to create a hurricane out of a calm day (i.e. *minor* conditions). This is a *severe* effect, 3-step change from the current conditions, so a 10-minute casting time is imposed. In the same way, a witch wanting a rainstorm in a desert with no cloud cover also is *severely* altering the weather. Creating a hurricane from *moderate* gale-force winds, however, is a 1-step alteration requiring three minutes of casting time. Halting the hurricane altogether is a 3-step alteration with a 10-minute casting time.

Current Condition	Altered			
	Minors	Significantly	Moderately	Severely
	CASTING TIME			
	1 minute	3 minutes	5 minutes	10 minutes
Minor				
Significant				
Moderate				
Severe				

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Body lightning

Spell rank/type: 7/G
Element: Sonic
Ingredient cost: 0
Maximum range: 0
Running time: Special
Resistance roll: None
Area of exposure: The witch

This spell causes the witch's body to crackle with electricity. Anyone physically striking her with an electricity-conducting weapon sustains damage equal to what he inflicts (whether Body or Stamina), up to the caster's full normal Stamina points, before the spell is drained. The witch may also attempt to touch an opponent, discharging a variable amount of damage up to the maximum allowed. Note this spell will foil anyone's attempt to use a spell delivered by touch, delivering 1D6 points of Body damage in the process, which doesn't count toward disrupting the magic. The spell otherwise lasts a maximum of one minute/level.

Color wall

Spell rank/type: 7/B
Element: Sonic
Ingredient cost: 100 gd per wall type*
Maximum range: 10'/level
Casting: 6 phases/wall
Running time: 1 minute/level
Resistance roll: Special
Area of exposure: A 10' x 10' section/level

This spell creates various walls of color with certain powers. The ingredient is a two-inch square pane of crystal valued at 20 gd, into which are set panes of gems corresponding to the particular color desired. The walls that may be called into being and their effects follow.

Red--Acts as a barrier against spells cast by witches or druids (note that the witch may still cast through the wall). The ingredient is a ruby.

Orange--Keeps out non-living material not worn or carried by an intelligent creature, and bars earth elementals. The ingredient is a jacinth.

Yellow--Acts as a barrier against spells cast by non-druids/witches (note that the witch may still cast through the wall). The ingredient is a topaz.

Green--Keeps out breath/gaze attacks. The ingredient is an emerald.

Blue--Acts as a barrier against water and water-dwelling creatures. The ingredient is a zircon.

Indigo--Keeps out living creatures (note that the witch may pass through at her desire). The ingredient is a beryl.

Violet--Keeps out undead. The ingredient is a violet garnet.

Each combat phase, the witch may put up a wall of her choice so long as the proper elements remain in the crystal. While the sections of the initial wall may be shaped as desired, subsequent walls must back the original. All wall types are subject to *disenchantment* by any caster type, which brings down but a single wall in order of those put up by the caster.

Earthquake

Spell rank/type: 7/D
Element: Sonic
Ingredient cost: 10 gd
Maximum range: 1 mile visible to caster

Casting: 10 minutes
Running time: Up to 1 second/level
Resistance roll: None
Area of exposure: Circle 90' wide/level

This powerful spell causes a massive tremor to ripple throughout the area of exposure, damaging buildings and causing fissures to open. The potential damage is determined on the tables following, based on the earthquake's length.

Length of earthquake	Effects on buildings & terrain
1-5 seconds	A-99% B-40% C-10% D-0%
6-10 seconds	A-100% B-60% C-20% D-10%
11-15 seconds	A-100% B-80% C-40% D-20%
16-18 seconds	A-100% B-99% C-80% D-40%
19-20 seconds	A-100% B-100% C-95% D-80%
21 seconds or more	A-100% B-100% C-100% D-95%

Key--

A--Negligible structural damage to buildings--mostly just a mess caused by things falling off of shelves onto the floor, etc. The ground shakes, causing creatures to stumble.

If cast upon water, choppy seas are created, rocking ships and swamping small boats.

If cast underground, causes chunks of ceiling to fall, inflicting 1D6 points of Body damage to those within the area of exposure.

B--Light structural damage--cracks appear in masonry; tiles come free, etc. Standing creatures lose footing and fall, suffering 1D6 points of Body damage; the ground sinks or rises a bit.

If cast upon water, swells are created, swamping small boats and inflicting 3D6 points of hull damage to ships.

If cast underground, large chunks of ceiling collapse, inflicting 3D6 points of Body damage to those within the area of exposure.

C--Moderate structural damage--roofs collapse inward; small buildings tipped off their foundations or leveled. Standing creatures are thrown down, suffering 3D6 points of Body damage. Fissures up to 20' deep appear in the ground.

If cast upon water, heavy swells swamp ships of under 50 tons and inflict 6D10 points of hull damage upon all others.

If cast underground, ceiling collapses, inflicting 6D6 points of Body damage to those within the area of exposure.

D--Major structural damage--any small buildings or houses leveled; large buildings 80%-90% destroyed. Standing creatures are thrown down, suffering 8D8 points of Body damage (80%) or are swallowed up by huge fissures and killed (20%).

If cast upon water, gigantic swells are created that either become a full tidal wave or gigantic whirlpool. All watercraft are swamped regardless.

If cast underground, collapses ceiling, killing all creatures within the area of exposure.

To determine effects, the percentages of each category are checked only if the preceding percentage was made. Example: a witch brings forth an earthquake lasting 20 seconds. Category A and B damage is automatic and so a roll is made against Category C. A result of 30 increases the damage to this category, and a percentile roll is now made against Category D. The roll of 26 doesn't fall within the 20% chance of this sort of damage, so the effects of Category C is result of the spell. Also, the effects of the earthquake lessen the further one is from the epicenter. Maximum damage occurs in the center third of the circle. In the middle third of the circle,

damage potential is at least that of Category A and it cannot exceed that of one factor lower than that affecting the epicenter. In the outer third of the circle, the damage potential is at least that of Category A and it cannot exceed that of two factors lower than that affecting the epicenter. The ingredient is a hunting horn.

Egg magic

Spell rank/type: 7/F
Element: Sonic
Ingredient cost: Special*
Maximum range: 0
Casting: Special
Running time: Special
Resistance roll: Special
Area of exposure: Special

This ancient spell may be used to enchant an egg with one of the following abilities.

Monster conjuring. This version acts as a superior *monster conjure* spell, bringing forth an animal or monster up to the witch's level to serve for one minute per caster level. To enchant the egg, the *captured essence* of the particular type of creature must be obtained. Thereafter, the witch must spend one day per each of its levels sculpting its form onto the shell of an egg. Upon completion, the spell binds the essence into the egg. Later, the caster may hurl the egg to the ground, immediately conjuring forth that sort of creature. It will then obey her commands for the spell duration, returning home afterward. If used to bring forth a powerful creature from the Nether planes, the caster is well advised to render payment to the monster before the spell expires to avoid its holding a grudge against her. If the egg breaks accidentally, the witch will have no control over what appears. (Even so, it might always be possible to make a deal on the spot for service, though at less-than-perfect terms.)

Poison. In this case, the witch may enchant an egg to release a toxic gas in a 10' diameter sphere upon her throwing it down. All creatures therein must make a Con roll or suffer 1D6 points of Stamina damage per caster level, half that otherwise. The ingredients for this version of the spell include 500 gd worth of poison powders placed in a hollowed-out egg thereafter sealed with black wax. The casting time is 30 minutes. If the egg either intentionally or by accident breaks near the caster, she is fully subject to its effects.

Spell storage. This expensive version of the spell permits the caster to store a spell within a gold- and jewel-encrusted egg. The cost is 1,000 gd per spell rank, and casting time equals the rank of the spell in hours + the normal casting time of the spell. Upon the witch's breaking the egg, the magic is released under her full direction if applicable. If the egg breaks accidentally, no harm befalls the caster unless the spell held is one of a damage-causing type with a large area of exposure.

Elemental wall

Spell rank/type: 7/B
Element: Sonic
Ingredient cost: Variable*
Maximum range: 10'/level
Running time: Variable
Resistance roll: Special
Area of exposure: Special

With this spell, the witch may create one of the

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following wall types as she desires.

Stone. This wall melds into existing stone formations, creating a solid barrier, or it remains free-standing if created so that half its height is set in the ground. It may also be used to fashion a stone floor. The running time of this wall is permanent, and its area of exposure is up to a 10' x 10' x 1' square/level. The ingredient is a rock of the sort the wall is to be made of.

Fire. This roaring inferno causes any creature susceptible to fire damage to sustain 1D4 points of damage per level of the witch if passing through. The wall lasts one minute per level, and may be shaped as desired, up to a 10' x 10' section per skill level. The ingredient is a fire source of any type, which disappears when the spell is cast.

Air. This roaring vortex of air absolutely keeps out all missiles and flying creatures smaller than a dragon (including its breath attack). Others may pass through the wall only if they roll beneath their Strength on percentile dice. Failure to make the percentage results in the creature's being thrown back, taking 2D6 points of Body damage in the process if it is possible to impact a solid object, none otherwise. Multiple attempts to pass through the wall are allowed. Note that a ship striking against the wall suffers 6D6 points of hull damage, and has a 75% chance of being crippled. The running time of this wall is 10 minutes, and its area of exposure is up to a 50' x 50' section per level. The ingredient is a pinwheel which is consumed in the casting.

Ice. This wall fashions a wall of ice with an area of exposure equal to a 10' x 10' x 1' pane per level of the caster. The ingredient is a drop of water.

Ethereal whirlwind

Spell rank/type: 7/B
Element: Sonic
Ingredient cost: 10 gd*
Maximum range: 50'
Running time: 1 minute/level
Resistance roll: St to neg.
Area of exposure: A 20' sphere

This spell is similar to the *ethereal vortex* spell. An important difference, however, is that a whirlwind of ethereal energy is summoned onto the Nexus, which can be sent in any single direction by the witch at a movement rate of 30'/phase, causing all creatures within 10' of it to make Strength rolls or be drawn within, vanishing to the Ethers, not (?) to be seen again. Note that once the *whirlwind* is sent in a particular direction, it will continue irresistibly, passing through solid objects if necessary as it sweeps up all living creatures.

As mentioned, those picked up by either the *whirlwind* or the *vortex* may return to the Nexus if the ability to plane travel is possible, although a time-warpage of 2D6 hours will still be encountered. The ingredient is a crystal cone.

Disenchantment has no effect against the *vortex*.

Finger of choking

Spell rank/type: 7/G
Element: Non-sonic
Ingredient cost: 0
Maximum range: 10'/level
Casting: 1 phase
Running time: 2 phases/level
Resistance roll: Con to neg.
Area of exposure: 1 human(oid)

This spell causes an affected living creature to

immediately strangle, forcing a Con roll to avoid passing out unless oxygen is not a requirement for its survival (see the section under *Conditioning*). Of course, non-bardic spellcasting with *sonic* elements is impossible while the target is affected.

Greater foo fire

Spell rank/type: 7/B
Element: Sonic
Ingredient cost: Variable*
Maximum range: 30'
Running time: Special
Resistance roll: Agility for 1/2
Area of exposure: Special

This is similar to the 3rd rank spell with the following exceptions: Damage is calculated at 10D6 points, and the *foo fire* can be halted and its orders changed once commanded to advance and explode.

Greater teleportal

Spell rank/type: 7/B
Element: Sonic
Ingredient cost: 1,000 gd*
Maximum range: Unlimited
Running time: Up to 4 phases
Resistance roll: None
Area of exposure: A 5' circle

This is similar to the 5th rank *teleportal* spell, but with a few differences: It is unnecessary to have a prepared receiving point, for the spell opens both an entrance and exit to a known place of the caster's choosing. The ingredient is a circular-cut diamond, and up to four may cross through the portal before it closes. Naturally, the witch may close the portal immediately upon stepping through to frustrate pursuit if she desires. The portal can also provide entry or exit from other planes.

Great summons

Spell rank/type: 7/D
Element: Sonic
Ingredient cost: 0
Maximum range: Special
Running time: Special
Resistance roll: None
Area of exposure: Special

Use of this spell is restricted to a witch in an area bound to her through a *capture essence* spell. The effect is to impart a summons to all other witches within her domain (or to selected witches, for instance her coven members), causing them to come to a place of her choosing. A requirement of the spell, however, is that the caster may not employ it to draw other witches into a trap. Her purpose must be to gather them for either talk or counsel under a temporary truce. This can include a challenge of combat, but the witch(es) cannot be prevented from declining and departing in peace. Regardless of ethics, treachery on the part of the caster will certainly cause her to fall into great disfavor with her deity. Only witches with fewer level points are forced to come to the caster. A version of this spell usable anywhere by the Queen of Witches affects all witches within 250 miles of her.

Hourglass

Spell rank/type: 7/A
Element: Sonic
Ingredient cost: Special
Maximum range: Special
Casting: 10 minutes
Running time: Special
Resistance roll: None
Area of exposure: 1 person

This ancient spell forces a creature to comply with the witch's demands. The ingredients include a vial of the target's blood and a fine hourglass, whose cost is fixed at 100 gd per hour of sand flow, to a maximum of 24 hours. To enact the spell, the witch mixes the sands of the hourglass together with her target's blood. When the glass is shown to the victim with the command to perform some task it is capable of completing in the allotted time, he becomes bound to the caster's service, dying upon the sands' running out if the task has not been accomplished. As the hourglass must be brought into the presence of the victim within 30 minutes of the completed incantation, it is likely that the affectee will be the witch's prisoner when the spell is performed. Once the sands begin flowing, only completion of the assigned task or the death of the caster will break the spell. If an attempt is made to extend the spell by periodically turning over the glass, the sands immediately flow to the point they were previously at, gaining no added time. If the hourglass is broken during the spell's running time, the character must make a Con roll or perish, unless the act is done with the caster's approval. In this case, the spell is broken with no other effects.

Immunity to elements

Spell rank/type: 7/G
Element: Sonic
Ingredient cost: 0
Maximum range: 0 or touch
Casting: 2 phases
Running time: 10 minutes/level
Resistance roll: None
Area of exposure: Creature touched

This spell protects the recipient against any damage from elemental forces (fire, lightning, drowning, etc.). In addition, the recipient may survive within any of these environments for the spell's running time.

Disenchantment has no effect against the spell.

Lyrazel's hex

Spell rank/type: 7/D
Element: Sonic
Ingredient cost: 10 gd
Maximum range: Unlimited
Casting: 1 hour
Running time: Special
Resistance roll: Special
Area of exposure: 1 creature

This is a more powerful version of the 5th rank *Lyrazel's divination* spell, usable in either of two ways: It first may substitute for the 5th rank spell. Its second function, if desired, is to use the wax figurine (obtained either from this or the lower rank spell) as a focus to enact a *hex* upon he whose image is revealed. No resistance roll is permitted, and the *hex* remains in effect until the coven leader ends it. Once she has ended it, however, she may not use

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this spell again to enact a *hex* against the victim.

Non-corporeality

Spell rank/type: 7/G
Element: Sonic
Ingredient cost: 50 gd*
Maximum range: 0
Running time: 1 minute/level
Resistance roll: None
Area of exposure: The witch

Through this spell, the witch is enabled to become non-corporeal, appearing to be a shade. While altered, she is AR 0(-5), and is absolutely immune to spells and weapons not employed against her by someone in similar form. Of course she likewise may only affect other non-corporeal creatures including spirits. The caster's movement rate is unchanged, although she may walk or fly as she chooses, effortlessly passing through solids. The ingredient is a crystal figurine of the caster.

Permanize

Spell rank/type: 7/D
Element: Sonic
Ingredient cost: 500 gd*
Maximum range: 10'/level
Casting: 9 hours
Running time: Permanent
Resistance roll: Special
Area of exposure: Special

When the witch calls upon her deity to invoke this magic, she makes permanent the running time of a spell previously cast upon an area or object apart from a living/unliving creature. Ultimately, the GM has control over whether the deity grants the request in order to maintain campaign integrity. The ingredient consists of a brazier filled with burning incense valued at 500 gd or more.

Red death

Spell rank/type: 7/G
Element: Sonic
Ingredient cost: 1 sr*
Maximum range: 80'
Running time: Special
Resistance roll: Con to neg.
Area of exposure: Sphere 1' diameter/level

This deadly spell causes those failing Con rolls to be stricken with a horrid blood dehydration, sweating away 1D3 Body points' worth of vital fluids each minute until dead or they receive a *cure (disease)* spell. Note that even those who resist the spell are still under its effects for 1D4 minutes. The ingredient is a blood leech.

Shattering

Spell rank/type: 7/D
Element: Sonic
Ingredient cost: 25 gd*
Maximum range: 60'
Casting: Special
Running time: Instantaneous
Resistance roll: Special
Area of exposure: Special

This powerful spell may be employed against a single creature whose reflection the caster is able to

catch and store within a mirror of polished crystal (indicated by a failed Agility roll allowed only if the target actively tries to avoid his reflection being caught). Thereafter, the caster begins a powerful incantation from minute to minute, ending it at her desire when she hurls the mirror to the ground. Assuming the target creature's reflection was successfully captured, it then suffers damage according to the length of the casting as shown below:

- 1 turn: 1D4 points of Body damage.
- 2 turns: 2D4 points of Body damage.
- 3 turns: 3D4 points of Body damage.
- 4 turns: 4D4 points of Body damage.
- 5 turns: 5D4 points of Body damage.
- 6 turns: 6D4 points of Body damage.

Should the target be reduced to 0 Body points, it will shatter into shards, which burn momentarily and then disappear. Thereafter, only a *greater* wish will restore the character.

Sigilry

Spell rank/type: 7/F
Element: Sonic
Ingredient cost: Special*
Maximum range: Special
Casting: Special
Running time: Special
Resistance roll: Special
Area of exposure: Special

In some ways, *sigilry* is a calligraphic art binding certain magical spells and effects into runes of power inscribed on an object or living being. In the first instance, the caster may bind a spell into a single magical sigil with a triggering based on preset condition guidelines. A requirement is that the magic must be triggered by either the actions, presence, or conscious will of some sort of being. A sigil inscribed upon a sword intended to grant a *strengthen* spell, for example, could be set to trigger when the wielder takes a minute to call upon the magic, or automatically when he faces a particular monster, such as a demon or dragon.

The types of spells that may be bound differ as to their creation and effects as listed hereafter.

Spells affecting the stats or form of a creature require that the sigil must be inscribed upon an object carried or worn by the intended recipient, such as an amulet, ring or dagger. When the preset condition guideline is met, the spell will then activate for its full normal running time. Such sigils can be made permanent through use of a *permanize* spell, although they function but once per 24-hr period.

Those sigils creating some sort of *charm* may be placed upon an object or person. If upon an object, actual physical contact must be made by a target creature and the spell then functions normally. Thus, a *beguile* spell sigiled upon a vial of poison would require someone picking it up to make an IQ roll or desire to immediately swallow the contents, for example. (If *capture essence* is used against a particular person who later encounters such a sigil, the spell is considered to have no resistance roll.)

If damage-inflicting magic is bound into a sigil, it must be inscribed upon an object, and its triggering guidelines must include a creature's making physical contact with the object or passing within 1' of the sigil per level of the caster. For example, a sigil placed upon a door might be set to release an *energy blast* when a creature other than the caster opens it. Note, however, that damage-

inflicting spells always function at the lowest level of effectiveness when bound into sigils. Thus, the *energy blast* would be limited to 5D6 in damage.

It is possible to sigil a person's body directly, allowing certain magical effects to activate upon preset condition guidelines coming to pass. These sigils resemble tattoos, and vanish when the running time of the spell bound into them expire. Only one spell can be placed on a person's body at a time.

The process for fashioning sigils is a long one, entailing one day of work per rank of the inscribed spell, with a cost equal to 1,000 gd per spell rank. Also, *capture essence* must be used if the triggering guidelines are based on a particular type of creature or ethic. A sword meant to do something when employed against a demon, for instance, would require the *captured essence* of the particular sort of demon (or of Hell itself if the intent was to create a weapon with potency against more than one type). A dagger meant to do something when used against an Evil creature would require the *captured essence* of Evil (i.e. that of a powerful creature from the Nether planes, or the essence taken from a shrine consecrated to Evil, etc.)

Sigils are drawn according to universal patterns, and so a spellcaster who makes an IQ roll will note the type of magic in it (A/B/C/D, etc.), and the spell rank.

Non-permanent sigils are affected by *disenchantment*.

As *sigilry* clearly is a complicated spell, the GM should keep a careful eye on game balance when it is employed, and he may wish to limit the types and ranks of spells that can be sigiled.

Slot-alteration

Spell rank/type: 7/G
Element: Sonic
Ingredient cost: 0
Maximum range: 0
Running time: Special
Resistance roll: None
Area of exposure: The witch

This spell enables the witch to load a single memorization slot with a spell from a profession other than her own. If the GM uses magic scrolls in the campaign, this spell will allow the caster to invoke the magical effects from scrolls as if she were of the proper profession to read it. The effective level of skill at which she functions in either case varies with its spell-type as shown:

Druid: As equal level.

Other: As 5 levels lower.

Spark shower

Spell rank/type: 7/B
Element: Sonic
Ingredient cost: 3 sr*
Maximum range: 30'
Running time: Special
Resistance roll: None
Area of exposure: Special

This spell conjures a *greater will O' the wisp* with extra powers. Should the witch desire it to, the *wisp* can make two special attacks. First of all, she can send it down a chosen direction at a movement rate of 100'/phase, with it raining sparks of electricity upon those below it in a 20' wide area of exposure. This causes damage equal to 2D4 points

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for non-metal-armoured targets (double otherwise). The other attack form consists of the *wisp's* exploding in a shower of electrical sparks. This causes all within a 20' circle below it to suffer two points of electrical damage per level of the caster (double to metal-armoured targets). The ingredient is a firefly.

Stone golem

Spell rank/type: 7/F
Element: Sonic
Ingredient cost: Variable*
Maximum range: 30'
Casting: 3 days
Running time: 13 months
Resistance roll: None
Area of exposure: A slab of stone

Through use of this spell, the witch may create a stone golem from a slab of stone no smaller than 6' x 5' x 4'. During the three days the witch is occupied with the spell, she may undertake no other duties and if disturbed must begin anew. On the spell's completion, the witch must rest a day before attempting any other spellcasting.

From the slab whence the creature originated, the caster must take a piece of stone to fashion into a ring. This will allow her (or anyone to whom she gives it) to command the golem. Details on the golem follow.

Armour rating: 2
Tactical move: 5'
Level: 10
BAR: 19/12/62
BP/SP ratio: 1/1
Average Body/Stamina: (50)
Average stat: 6
Special stat: St-20
Attacks: 1 punch
Dmg: 3D6
Ethics: I
Size: M or L
Special note: Immune to spells that do not affect stone except for *magic dart*, *elemental dart*, and *five fingers of death*

Note that the golem may venture no further than a mile from where it was created.

Talking skull

Spell rank/type: 7/F
Element: Sonic
Ingredient cost: 25 gd*
Maximum range: Special
Casting: 1 hour
Running time: Special
Resistance roll: Special
Area of exposure: 1 human skull

This spell enchants a skull with the ability to converse in any tongue known by the caster regarding a chosen subject when preset condition guidelines are met. The skull speaks with the same voice and mannerisms as the witch herself, talking as she would under the circumstances, although it cannot cast spells and may discuss only those things related to one particular topic. It may thus be used as a means of conveying a message to someone or as a guardian, for certainly it is may attempt convincing intruders to depart. In connection with this, the skull may laugh once as a *laughing skull*, but thereafter may do nothing more than threaten and cajole. After an hour of activation, the enchantment ceases.

Time distortion

Spell rank/type: 7/I
Element: Sonic
Ingredient cost: 5 gd+*
Maximum range: 20'/level
Running time: 2 minutes/level
Resistance roll: Special
Area of exposure: Up to a 40' circle

This spell alters the flow of time within the area of exposure in one of two ways: The first slows the flow of normal time, halving movement, spellcasting, attacks, etc., but doubling the running time of spells. It also halves Agility ratings vs attacks from outside the area of exposure. The second speeds time, doubling the same factors and halving the running time of spells. This version also doubles Agility ratings (to a maximum of 20) vs attacks from outside the area of exposure. An Agility roll to avoid the magic is permitted creatures who are only partially within the area of exposure. And, needless to say, those leaving the area of exposure return to normal time, while those entering become subject to the magic. The ingredient is an hourglass of any size.

Time warp

Spell rank/type: 7/I
Element: Non-sonic
Ingredient cost: 5 gd+*
Maximum range: 0
Casting: Instantaneous
Running time: Special
Resistance roll: None
Area of exposure: The witch

As does *time distortion*, this spell alters the flow of time, although the area of exposure is limited to the caster herself. To the witch, time seems to halt about her, for she is sped up to an incredible rate and thus is permitted one phase of time per skill level to take whatever activities she wishes--movement, spellcasting, pondering some dilemma, etc., while those around her are unaware.

A possible bane to one under this spell is a 5% chance when the spell is cast that a time-vortex is created, adversely affecting the caster and perhaps others near her. Details are left to the GM's discretion, but it is possible the witch could age by decades, be drawn to another place in time and space, etc. If this spell is cast within an area under the effects of *time distortion*, the time-vortex automatically happens.

The ingredient is an hourglass of any size.

Vision globe

Spell rank/type: 7/D
Element: Sonic
Ingredient cost: 50 gd*
Maximum range: 30'
Casting: 10 minutes
Running time: 2 minutes/level
Resistance roll: Special
Area of exposure: A 10' sphere

A floating globe functioning as a *crystal ball* is brought into being through this spell, permitting the caster and others to observe and listen to a person or place of their interest. The spell is unique in that other members of a witch's coven may participate in the casting, and the chance of locating the target person or area is increased by 1% for each level of

those present apart from the coven leader. The spell is foiled if powerful magical protections screen the target from detection. Note that it is possible for the coven leader to verbally communicate with those viewed by the globe if she desires, but casting spells through it is not possible. (Although a version of the spell used by the Queen of Witches penetrates all protections and will allow this.) The ingredient is a handful of slow-burning incense consumed in a brazier during the casting.

Void

Spell rank/type: 7/G
Element: Sonic
Ingredient cost: 3,000 gd*
Maximum range: 0
Running time: 1 minute/level
Resistance roll: None
Area of exposure: The witch

This spell transforms the witch into a shadowy form that gives off a loud shriek as the air surrounding it is drawn into a featureless black void leading to the Ethers. While so altered, the caster is immune to all spells save *disenchantment*, which returns her to normal. She further is immune to all physical attacks, causing missiles, for instance, to pass harmlessly through her, and hand-held weapons to be torn from the grasp of attackers who fail a Strength roll. Flying movement while in *void* form is equal to 30'/phase, and the witch may effortlessly pass through solids. Note that spellcasting while in *void* form is impossible, although a touch attack may be attempted against a *medium* or smaller opponent. Those struck who fail a Strength roll are drawn into the Ethers with the same results as outlined in the 5th rank *ethereal vortex* spell. The ingredient is a black diamond of at least 3,000 gd in value.

Wall guardians

Spell rank/type: 7/G
Element: Sonic
Ingredient cost: Variable
Maximum range: 30'
Running time: Special
Resistance roll: None
Area of exposure: Special

This spell will allow non-living creatures such as skeletons, golems, scarecrows, etc. to meld into a stone wall thick enough to hold them. The *guardians* remain until preset condition guidelines are met, at which time they step out and attack. Should the witch choose, this spell may also be used to hide inanimate objects such as chests, weapons, etc., with the hidden objects being redeposited outside the wall when guidelines are met. Those objects/creatures hidden by the spell can also be released by a *stone form* spell. The ingredient is the creature/object to be hidden.

Whirlwind of fire

Spell rank/type: 7/B
Element: Sonic
Ingredient cost: Variable*
Maximum range: 10'/level
Casting: 10 minutes
Running time: 5 minutes/level
Resistance roll: Agility for 1/2
Area of exposure: 50' x 50' x 100' whirlwind

CHAPTER TWO-Character professions (the Witch)

This spell allows the witch to summon a huge whirlwind of fire from the Nether planes. The whirlwind will start off in a direction chosen by the witch, remaining in contact with the earth and igniting all combustibles. Moving at a speed of 30'/phase, it will go where the witch wills it to, but if she ends concentration on it, the whirlwind will not stay true to course, but will veer in a random direction each turn, inflicting 8D8 fire damage upon making contact with an object. It then continues on. Once control is voluntarily relinquished, it cannot be regained, nor may the witch dismiss the whirlwind without using *disenchantment*.

Should the witch desire, she may order the whirlwind to instead remain stationary--to block a narrow mountain pass, for instance, or to remain fixed on a particular building. Creatures willingly passing through it take full rolled damage. Note the whirlwind can pass over bodies of water, although it loses one die of damage potential per mile it must so travel. A ship struck by it will suffer full rolled points of hull damage, and has a 5% chance per point of damage of being crippled. The ingredient is a fire source.

Witch ward

Spell rank/type: 7/D
Element: Sonic
Ingredient cost: Variable*
Maximum range: 30'
Running time: Permanent
Resistance roll: Special
Area of exposure: A single portal

This powerful enchantment serves to prevent certain professions from penetrating through an area the witch seeks to protect, except through magic. The ingredient includes the essence of a cutpurse, rogue, witch, druid, etc., and when the spell is cast before a portal or doorway, the magic absolutely prevents passage by those of that particular profession. Note that only one such spell may be placed upon a doorway, but the essence of a dual-professioned character results in more than

one profession being affected by the spell. Further, the portal may be no larger than 20' x 10'. Those whose level exceeds that of the original donor have a 20% chance of resisting the magic for each additional level, although characters with more than one profession receive no extra benefits for this, the roll being based entirely on the specific profession warding against. Note *disenchantment* cancels the effects of the spell for only 1D4 minutes. The caster is also immune to the spell's effects in the event she wards against a profession possessed by her.

Witch writing

Spell rank/type: 7/F
Element: Non-sonic
Ingredient cost: Special*
Maximum range: 0
Casting: 10 minutes
Running time: Special
Resistance roll: Special
Area of exposure: 1 page up to 2' square

This spell first of all may alter the contents of a work penned by the caster--spell book, scroll, etc.--to resemble another work entirely. To one of the caster's choosing, however, the true contents of the page will become apparent upon its reading. (The ingredient for this effect is the *captured essence* of the intended reader.) The greater power of the spell is that it may cause certain effects to the first person reading it as noted below.

Charm. This implants a *beguiling* planted in the reader's mind if an IQ roll is failed, lasting until the suggestion is carried out. The ingredient is a vial of harpy blood (valued at not less than 500 gd).

Polymorph. This version causes the reader to make a Con roll or polymorph into a creature of the caster's choosing. The ingredient is the *captured essence* of the proper creature type.

Turn to stone. This version of the spell causes the reader to make a Strength roll or turn into a stone statue. The ingredient is a vial of medusa blood (valued at not less than 500 gd).

Word of power

Spell rank/type: 7/D
Element: Sonic
Ingredient cost: 0
Maximum range: 10'/level or 0
Casting: Instantaneous
Running time: Special
Resistance roll: None
Area of exposure: Special

This powerful spell allows the caster to bring forth certain effects with the utterance of a single word as listed hereafter.

Fear--surrounds the witch with an aura of terror 10' in diameter. All of lower level who enter are struck with terror and cannot harm her in any way (note the effects are cancelled if the witch attacks someone affected by the spell, although the spell remains in place).

Heal--restores witch's Body and Stamina points to their normal maximum, or cures disease or poison.

Open--acts as an *unlock* spell on a 20' cube.

Return--takes the witch to a known place of her choosing on the same plane.

Sight--gives the witch *eye of Rhiannon* as the druid spell.

Stun--causes targeted creature(s) to be hit by full-strength *finger of stunning*, even if the caster has suffered damage.

Transform--allows the witch to invoke the 3rd rank spell of the same name or to assume animal form as the *shape change* spell.

Vanish--cloaks the witch in total invisibility, which cannot be seen even by spells such as *eye of Rhiannon*, or devices. It is otherwise similar to the witch spell *vanish*.

(According to legend, it is said there were 13 words of power, only 8 of which are today known.)

* Ingredient disappears when spell is cast



CHAPTER TWO-Character professions

The technical structure of the professions

All character professions follow the same general outline. Below is an explanation of its various categories.

The background & purpose of the.... This is a superficial overview of the history of a given profession; how a character may have come to adopt the trade; and his possible motivation for adventuring.

Races best suited for.... As mentioned, QA provides guidelines to make the best determination regarding what professions suit a given race in Islay, the campaign world. It is perfectly allowable, however, for a gaming group to modify or dispense with these suggestions if they wish, and to modify them to suit their style of play.

Places of origin best suited for.... Within Islay, certain professions are more prevalent in specific areas. This category suggests the most likely countries of origin for those of a given occupation.

Armour & arms. History and fantasy suggest certain types of armour and weapons are appropriate for various professions, and thus suggestions for allowable arms and armour are listed here. (However, with GM permission, players may substitute weapons more in keeping with the character's country of origin. An Arwinian cutpurse, for example, might exchange the rapier for the scimitar.) Four sub-categories also fall within this general category, including:

Initial number of combat skill slots. Starting characters have a list of arms they are proficient in using. When the character begins his adventuring career, it is presumed that he practices with certain weapons over others, bettering his skill with them over time. As the character advances in level, his training with these weapons can pay off by periodic betterment of his combat table. The number of *combat skill slots* allowed show how many weapons he may select for special training. Witches, for instance, at 1st level know how use daggers, darts and staves. They also have two *combat skill slots* the player can fill with two of the three listed weapons, showing that the character is placing special emphasis on training with these arms. These weapons thus become *primary weapons*, allowing the character to wield them at full combat value—i.e. he uses the combat table for a character of his level. The other arm is relegated to a *secondary weapon*. *Secondary weapons* are always employed as if the character is 1st level.

When the witch reaches 5th level, the base number that must be rolled to strike a particular armour rating (as shown on the combat tables in Chapter Six) is bettered by one point with her *primary weapons*. Assuming the two slots were filled with dagger and staff, the witch may attack as a 5th level character with these arms. She would still attack as a 1st level character with darts, however, as these are *secondary weapons*! (Note also that extra attacks allowed in the turn apply only to *primary arms*.)

Additional combat skill slots gained. Every few levels, characters gain another *combat skill slot*. A listing of "1/3 levels", for instance, shows that one new *combat skill slot* is gained each three skill levels. (Notations of new *combat skill slots* are also listed in a profession's *special ability* category for convenience.) This extra skill slot is used to bring a chosen *secondary weapon* into the ranking of a *primary weapon*, or to gain skill with arms not in the profession's list.

An extra *combat skill slot* can also be used to gain special expertise with a *primary arm*, granting a bonus of 1 to either attack or damage rolls as chosen by the player. (Such bonuses may or may not be cumulative as the GM prefers, and this option cannot be adopted at 1st level!) Example: Gar the assassin presently has a gladius as a *primary weapon*. On reaching 4th level, the character gains a *combat skill slot*. A player could expend the skill slot to gain Gar a bonus of 1 to attack or damage rolls when he employs the gladius. (The GM may also, if he wishes, limit damage bonuses gained in this manner to no more than an amount equal to the weapon's maximum damage.)

Combat skill slots further can be expended to provide a bonus when making *unusual combat moves* (see Chapter Six). Slots allocated for this would provide a general die roll bonus to *unusual combat moves* regardless of what weapon is being employed.

Last of all, a *combat skill slot* can be expended to improve one's parrying ability. A specific melee weapon must be chosen by the character. When he thereafter uses that arm in melee, his armour rating is lowered by 1 per slot allocated. This bonus never applies to missile weapons, in *ambush* situations, or if the character is not actively defending against an attack.

Cost for inappropriate weapons. Some gamers may want their character to use a weapon that isn't in the list. This is especially true for players wanting to arm spellcasters with swords. Doing so is accomplished by charging extra *combat skill slots*. A cost listed as "2 slots" means that the player must use a total of two *combat skill slots* to make that a *secondary weapon*. (A third skill slot would make it a *primary arm*.) These slots need not be expended all at once. One may, for example, expend a slot toward the *inappropriate weapon* at 1st level, paying off the remaining slot(s) later, when the character advances in

level. If this option is taken, one penalty factor to the attack roll is cancelled for each slot placed in the weapon. Example: a player arms his witch with a broadsword, a weapon not in her weapons list. Witches have an *unskilled attack penalty* of +3 when using *inappropriate weapons*, and the cost for one is three *combat skill slots*. The character has two *combat skill slots* she hasn't allotted, and the GM may permit the player to place two of these slots into broadsword skill, offsetting two of the penalty factors in the process. Thus, the witch will only add 1 to her attack roll instead of 3. When she gets another *combat skill slot* and pays off the cost of the weapon, she will have no penalty to her attack roll when using the sword and may wield it as a *secondary weapon*. Later, she can make it a *primary arm*.

Unskilled attack penalty. Characters unskilled in using an *inappropriate weapon* have a worse chance of striking with it. This is reflected by penalizing the attack roll by one or more points. A listing of "+2", for example, shows that when a character attacks with a weapon not in his arms list, he adds 2 to the score rolled when making his attack roll. As one wishes to roll low when making attack rolls, this hurts the chances of hitting a target.

The character always attacks as a 1st level with *inappropriate weapons*.

Magic items allowed. This indicates what sorts of magic items a given profession may employ. Fighters, for example, may use items pertaining to their overall profession (such as armour), but cannot use magic wands. Magic weapons in theory are usable by anyone, though penalties to attack rolls may apply for using arms one is unskilled in. A few magic items are restricted only to specific character professions.

Level limitations & dual-profession options. A character's IQ and race (and sometimes sex) can affect his maximum attainable level in a profession. Witchery, for example, came from the elves, a faerie race, so they can advance higher in that profession than some other races with the same IQ.

Background culture also determines what group of professions might fit a character. Humans, for instance, are well tailored to function as either saracens or necromancers. Thus, a player could game a dual-professioned human necromancer/saracen (see the following section). This isn't true for elves, who are never (?) saracens nor necromancers.

More liberal groups may wish to dispense with the idea of limiting certain races to certain levels. This is fine, and in this case all races go off the most favorable table. Dual-profession options are determined by the GM.

Level table. This is the heart of the profession description, showing how many points are needed to advance from level to level. Many professions also have certain skills listed on this table. A woodsman, for instance, has skills of *camouflage*, *climbing*, *tracking*, *herbalism*, *stealth*, and *assassin blow*. His chances of successful use of these skills increase as the character advances in level. *Camouflage*, as an example, starts at a base percentage of 25%. When the woodsman reaches 2nd level, he rolls a D8, permanently adding the score to his 25%. Assuming the roll was a 6, the 2nd level woodsman would now have a 31% (base) skill in *camouflage*. This process continues on to 20th level. Unless noted otherwise, one's skill percentage can top 100%, though a roll must be made when attempting to use the skill, and a score of 00 is always considered a failure.

Where appropriate, any stats that can apply a bonus or penalty to the chances of making the skill roll are (bracketed) beneath the skill in question.

Special abilities are also listed in the level table, for each profession periodically receives certain bonuses or benefits such as *combat skill slots*, heightened expertise with weapons, ability to make potions, etc.

Spell (or song) slots. Some professions have a spell table, showing the spell slots they have over the course of a day. The numbers below the top listing from 1 to 7 or 1 to 5 when cross referenced with the numbers showing the character's level from 1 to 20 show the slots a character of a given level may utilize. These slots can be used as either *memorization* or *casting slots*. *Memorization* slots allow one to memorize one or more spells of a given rank. *Casting slots* are used to invoke the magical effects. A 2nd level witch, for example, has four rank 1 spell slots as shown on the table. She can memorize between one to three different rank 1 spells, any of which may be invoked through her remaining casting slots.

Chapter Seven goes into full detail on spellcasting.

Explanation of skills. This section gives an in-depth explanation of how skills work and what factors may alter the base chance of successfully performing them.

Explanation of special abilities. As above, but the special abilities are explained.

Optional game variant. Often, more than one idea is presented for handling a given aspect of gaming. These additional ideas are reflected in this category. The GM should employ the ideas he likes most, or those that best fit within his game system.

Single- or dual-professioned

When a character is created, the player may game either a single- or dual-professioned character regardless of its race. Single-professioned characters are simplest and have a major advantage in that they require fewer points to advance in level than do those with two professions. This is especially noticeable at the low and middle skill levels.

Dual-professioned characters have two occupations, usually from different categories, such as witch/cutpurse, rogue/assassin, necromancer/saracen, etc. Being dual-professioned offers a great advantage in that the character can augment one set of talents with those from another profession. A downside, as noted, is that the point requirements are effectively doubled, imposing a longer waiting period until the benefits of the next skill level are realized. Some dual-professioned characters may don light armour, however, something denied all single-professioned spellcasters apart from earth priests.

Creating dual-professioned characters requires a bit of math work. The steps are as follows.

1. *Determine the combined level point requirements of the two professions.* In the previous sections, suggested dual-profession combinations were listed in each profession description. A player should cross reference the professions that appeal to him, verifying that they fit the particular race and/or sex (in the case of witches). After this, the player refers to Table 16. These show the number of points it takes each profession to go from one level to another. The point requirements are added together to create a tailor-made level table showing level advancement for the dual-profession. Example: a player decides to game a witch/cutpurse. The tables show that a 1st level witch needs 2,200 points to go from 1st to 2nd level, and that a cutpurse requires 2,800. These figures are added together, showing that the character must obtain 5,000 level points to advance to 2nd level in her professions. Thus, when the character has 5,000 level points, she will be a 2nd level witch/cutpurse. As shown by the tables, 9,800 points later (or, after a total of 14,800 points), the character will now be 3rd level.

It will be noted that the level point requirements are listed even for professions best played by themselves. This is in the event the gaming group chooses to override the guidelines and permit these to be part of a dual-profession.

2. *Combine skill-slots, skills, and special abilities.* The fact a character is dual-professioned doesn't mean things happen for it in the same way as with single-professioned characters with respect to using skills or gaining special abilities. In all cases, a duplication of skills or special abilities is handled by dropping those off the less-favorable table; they are never combined. Characters do not, for instance, start play with double combat skill slots (although they do have the benefit of the two weapons lists, along with double spell slots if appropriate, though these slots are not mixable with spells from the other profession unless both professions may cast the same spell). The adventurer instead goes off the most favorable listing as though he were single-professioned. Example: A witch and a woodsman both start with two combat skill slots. However, a woodsman gains a new combat skill slot every three levels instead of every five as does a witch. A dual-professioned witch/woodsman would therefore use the more favorable listing and gain new combat skill slots every three skill levels instead of every five. In the same way, since woodsmen are superior in melee combat to witches, the character would reference the fighter's combat table with all weapons. And any attack roll penalty for using a weapon in neither of the lists would also be based on the woodsman's +2 instead of a witch's +3. In another example, both cutpurses and woodsmen make assassin blows. As a cutpurse's progression in this talent is superior to a woodsman's, a cutpurse/woodsman's damage bonus would obviously be determined from the cutpurse's table instead of the woodsman's (they would never be added together!). In the same way, both have stealth skill, but a cutpurse increases his by D8% each level while a woodsman rolls D6%. Thus, a cutpurse/woodsman would use the better D8% progression. Characters having two professions allowing multiple attack turns would ignore the attack multiples from the less-advantageous table in favor of the better one. (The GM decides which is the "Better" table if there is a question.)

To note the Stamina die of a dual-professioned character, use the most favorable profession adjustment.

If a point comes when a character can no longer advance in a particular occupation because of his IQ score, he continues on as though single-professioned. Example: an elf cutpurse/woodsman has a 14 IQ. Cross referencing both tables, we see his maximum possible levels are 13 in the cutpurse profession and 15 in the woodsman. When the elf reaches 13th level as a cutpurse, he no longer applies level points to the cutpurse profession and instead uses the woodsman level table exclusively, as though he had but the one profession. No penalties are applied when this occurs and the character retains his usual Stamina die.

Last of all, characters never advance in one profession before another; level advancement always occurs simultaneously.

Creating new character professions

Inventive players or GMs may wish to create experimental professions for campaign use. This is good, for it can encourage imagination. However, creating a new character profession carries with it the chance of designing something too powerful, so final designs should remain open to modification if campaign integrity starts to suffer.

In creating a new profession, there are several steps.

1. *Determine its classification.* As noted, there are three profession classifications--fighters, tricksters and spellcasters. Fighters should not be allowed magic use. Tricksters may be permitted limited magic use with a spell table no better than a halaka's. Spellcasters generally are denied armour and most weapons, although they can use a spell table comparable to that of witches. (An obvious exception to the armour rule, however, is the earth priest. A quick examination of the earth priest's limited selection of spells, poor spellcasting table, and the martial culture of dwarves explains the rationale for this stand-out profession.)

2. *Find appropriate Stamina modification.* The GM should assign a profession type--Type A, B, C, D--as shown in Chapter One. The Stamina die is then determined normally.

3. *Note what races the new profession best fits.* Self-explanatory.

4. *Decide what dual-profession options could be appropriate.* In general, new occupations should not be part of a dual-profession until they have undergone play testing as they might be so powerful or versatile that they stand alone just fine. Otherwise, the GM should fix logical dual-profession options.

5. *Choose appropriate skills and/or spells.* Examination of the regular professions gives a good idea of how many combat skill slots are acceptable, which sorts of skills fit the various classifications of characters and what their base starting and improvement percentages should be. Tracking, for instance, can fit within the scope of many fighter professions, while stealth is appropriate for most tricksters. Spellcasters often have no skills but rely on magic to help them. Thus, it falls to the creator of the new profession to choose either the best skills or the best spells available to it. (Note that spellcasting professions without some sort of religious foundation cannot learn or cast Type D spells.)

6. *Create appropriate special abilities.* Each profession has special abilities--combat skill slots gained, extra attacks, bonuses with certain weapons, potion-manufacturing, etc. The originator should choose reasonable special abilities that fit the concept of the profession without making it too powerful (a fighter profession that gains an extra attack each two skill levels is clearly out of proportion, as one example). The special abilities within the "Normal" character professions may be used as guidelines.

7. *Generate the level table.* This is the most complicated part. In writing QA, a level point formula was created and used. This same formula is outlined hereafter and can be utilized in crafting new professions. It may require alteration depending on the game system employed.

First of all, there is a base point requirement to work through the various levels as shown in Table 17.

Table 17--(Base) level points for new professions

Level--	
1-2:	2,000
2-3:	4,000
3-4:	6,000
4-5:	10,000
5-6:	15,000
6-7:	23,000
7-8:	30,000
8-9:	50,000
9-10:	80,000
10-11:	100,000
11-12:	150,000
12-13:	200,000
13th and higher	300,000 maximum

These figures are adjusted by a number of factors as shown hereafter:

Each regular skill possessed (tracking, stealth, assassin blow, etc.): x.05 each level that the skill improves.

Each miscellaneous skill possessed (that is, a skill allowing the player to choose a talent from another profession): x.1 each level that the skill improves.

Each special ability gained: x.05 that level only.

Each spell slot gained: x.05 per rank of the spell that level only.

CHAPTER TWO-Character professions

Table 16--Level point requirements for each profession.

Cossack		Gladiator		Knight		Legionnaire	
Level		Level		Level		Level	
1-2	2,300	1-2	2,300	1-2	2,400	1-2	2,100
2-3	4,200	2-3	4,400	2-3	4,400	2-3	4,200
3-4	6,600	3-4	6,600	3-4	6,600	3-4	6,300
4-5	10,500	4-5	11,000	4-5	11,500	4-5	10,500
5-6	16,500	5-6	16,500	5-6	17,250	5-6	15,750
6-7	25,300	6-7	26,450	6-7	26,450	6-7	25,300
7-8	34,500	7-8	33,000	7-8	36,000	7-8	31,500
8-9	52,500	8-9	57,500	8-9	57,500	8-9	55,000
9-10	88,000	9-10	88,000	9-10	88,000	9-10	84,000
10-11	110,000	10-11	115,000	10-11	115,000	10-11	105,000
11-12	172,500	11-12	172,500	11-12	165,000	11-12	165,000
12-13	210,000	12-13	220,000	12-13	230,000	12-13	210,000
13-14	300,000	13-14	300,000	13-14	300,000	13-14	300,000
14+	300,000	14+	300,000	14+	300,000	14+	300,000
Rogue		Saracen		Viking		Woodsmen	
Level		Level		Level		Level	
1-2	2,000	1-2	2,300	1-2	2,600	1-2	2,700
2-3	4,000	2-3	4,200	2-3	4,800	2-3	5,200
3-4	6,000	3-4	6,300	3-4	7,200	3-4	7,800
4-5	11,000	4-5	11,000	4-5	12,000	4-5	13,000
5-6	15,000	5-6	16,500	5-6	18,750	5-6	20,250
6-7	24,150	6-7	25,800	6-7	28,750	6-7	28,750
7-8	31,500	7-8	33,000	7-8	37,500	7-8	42,000
8-9	52,500	8-9	52,500	8-9	60,000	8-9	65,000
9-10	84,000	9-10	88,000	9-10	100,000	9-10	108,000
10-11	105,000	10-11	115,000	10-11	120,000	10-11	135,000
11-12	150,000	11-12	165,000	11-12	187,500	11-12	195,000
12-13	200,000	12-13	210,000	12-13	240,000	12-13	260,000
13-14	300,000	13-14	300,000	13-14	300,000	13-14	300,000
14+	300,000	14+	300,000	14+	300,000	14+	300,000
Assassin		Bard		Cutpurse		Gypsy (male)	
Level		Level		Level		Level	
1-2	2,800	1-2	2,600	1-2	2,800	1-2	2,700
2-3	5,600	2-3	5,200	2-3	5,400	2-3	4,800
3-4	8,400	3-4	9,000	3-4	8,400	3-4	8,100
4-5	14,500	4-5	14,500	4-5	14,000	4-5	12,000
5-6	21,000	5-6	25,500	5-6	21,000	5-6	21,750
6-7	32,200	6-7	39,100	6-7	32,200	6-7	28,750
7-8	43,500	7-8	49,500	7-8	42,000	7-8	46,500
8-9	70,000	8-9	90,000	8-9	67,500	8-9	60,000
9-10	116,000	9-10	144,000	9-10	116,000	9-10	116,000
10-11	150,000	10-11	205,000	10-11	150,000	10-11	125,000
11-12	210,000	11-12	262,500	11-12	202,500	11-12	255,000
12-13	300,000	12-13	300,000	12-13	280,000	12-13	300,000
13+	300,000	13+	300,000	13+	300,000	13+	300,000
Halaka (female gypsy)		Druid		Earth priest		Necromancer	
Level		Level		Level		Level	
1-2	2,900	1-2	2,300	1-2	2,300	1-2	2,300
2-3	5,400	2-3	4,400	2-3	4,400	2-3	4,400
3-4	8,700	3-4	7,200	3-4	7,200	3-4	7,200
4-5	13,500	4-5	12,000	4-5	11,500	4-5	12,000
5-6	23,250	5-6	21,750	5-6	18,000	5-6	21,750
6-7	36,800	6-7	29,900	6-7	29,900	6-7	29,900
7-8	43,500	7-8	49,500	7-8	37,500	7-8	42,000
8-9	82,500	8-9	77,500	8-9	72,500	8-9	77,500
9-10	124,000	9-10	140,000	9-10	104,000	9-10	148,000
10-11	175,000	10-11	170,000	10-11	155,000	10-11	175,000
11-12	240,000	11-12	240,000	11-12	195,000	11-12	240,000
12-13	300,000	12-13	300,000	12-13	280,000	12-13	300,000
13+	300,000	13+	300,000	13-14	300,000	13+	300,000
				14+	300,000		

CHAPTER TWO-Character professions

Sorcerer		Witch	
Level		Level	
1-2	2,400	1-2	2,200
2-3	4,800	2-3	4,400
3-4	7,800	3-4	7,200
4-5	13,000	4-5	12,000
5-6	23,250	5-6	21,750
6-7	33,350	6-7	31,050
7-8	52,500	7-8	48,000
8-9	82,500	8-9	77,500
9-10	160,000	9-10	148,000
10-11	185,000	10-11	170,000
11-12	270,000	11-12	247,500
12-13	300,000	12-13	300,000
13+	300,000	13+	300,000

1.0 is added to the figures to get the multiplier, and the base point requirement is modified by the result, revealing the points needed to advance in level.

Consider witches, for example. At 1st level a witch has no skills and no special abilities yet, so no adjustment is made for these factors. She does get two 1st rank spell slots. This modifies the point requirement by .1. To that we add 1.0 for our multiplier of 1.1. Multiplying the 2,000 level points by 1.1, we see the witch must gain 2,200 points to reach 2nd level.

In another case, take the bard. At 1st level, he has two regular skills—*performance* and *trivia*. The modification of these is .05 each, for a total of .1. The bard also has a *miscellaneous* skill. As noted on the table, this costs .1, making the level point modification .2. The bard also gets two 1st rank spell-song slots. This adds another .1, for a total of .3. No modifications are made for special abilities and so the total modification stands at .3. We add 1.0 to this, getting a multiplier of 1.3. Multiplying 2,000 points by 1.3, we get a total of 2,600 points needed to reach 2nd level.

At 3rd level, the bard gets a second *miscellaneous* skill. This boosts the point requirement by another .1. The same happens at 5th level when he gets his third such skill. Thus, at 5th level the bard modifies the level point requirement by .4 for his two regular and three *miscellaneous* skills. He also gets two special abilities, modifying the point requirement by an additional .1 (.05 for each). The bard also gets two 2nd rank spell-song slots, adding another .2 for a total modification of 1.7 after we add 1.0 to get the multiplier. Multiplying the base point requirement of 15,000 by 1.7, we get a total of 25,500 level points needed to work through 5th to 6th level.

When a skill does not improve at a given level, its adjustment is cancelled during that level. Example: a 1st level cutpurse has a modification of .4 due to his eight skills. At 2nd level, his *assassin blow* does not improve. Thus, the modification drops to .35 at that level. At 3rd level, the *assassin blow* improves by a point, and so the modification returns to .4 (or a total of 1.4 after 1.0 is added to get the final multiplier).

Note, however, that when the adjusted point requirement tops 200,000, subsequent level point requirements are always capped at 300,000 points.

Innate magical abilities

In Chapter One an outline was given for generating optional character races. A facet not covered was the possibility of incorporating innate magical abilities within the race. Usually this is undesirable, for characters could quickly become too powerful or eclipse the standard professions. Yet some groups may wish to experiment with the concept when such abilities fit a particular race or game system. These are paid for with a penalty to level points and to create them involves several steps.

1. *The GM should use common sense in outlining the proposed abilities.* Gaming a character that throws *electric arcs* or withers at will is too much. Thus, innate magical abilities should not include offensive power. In the same way, a creature that cannot sustain damage except by unique means also is

unpermissible. So, innate abilities also shouldn't be based upon a powerful defense against harm. This leaves open the option of permitting magical abilities that are utilitarian. Logical examples could include: Flight capability, invisibility, *shifting* or *night sight* (as per the spells), polymorphing into different guises, etc.

2. *See if the ability duplicates or nearly duplicates an established spell.* If a particular ability is similar to an existing spell, note this as it provides a good yardstick for adjusting the level points. Most anything allowable will at least come close to one of the hundreds of spells within QA!

3. *Determine if the talent should be considered mundane, beneficial or highly beneficial.* *Mundane* talents are those that are innocuous and offer no great aid—making flowers bloom; some sort of limb-stretching ability; exceptional hearing, etc. *Beneficial* talents provide noticeable utilitarian gain to the character—ability to talk to (but not control) animals; silent movement, etc. *Highly beneficial* talents would include invisibility; control of creatures or nature; flight, etc.

4. *Note how often these abilities can be used.* Are the talents usable at will, or only a certain number of times each 24 hours?

5. *Adjust the character's level table to pay for these talents.* As mentioned, the price for magical talents is a point penalty applied throughout the character's level advancement. This is handled similarly to the formula given for creating new professions, and the variables are listed below.

x.1 for each rank of the spell duplicated.

No adjustment if the talent is *mundane*.

x.2 adjustment if the talent is *beneficial*.

x.5 if the talent is *highly beneficial*.

No adjustment if the talent is usable but once each 24 hours.

x.3 if the talent is usable up to three times each 24 hours.

x.7 if the talent is usable at will.

Example: a GM allows a player to game a brownie-like cutpurse that can blend into the surrounding terrain at will to become invisible. We note this duplicates the 2nd rank witch spell *chameleon* (and the GM thereafter handles the ability as the spell with respect to movement rates and penalty factors to opponents' attack rolls). This applies a point modifier of .2. The talent obviously is *highly beneficial*, applying another .5 modifier. As the ability is usable at will, this applies a last modifier of .7 for a total of 1.4. We then add 1.0 to get the multiplier of 2.4. The cutpurse level table will now be adjusted each level by this number. Multiplying the 2,800 level points needed to get to 2nd level by 2.4, we note the brownie must gain a total of 6,720 points to achieve 2nd level. Working through 2nd to 3rd level will take 12,960 points instead of the 5,400 it would normally cost!

CHAPTER THREE

Skills

In the years before taking up the road to adventure, characters are presumed to have acquired some skills, talents, and perhaps a general trade. This is reflected by allowing the player to choose one or more skills from the following list. Some skills, it will be observed, duplicate talents of various adventuring professions. In such cases, someone with an identical profession skill may not purchase a similar talent from the general skill list. To balance this out, the profession skills usually do more than a general skill of the same name, and a few permit the character to have a skill percentage of over 100% (to cover penalty adjustments).

There are four sorts of skills: (A)rtistic skills involve creativity or self-expression. (O)utdoor skills help a person to survive in the wilderness. (T)rade skills include various trades, along with talents that develop a character's interests or aid in his adventuring profession. (U)nderground skills assist one in delving beneath the earth.

Skills are purchased with points determined by multiplying the character's IQ by 10. These points may be used to acquire as many skills as the player wishes, although it should be kept in mind that the skills should fit the background concept and profession.

The cost for skills varies. Some have a set cost while others grant a percentage of ability for each point placed in them. A skill cost listed as "1/1" means that a character has a 1% chance of successfully using the skill for each point placed in it. A talent with a cost of "1/2" grants 1% in the skill for each two points placed in it, and so on. One may purchase up to 99% proficiency in any skill, although some might have adjustments in a given circumstance that ups the percentage to above 99%. But, regardless of the percentage, a roll of 00 always indicates failure.

In cases where the use of a particular talent takes a set amount of time, the skill roll is always made after the requisite period has passed. In making the roll, percentile dice are rolled with a result equal to or beneath the character's skill percentage indicating success.

A listing of general skills follows with their skill type and cost.

Animal handling (T). A character with this skill may train animals to do various tricks and/or to obey whistle or gesticular commands. To note success, 2D4 days must be spent teaching the animal and then a skill roll is made, deducting 5 for each point of the beast's IQ. Failure means the process must be repeated.

Cost: 1/2

Armourer (T). Someone with this talent may keep various armours in shape, thus avoiding the monthly upkeep cost (no skill roll necessary). Secondly, a character with access to a forge and materials may craft various sorts of metal armour or shields for half the normal cost. In doing so, however, a skill roll must be made, deducting 3% from the character's percentage for each absorption factor of the attire. The time to fashion the armour equals 2 weeks per absorption factor.

Cost: 1/2

Artistry (A). A character with this skill is blessed with a specific artistic talent of his choice—painting, sketching, sculpting, woodcarving, etc.

Cost: 10 (basic)/25 (excellent)/50 (masterful).

Blacksmithing (T). This shows experience in using a forge to craft metal tools and implements. A character with this skill also is familiar with the general care of horses, wagons, etc.

Cost: 3/2

Blindsight (A). A *blindsighted* character has heightened his senses to the point where, even in total darkness or if blinded, he may function adequately. In such circumstances, he only suffers a penalty factor of 1 to attack rolls in total darkness, none otherwise. Also, one need only make an IQ roll to know in what direction he is facing, or how far he has moved over the course of a turn.

Cost: 30

Bowyer (T). A character with this skill is familiar with the creation of bows, arrows, and the gear necessary for an archer. The rate of manufacture for bows equals one per week, or one per month in the case of a composite bow. Up to five arrows may be fashioned daily.

Cost: 1/1

Calligraphy (A). This skill lets the character write in an attractive style. No skill roll is necessary unless quality is of the utmost importance—for instance, when petitioning a king. In such cases, for each three points rolled beneath the character's skill a bonus of 1% is imparted to the reader's reaction vs the letter or petition. A successful skill roll also indicates a perfect copying of an unfamiliar written/carved language or rune.

Cost: 2/1

Carpenter (T). A carpenter may fashion normal objects from wood, including cabins, and can also identify various sorts of wood and trees encountered. Making a skill roll also conveys any relevant information regarding a given type of wooden construction and its relative safety. It is possible to declare a specialty in this field, for instance *shipwright*, which limits the talent to component parts for sailing vessels.

Cost: 1/1

Climbing (O). A character with this skill may ascend *rough* or *normal*, but not *smooth* surfaces, as outlined in the woodsman skill of the same name. It is otherwise identical to the woodsman skill but for the fact no adjustments are made for Strength.

Cost: 1/1

Combat skill slot (T). Characters wishing more than their beginning *combat skill slots* may purchase extra. The cost varies with the classification of the character:

Fighter: 50 points

Trickster: 75 points

Spellcaster: 100 points

Note that *combat skill slots* purchased by this means can only be used to gain skill with *inappropriate* weapons, or to make *secondary* weapons into *primary* arms.

Courtliness (A). This imparts good manners and general knowledge of the customs of courtesy throughout the campaign world. In practical terms, one making a skill roll adds 15% to reactions made by people at banquets, formal introductions and the like.

Cost: 2/1

Danger sense (T). There is nothing psychic or paranormal about this talent. It denotes only that one has heightened senses and alertness permitting him to note a sudden sound, movement, change in existing conditions, etc. The character may thus make a skill roll to avoid being caught in a normal ambush, assuming it would otherwise be successful. This detection in no way extends benefits to one's comrades. Also, the skill is of no use in avoiding magical ambushes such as *sigils* or *runes*, nor does it protect against traps.

At GM option, this skill may also be used as a perception roll.

Cost: 1/5

Demonology (T). This skill imparts a working knowledge of specific devil or demon types. For game purposes, characters who make their skill roll can reference *detailed knowledge* of listed devils and demons in QA monster supplements. A character making his roll is also able to recognize specific devils or demon lords unless they are altering their normal appearance.

Cost: 1/2

Foreign language (A). This variable-cost skill allows a character to speak, but not read or write, a foreign tongue within the campaign world.

Cost: 20 (very basic with thick accent); 30 (general fluency with accent); 50 complete fluency.

Furrier (T). A furrier can skin, tan, and utilize the fur of animals and monsters. In such cases, a furrier with a pelt may later sell it for triple its base value after working with it (assume 2D6 days of time required to see the finished product). If the skill roll is failed, the pelt is permanently lessened in value by 1% for each point rolled above the character's skill.

Cost: 1/2

CHAPTER THREE-Skills

Hearing (T). This indicates that the character has exceptional hearing. For each two points placed in the skill, the character's base hearing percentage (25% as shown in Chapter Five) is bettered by one point.

Cost: 1 bonus point per two points placed in the skill.

Herbalism (O). This skill is often possessed by witches and druids. It first permits the character to identify various sorts of plants and herbs he encounters, including rare ones. With healing herbs, he or she may also attempt to restore 1D4 points of Body damage on someone with a successful skill roll (assume a cost of 10 gd per use if the herbalist needs to purchase healing herbs). This may be tried on a given character once per battle, not once per wound. (However, at least 1 point of Body damage will remain and must be healed normally or by magic).

Cost: 1/2

Horsemanship (O). Characters may occasionally find themselves having to do some fancy riding (such as jumping a barrier, controlling the horse if it starts to panic, etc.). This skill allows for that and the GM may call for a *horsemanship* roll when he feels one is appropriate. If more than 20 points are placed in the skill, the knowledge of how to guide a war-horse to make its own attacks is automatically known (no skill roll required). *Horsemanship* alone does not permit effective fighting from horseback (see *mounted fighting*).

Cost: 3/2

Jeweler (T). Characters with *jeweler* skill may first of all note the value of gems. They are also capable of increasing the value of rough gems by using tools to cut them. (These tools weigh two lbs and cost 100 gd.) To determine success, a skill roll is made and for each number rolled below the character's skill percentage the value of an uncut gem is raised by 2%. If the roll exceeds the skill percentage, the gem's value decreases in like ratio.

Cost: 1/2

Know depth and direction (U). This skill permits one to know his approximate depth and direction of travel in underground areas. Also, a successful skill roll reveals the degree of slope the character may be traveling.

Cost: 2/1

Miscellaneous (?). A *miscellaneous* skill is one created by the player with GM approval. The cost is also set by the GM, who should fix a low price for innocuous talents and raise it for helpful ones.

Cost: Variable

Mounted fighting (O). Fighting or spellcasting from horseback is somewhat of an art. Those without this skill suffer an attack roll penalty of 2, while unskilled characters casting spells from a moving horse must make a Luck roll to determine success. Note, however, that spellcasting from a moving horse is impossible if the spell requires manual dexterity. The skill also confers knowledge of how to guide a warhorse to make its own attacks.

Cost: 10

Musicianship (A). Characters wishing the talent to play a musical instrument may select one existing within the campaign world. *Masterful* proficiency with a given instrument is necessary to perform spell-songs or to invoke the power of magical instruments. (Of course, though, only bards or male gypsies are able to invoke the power of spell-songs.)

Cost: 10 (basic)/25 (excellent)/50 (masterful).

Nature lore (O). This skill permits a roll to be made when the character seeks general information pertaining to the outdoors--such as what sort of normal animal made a particular set of tracks; distinguishing an edible mushroom from a toadstool; recognizing a beaver lodge for what it is; knowing that wolves lair in dens, etc.

Cost: 2/1

Navigation (O). This isn't limited to the sea alone, but may also be used upon dry land. It relies on the character's noting his general location on a map by using the sun and stars. Without navigational tools, the character's skill percentage is halved.

Cost: 1/2

Outdoor (or Underground) survival (O or U). This permits a character to locate enough natural food staples to nourish him on a particular day. With a successful roll, adequate food and water is found in an area that otherwise offers no visible means of nutrition. Those taking this as an *underground* skill are limited to using the talent within caves, mines, etc. Staples therein usually consist of edible roots, fungi, etc.

Cost: 1/1

Photographic memory (T). This powerful skill blesses the character with incredible powers of recall. Previously-read text, speech, or faces can be mentally accessed at will, and the character can immediately note if the contents of a room have been disturbed. However, this does not necessarily relieve one from having to reference a spell book to memorize/change spells.

Cost: 180

Read & write (A). This skill allows a character to read and write a foreign language at the same level of proficiency he speaks it. (Note that characters are presumed able to read and write their native language.)

Cost: 10

Seamanship (T). First of all, someone with this skill doesn't get seasick! Beyond this, he is familiar with handling ships and boats, although he lacks navigation ability.

Cost: 1/1

Sign language (A). Adventurers often know this skill, which permits basic communication with one who otherwise may not speak the same language. It is also silent, which comes in handy on occasion. It is not the same as the hand talk practiced by merchants.

Cost: 10

Sleight of hand (T). This skill indicates that the character has exceptional manual dexterity with his hands. Things such as card tricks, palming small objects, switching drinks, surreptitiously dropping a poison tablet into a goblet and the like are permissible, although the skill never substitutes for talents such as *pickocketing*. A successful skill roll also permits one to work his hands free if they are tied, rather than manacled.

Cost: 1/1

Stone mason (U). As with *carpenter* skill, but the factors apply to stone and stone work.

Cost: 1/1

Swimming (O). Even so little as five points within this skill permit a character to dogpaddle across a calm body of water while toting a *light* load without need of rolling dice. More difficult tests of one's ability require a skill roll, applying a penalty factor of 1 for each pound of gear above the swimmer's *light* load rating.

Cost: 1/1

Tailor (T). A character with this skill can fashion articles of clothing. A successful skill roll can also alert one to the nature of a magic garment without need of donning it, unless the item is indistinguishable from others of different function.

Cost: 1/1

Tracking (O). This duplicates the woodsman's skill with the following exceptions: IQ adjustments do not apply, and if the tracker loses the trail, he cannot regain it.

Cost: 1/1

Two-handed fighting (T). This highly specialized skill permits a character to fight with a weapon in each hand, neither of which can be longer than 30". Of course, shield use when handling two weapons is impossible, as is spellcasting requiring manual dexterity. Regardless of the number of extra attacks a character is allowed in the turn, he never makes more than one attack for the off-hand weapon (assume 90% chance the off-hand is the left one, unless the GM allows the player to choose whether the character is right- or left-handed).

Cost: 100

Should IQ be lost, 10 points are deducted from skills known for each lost point. This loss is spread out as evenly as possible, although skills with a set cost are unaffected until all variable-cost skills are lost. In the same way, IQ gain betters skill percentages in like ratio as evenly as possible.

Increasing skill percentages

If the GM allows characters to better their skills, the method of doing so is to increase general skills by D6% with each level gained, to a maximum of 99%. Profession skills are bettered by their own formulae!

CHAPTER FOUR

Equipment

All adventurers start with the clothes on their back, boots, a non-magical weapon of their choice, a spell, song or prayer book (if the character uses magic), and 100 ounces of gold to purchase other equipment. There are various sorts of coinage in Islay (see Table 18). GMs wishing to flavor the game may give out treasure in different coins. This can be a bookkeeping chore, however. So when all is said and done, what really counts is the weight of the metal. For optimum simplicity, then, most coins can be presumed to weigh an ounce, and the exchange rate based upon a decimal system as shown below.

The lowest minted coin is a bronze piece, worth about 10 cents in our money.

- 10 bronze = 1 silver piece (about a dollar in our money).
- 10 silver pieces = 1 gold piece (about 10 dollars in our money).
- 10 gold pieces = 1 platinum piece (about 100 dollars in our money).

The general abbreviations used for coins is as follows:

- Bronze: bz
- Silver: sr
- Gold: gd
- Platinum: pm

One-ounce silver coins usually are the size of a silver dollar. Gold coins typically are the size of a fifty-cent piece.

Coinage of other metals generally exists only between merchant guilds, who mint their own trade tokens representing an amount of metal deposited within a guild treasury that is redeemable upon the token's presentation. This system was instituted by Freeport's powerful Guild of Business & Commerce and today is widely used throughout Islay by its branches.



Table 18--Coinage of Islay (Optional table)

Country	Coin metal	Coin weight	Coin name
Andor (as determined by the GM)			
Arwin	Bronze	1/4 ounce	Kurana
	Bronze	1 ounce	Kurus
	Silver	1/4 ounce	Kitif
	Silver	1 ounce	Dinar
	Gold	1 ounce	Talent
	Platinum	Variable	-- talents
Ashvryl	Silver	1 ounce	Dellendryll
	Gold	1 ounce	Brigit
Avalon	Bronze	1 ounce	Earth piece
	Silver	1 ounce	Half-moon
	Silver	2 ounces	Moon
	Gold	1 ounce	Sun
Freeport	Bronze	1 ounce	Mark (bronze mark)
	Silver	1 ounce	10 marks (silver mark)
	Gold	1 ounce	100 marks (gold mark)
	Platinum	1 ounce	1,000 marks (platinum mark)
Hocwrath	Bronze	1 ounce	Measure
	Silver	1 ounce	Standard
	Gold	1 ounce	Talent
Krella	Bronze	1 ounce	As
	Silver	1 ounce	Denarius
	Gold	1 ounce	Sesterce
Naz-Al	Silver	1 ounce	Hammer
	Gold	1 ounce	Crown
Sarvia	Bronze	1 ounce	Ruble
	Silver	1 ounce	10 rubles
	Gold	1 ounce	100 rubles
	Platinum	1 ounce	1,000 rubles
Torrencia	Bronze	1 ounce	Pence
	Silver	1 ounce	Shilling
	Gold	1 ounce	Crown
	Gold	5 ounces	Sovereign

Many large cities require cash for goods or services be rendered in the local Coin of the Realm. The usual rate of exchange from moneychangers is 5%-10%. In Freeport, however, the Guild of Business & Commerce makes it a practice to charge but a 3% rate of exchange for any sort of continental coinage.

Following is a partial list of equipment characters may purchase. It should be noted that the listed weight considers not only actual weight but the bulkiness of the item as well. Thus, some things might actually weigh more or less than listed but because of their bulk or lack thereof are tagged with a functional weight.

CHAPTER FOUR: Equipment

General goods

Item	Equivalent bulk	Cost	Special note
Acid (vial of)	2 lbs	20 gd	Holds 16 ounces; does 2D6 points of damage to a target but is subject to armour absorption. Does not harm metal.
Backpack (normal)	5 lbs	2 gd	Holds up to 75 lbs of gear.
Backpack (waterproof)	10 lbs	20 gd	Holds up to 60 lbs of gear.
Bandages	1 lb	1 gd	Enough to bandage 10 Body points of damage for one character.
Bedroll	5 lbs	2 gd	
Belt	1/2 lb	1 gd	
Boots (hard leather)	4 lbs	6 gd	These provide a bonus factor of 1 to Con rolls vs poison delivered by leg bites. But one cannot move quietly in them.
Boots (soft leather)	2 lbs	2 gd	
Bucket (foldable leather)	2 lbs	1 gd	Holds one gallon.
Burglars' tools	5 lbs	20 gd	Includes all tools necessary for <i>detrapping</i> , <i>lockpicking</i> , <i>climbing</i> (including a climbing hook). After 1st level, burglars' tools can only be purchased from a cutpurse or assassins guild.
Candles (10)	3 lbs	1 gd	Sheds dim light in 20' radius; burns up to four hours.
Candle lantern	2 lbs	1 gd	Special lantern to hold candle.
Cape	2 lbs	3 gd	
Cards	1 lb	1 gd	For fortune-telling
Chest (large)	50 lbs	30 gd	Size equals 3' x 4' x 2'; holds up to 1,000 ounces of coins.
Chest (small)	20 lbs	10 gd	Size equals 2' x 1' x 1'; holds up to 300 ounces of coins.
Climbing hook	2 lbs	1 gd	This item is often used by woodsmen and others as a light grapple. It holds up to 300 lbs and has a 20% chance of catching onto a handy projection up to 20' above the thrower. This may be tried once each two phases.
Cloak (heavy)	5 lbs	8 gd	Counts as warm clothes.
Cloak (light)	3 lbs	4 gd	
Clothes (miscellaneous)	?	?	If a character wants a particular garment, the GM sets the weight and price. If normal, assume a price between 1-10 sr. The price is increased tenfold for quality garments.
Clothes (spare normal)	5 lbs	4 gd	One set of clothing worn, excluding armour, is not considered in the weight factor carried by the character.
Clothes (spare warm)	8 lbs	6 gd	Failure to wear warm clothing in temperatures below 40 degrees Fahrenheit penalizes Agility by 1D4 points!
Crampons	2 lbs	2 gd	Aids in climbing.
Deity symbol	1 lb	1 gd	Needed for various spells and for <i>exorcisms</i> .
Disguise kit	10 lbs	20 gd	Needed for <i>disguise</i> skill.
Glass vial	1/2 lb	1 gd	Holds eight ounces of liquid (weighs double when filled).
Gloves (soft)	1 lb	2 gd	
Gloves (work)	1 lb	1 gd	
Grappling hook	10 lbs	2 gd	This holds up to 600 lbs and has a 60% chance of catching onto a handy projection up to 35' above the thrower. This may be tried once each three phases.
Hammer (utility)	5 lbs	1 gd	Often used with spikes for climbing. Inflicts 1D4 points of damage if used as a weapon.
Herbs (healing)	1/2 lb	10 gd	Used for <i>herbalism</i> and some healing spells.
Holy oil (vial)	1/2 lb	30 gd	Holds four ounces; used as spell ingredient.
Holy water (vial)	1/2 lb	10 gd	Holds four ounces; does 2D6 points of damage to undead and Nether creatures when splashed on them.
Hourglass	10 lbs	10 gd	Runs for one hour.
Journal (blank)	3 lbs	20 gd	Has 100 6" x 4" pages.
Keg, wooden	15 lbs	5 gd	Holds five gallons (1,280 ounces) of liquid; weighs 40 lbs when full.
Knapsack	3 lbs	1 gd	Holds 40 lbs of gear.
Lantern	5 lbs	3 gd	Sheds light in 80' radius; burns for 2 hours per oil flask used.
Liquor	2 lbs	1 gd+	Includes bottle with 16 ounces of mead, normal or pumpkin beer, etc.--excluding fine liqueurs.
Lockpicks	1 lb	15 gd	Optional portion of burglars' toolkit. Allows <i>detrapping</i> and <i>lockpicking</i> . Only available from cutpurse or assassins guild after 1st level.
Mail oil	2 lbs	1 gd	Used to keep metal armour from rusting. Includes a month's supply.
Mirror (hand)	1 lb	5 gd	Usable for signalling, peeking around corners, etc. Insufficient to reflect gaze attacks.
Musical instruments--			
Argheel	2 lbs	3 gd	Double-tubed Arwinian flute.
Bagpipes	5 lbs	25 gd	Wind instrument.
Balalaika	5 lbs	15 gd	Traditional gypsy stringed instrument. Treat as mandolin for purposes of casting spell-songs.
Bandore	8 lbs	30 gd	Stringed instrument.
Chittarone	20 lbs	40 gd	Double-necked lute
Concertina	5 lbs	10 gd	Accordion-like wind instrument.
Cornet	3 lbs	10 gd	Wind instrument.
Crowd	6 lbs	10 gd	Forerunner of violin. Treat as violin for purposes of casting spell-songs.

CHAPTER FOUR Equipment

Item	Equivalent bulk	Cost	Special note
Musical instruments-- (cont)			
Dulcimer	5 lbs	10 gd	Hand-held stringed instrument
Flute	1 lb	2 gd	Wind instrument.
Hand-harp, elven	2 lbs	25 gd	This unique instrument is a conch-shaped device that cups over the hand. Three fingers then pluck its seven strings, making an unusual tinkling melody.
Harp, Celtic	20 lbs	20 gd	Hand-held stringed instrument.
Lute	20 lbs	30 gd	Stringed instrument.
Lyre	8 lbs	20 gd	Stringed instrument.
Mandolin	10 lbs	20 gd	Stringed instrument.
Ocarina	1 lb	2 gd	Sweet potato-shaped wind instrument.
Oud	15 lbs	25 gd	Stringed instrument; smaller version of a lute.
Recorder	1 lb	2 gd	Flute-like wind instrument.
Shawm	1 lb	2 gd	Flute-like wind instrument.
Sitar	30 lbs	20 gd	Stringed instrument
Violin	8 lbs	25 gd	Stringed instrument.
Zither	10 lbs	20 gd	Stringed instrument.
Navigation tools	10 lbs	100 gd	Includes compass, sextant, etc., but not a chronometer. An hourglass is generally used for this purpose.
Net (gladiatorial)	5 lbs	10 gd	Needed for <i>net use</i> skill
Oil flask	2 lbs	2 gd	Holds 16 ounces of oil. Inflicts 2D6 points of damage if used as molotov cocktail.
Padlock	2 lbs	20 gd	
Papyrus (20 leaves)	1 lb	1 gd	
Parchment (10 leaves)	1 lb	5 gd	
Pen (quill) & ink vial	1 lb	3 gd	One ink vial is enough for 10 pages of writing or the copying of three spells.
Pipe (for smoking)	1/2 lb	5 sr	
Pipeweed	1 lb	1 gd	
Pots & pans	8 lbs	3 gd	For cooking.
Pouch (belt)	1 lb	1 gd	Holds five lbs of small materials.
Purse (leather)	1/2 lb	1 gd	Holds 50 ounces of coins. If stuck in boot to hinder pickpocketing, no more than 10 ounces of coins may be held within.
Rations, miscellaneous	?	?	Characters wanting a particular sort of food or herb can obtain it at a cost fixed by the GM (1-8 sr if common).
Rations, normal (day's)	2 lbs	3 sr	These consist of non-perishable vegetables, toasted bread, smoked meat, and 16 ounces of water. Without water, weight is about one lb (16 ounces). Normal rations last up to seven days.
Rations, trail (day's)	1 1/2 lbs	1 gd	These consist of jerky, dried fruit, nuts, and 16 ounces of water. Without water, weight is about one-half lb (eight ounces). Trail rations last up to 60 days and for purposes of nutrition one ounce is treated as if it were two ounces of normal rations.
Rope (elven) 100'	5 lbs	50 gd	Has working strength of 1,000 lbs. For each 20 lbs above this the rope must hold, there is a 1% cumulative chance of its breaking.
Rope (normal) 100'	10 lbs	4 gd	Has working strength of 500 lbs. For each 10 lbs above this the rope must hold, there is a 1% cumulative chance of its breaking.
Sack	1 lb	1 sr	Holds 500 ounces of coins or 50 lbs of small items.
Sack (waterproof)	3 lbs	1 gd	Holds 300 ounces of coins or 30 lbs of small items.
Scale (hand)	4 lbs	10 gd	Often used for weighing coinage.
Scrollcase	2 lbs	1 gd	Waterproof. Holds two scrolls or 20 leaves of papyrus.
Sewing kit	1 lb	1 gd	Includes needles, thread, patches.
Slippers	1 lb	1 gd	
Spade	6 lbs	1 gd	Small (36") portable shovel.
Spell/song/prayer book	10 lbs	50 gd	Holds up to 20 spells.
Spell book cover	4 lbs	10 gd	Waterproof.
Spike/piton (iron)	1/2 lb	5 sr	Used in climbing.
Surcoat	4 lbs	10 gd	Comes embroidered with character's crest or symbol.
Tent (two-man)	20 lbs	4 gd	Waterproof.
Tent (two-man elven)	5 lbs	40 gd	Waterproof.
Tent (four-man)	50 lbs	10 gd	Waterproof.
Tent (four-man elven)	12 lbs	100 gd	Waterproof.
Tinderbox	1 lb	1 gd	Takes 1D4 phases to light a flame.
Torch	2 lbs	3 sr	Sheds light in 50' radius and burns for 30 minutes. Does 1D3 points of damage if used as weapon.
Utility suit	2 lbs	1 gd	This light, ninja-like outfit can aid in using <i>concealment</i> skill within shadowed areas, and comes with a mask to hide the face. Apprehension by law enforcement when in this garb, however, is considered proof positive one is a cutpurse or assassin.
Waterskin (empty)	1/2 lb	2 sr	Holds 64 ounces of water and weighs three lbs when full.

CHAPTER FOUR-Equipment

Aurora's adventurer's pack

For quick outfitting, a suggested list of equipment is offered below.

Item	Equiv. bulk	Cost
Backpack (normal)	5 lbs	2 gd
Bandages	1 lb	1 gd
Bedroll	5 lbs	2 gd
Climbing hook	2 lbs	4 gd
Clothes (spare warm)	5 lbs	4 gd
Holy water	1/2 lb	10 gd
Oil flask (molotov)	2 lbs	2 gd
Parchment (10 leaves)	1 lb	5 gd
Pen & ink vial	1/2 lb	3 gd
Purse	1 lb	1 gd
Rations, trail (7 days)	10 1/2 lbs	7 gd
Rope (50' normal)	5 lbs	2 gd
Sack	1 lb	1 gd
Tinderbox	1 lb	1 gd
3 torches	6 lbs	9 sr
Total	46 1/2 lbs	45.9 gd

Armour & shields



The purpose of armour is to protect the body. In donning armour, however, one's freedom of movement is restricted from the weight and/or bulkiness of the attire. This is reflected in the *armour rating* factor, or AR. A base armour rating of 0 represents no armour, while ratings from 1 to 5 are assigned various armour types. (The higher the armour rating, by the way, the easier it is to strike the character, but the more damage the armour absorbs.) Agility and shields can beneficially adjust one's armour rating, offsetting some or all of an armour rating penalty.

The benefit of armour is that it can absorb one or more Body points of damage a person might otherwise suffer in combat. This usually comes into effect when a character has used up his Stamina points. Subsequent hits, as noted in the combat section, inflict Body damage. The number shown in the *absorption* column, however, shows how much of this damage the armour will absorb and cancel out on each separate hit. Example: a character with two Stamina points is attired in a jerkin and struck by a sword inflicting three points of damage. The first two points use up his remaining Stamina points, leaving one point that would otherwise be deducted from the Body points. The armour absorption now comes into play, and we note that a jerkin can absorb 1 point of damage. The character therefore suffers no loss of Body points. Had the sword inflicted 5 points of damage, 2 points of Body damage would have gotten through.

Armour also absorbs Body damage inflicted by missile weapons and *assassin blow*. Armour never protects against Body damage inflicted by magic spells unless the spell description specifically states that it does. One reason for this is that to do otherwise would constantly result in making resistance rolls to see if the armour is destroyed. This would quickly be a frustration to smooth play, and so in most cases a person's armour is presumed to survive magical attacks, although the cost for this is non-absorption of magical damage.

At GM discretion, armour, excluding bracers, will absorb damage from breath attacks.

It should be noted that armours with an AR of 3 or less protect mostly the upper body, while those rated 4 or higher cover one from head to foot. Also, an appropriate helm comes with a set of armour apart from cloth or a jerkin. If not worn, the absorption potential is lessened by 1.

Optional game variant: A group may think that armour should absorb any damage during melee combat and not merely Body damage. This may retard Stamina point loss beyond a comfortable level, but is a permissible option. Further, a GM uncomfortable with the thought of certain armours absorbing all possible harm of weapons with a low damage potential (such as daggers) may rule that a successful body hit always does at least 1 point of damage regardless of any armour absorption.

Optional game variant: Some games abandon the idea of armour absorbing any sort of damage in favor of a system whereby the benefit is instead realized by its improving one's armour rating. If the group prefers this concept, 0 becomes the "worst" base AR, and the *absorption* category instead should be taken to reflect a bonus factor to the wearer's armour rating. Using this system, a knight in full plate armour would have an armour rating seven steps better than that of an unarmoured witch (a base AR of 0(-7), in other words). He would not receive the benefit of damage absorption, however. Magic bracers would function likewise. Also, skills that are penalized by the wearing of armour would be affected by the base number of steps the attire alters the armour rating. Finally, monsters should be given an AR bonus of 5 if this system is employed.

Armour type	Equiv. bulk	Base armour rating	Absorption	Cost
None --	0	0	--	
Bracers*	4 lbs	0	1	2 gd
Cloth or jerkin	6 lbs	1	1	10 gd
Leather, cossack chainmail or gladiatorial armour	10 lbs	1	2	20 gd
Chainmail shirt	15 lbs	2	3	30 gd
Legionnaire plate	25 lbs	3	4	40 gd
Chainmail (full suit)	45 lbs	4	5	50 gd
Partial plate	55 lbs	5	6	75 gd
Full plate	65 lbs	5	7	500 gd
Gauntlets	4 lbs	-	-	5 gd
(These are treated as brass knuckles for purposes of hand-to-hand combat)				

* Bracers are a unique parrying device that slip over the forearms. When one suffers a melee blow from a visible enemy, the wearer, so long as he makes an Agility roll, may deduct 1 point of Body damage he might otherwise suffer. (Optionally, the GM may allow the inventing of a *bracer use* skill for those with low Agility ratings.) Anyone, including spellcasters, may use bracers, although they are of no use if other armour is worn, or if a shield is employed. Should both occur in the same phase, the act of parrying interrupts spellcasting if the GM presumes manual dexterity is a requirement. Non-magical bracers also break if the user rolls a natural 20.

The time required to don armour equals one minute, + one minute per absorption factor of the attire. The time necessary to casually remove it is half this, or one-third if the intent is just to shuck the gear.

Note that the armour equivalent bulk is halved for small sets appropriate for dwarves, gnomes, etc.

CHAPTER FOUR-Equipment

Armour upkeep

Armour doesn't last forever and periodically needs repair. However, it does nothing to better a game by imposing record keeping of how much damage one's armour takes. The simplest means of handling the subject is to require that an adventurer see an armorer each month and pay an upkeep cost to cover minor repairs. The cost equals one ounce of gold per absorption factor of the armour (seven ounces, for example, in the case of full plate armour). Failure to pay the cost deducts one absorption factor from the armour. This penalty is cumulative if additional months of neglect pass. Restoring the damage thereafter costs double.

Note that a character with *armourer* skill can avoid the monthly upkeep cost. The GM may insist he have access to tools and perhaps a forge, however.

Shields help one to parry away attacks and thus they lower one's armour rating. A shield generally is constructed of bronze plated over a wooden base, although they can also be made of wood or even leather. In such cases, the equivalent bulk is halved, but the shield is destroyed upon an attacker's rolling a natural 1 with a melee weapon. Shields also come in all shapes but for simplicity are broken down into three sizes.

Shield size	Equiv. bulk	AR bonus	Cost	Special note
Small (includes buckler)	8 lbs	1	6 gd	
Medium	15 lbs	2	12 gd	Largest size usable if mounted.
Large	20 lbs	3	18 gd	

The *AR bonus* category reveals the extent that a character with a shield lowers his armour rating vs physical attacks. A 1st level rogue, for example, has a base armour rating of 4 when in chainmail. If using a large shield, his armour rating is lowered by three steps, effectively making him AR 1.

As people aren't frozen in time during melee, the bonuses imparted with shield usage (and Agility) are never lost regardless of how many attackers are battling the character—so long as he knows he is being attacked and his movement is unimpaired! This bonus is granted because in actual combat a shield would be far more valuable in parrying away blows than the game reflects. GMs who believe that a shield should be useless against a back or side attack should keep this in mind.

In a pinch, shields can be used to bash an enemy. Details follow.

Shield size	Penalty to attack roll	Damage done
Small	2	1D3
Medium	3	1D4
Large	5	1D6

Weapons (melee)

	Equiv. bulk	Damage	Cost	Length	Special note
Axe (hand)	3 lbs	2-5 (D4+1)	5 gd	16"	
Axe (two-handed battle)	12 lbs	2-9 (D8+1)	9 gd	36"	
Ball & chain (see flailed mace)					
Brass knuckles	2 lbs	1-3 (D3)	3 gd	4"	When punching, can inflict unabsorbable Body damage (see Chapter Six).
Dagger	2 lbs	1-4 (D4)	4 gd	8"	
Hammer	5 lbs	1-4 (D4)	4 gd	14"	
Kick	--	1 point	--	--	Can inflict unabsorbable Body damage (see Chapter Six).
Mace	8 lbs	1-8 (D8)	8 gd	20"	
Mace (flailed)	10 lbs	2-8 (2D4)	8 gd	30"	
Practice weapon	-- lbs	--	-- gd	--	Practice weapons are made of wood. They usually are blunt to prevent damage, but a few adventurers pack along wooden weapons for use against unique creatures. In such cases, a penalty factor of 1 is assessed damage rolls. The cost for practice weapons is half that of a real weapon of similar type.
Lance (heavy)	15 lbs	4-12 (3D4)	12 gd	120"	A mounted lance attack can truly be devastating. However, retention of the lance isn't always possible. After making a successful strike, a Luck roll must be made to indicate the lance hasn't broken. Knights gain a bonus factor of 1 to the roll for each level of skill.
Lance (light)	7 lbs	2-8 (2D4)	8 gd	72"	Used by cossack horsemen and saracens, a Luck roll must again be made to retain use of the lance. However, the main risk to the wielder is not that the lance breaks, but that it wrenches free during the hit. Cossacks apply a bonus factor of 1 to the roll for each level of skill.
Punch	--	1 point	--	--	Can inflict unabsorbable Body damage (see Chapter Six).
Sharpening stone	1 lb	--	1 gd	6"	Bladed weapons that are not sharpened weekly lose one point from their damage potential!
Sickle	2 lbs	1-4 (D4)	4 gd	15"	
Spear	6 lbs	2-5 (D4+1)	5 gd	60"	Can be used as missile weapon.
Staff (oak)	10 lbs	2-5 (D4+1)	5 gd	60"	Comes carved if player wants. For 20 gd more, can be capped with silver.
Swords--					
Bastard	8 lbs	3-8 (D6+2)	8 gd	36"	Two hands are needed to wield this sword.
Broadsword	6 lbs	1-8 (D8)	8 gd	30"	
Gladius	3 lbs	1-6 (D6)	6 gd	22"	
Polesword	6 lbs	2-7 (D6+1)	7 gd	60"	This Arwinian weapon consists of a 20" blade mounted upon a 36" shaft. Two hands are needed to wield it, and it can be used as a spear.

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Weapons (melee) Contd.

Rapier	3 lbs	2-7 (D6+1)	7 gd	36"	This new weapon is proving to be popular for its light weight and good damage potential. However, proper use of it forbids a shield, bracers, or armour with an AR of 4 or higher. It is also useless against someone in armour with an AR of 4 or higher.
Scimitar	4 lbs	1-6 (D6)	6 gd	30"	
Scimitar (two-handed)	10 lbs	2-8 (2D4)	8 gd	40"	
Shortsword (see gladius)					
Two-handed greatsword	12 lbs	3-10 (D8+2)	10 gd	48"	This arm requires a 10' area to properly employ. Thus, no comrades may fight within 5' to either side of the wielder. Can be used as missile weapon.
Trident	6 lbs	2-5 (D4+1)	5 gd	48"	
Whip	3 lbs	1-4 (D4)	4 gd	84"	

Note that weapons can be silvered for four times normal cost. Also, swords come with back or belt scabbards as desired. Daggers come with belt or boot scabbards.

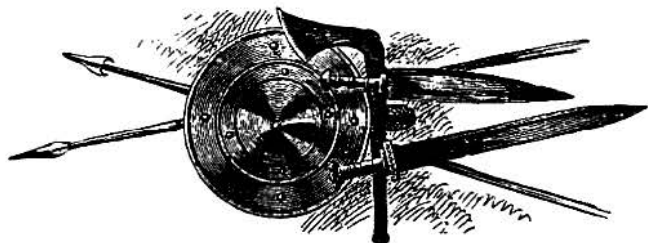
Weapons (missile)

Note that the following missile weapons, because of their speed of travel and difficulty in defense, inflict Body damage on a successful hit. However, missile weapons are unusable against opponents who are engaged in melee with the attacker. Unless noted otherwise, missile weapons not listed—including rocks hurled by a giant—inflict normal Stamina damage.

	Equiv. bulk	Damage	Cost	Length	Range	Miss factor
Axe, hand (balanced)	3 lbs	2-5 (D4+1)	25 gd	16"	20'	A
Ballista (light)	50 lbs	4-24 (4D6)	125 gd	5'	400'	B
Ballista (heavy)	100 lbs	6-36 (6D6)	180 gd	10'	600'	B
Note that ballistae are used mostly by military forces.						
Ballista bolt (small)	20 lbs	--	10 gd	3'	--	--
Ballista bolt (large)	40 lbs	--	20 gd	6'	--	--
Blowgun	1 lb	None	1 gd	18"	25'	A
Note this weapon causes no damage save for that of any poison upon the dart.						
Blowgun dart	1/4 lb	--	1 sr	3"	--	--
Bows should require special handling, for they come in all sizes and poundages. For practical game purposes, however, it is presumed that all bows have a base range. But in addition to the number shown, 10' is added to the effective range for each Strength point of the character. Thus, a 16 Strength woodsman firing a normal recurved bow adjusts the range from 200' to 360' before applying any miss factors. Strength adjustments do not apply to damage rolls when using bows, although they do to hurled weapons. All bows are usable within dungeon settings unless space is so limited that the character must crouch. Note that crossbows, because they are cumbersome to cock and load, can only be fired once per combat phase, regardless of the attacker's normal number of attacks per turn. Also, when a natural roll of 30 comes up when using a bow or crossbow, the string or thong breaks.						
Bows--						
Recurved	4 lbs	1-6 (D6)	12 gd	48"	200'	B
Recurved composite	5 lbs	1-6 (D6)	24 gd	48"	300'	B
Longbow	3 lbs	2-7 (D6+1)	14 gd	70"	400'	B
Longbow composite	4 lbs	2-7 (D6+1)	28 gd	70"	500'	B
Bowstrings (20)	1 lb	--	1 gd	Variable --	--	--
Arrow (armour piercing)	1/2 lb	Special	1 sr	30"	--	--
Note this stubby-tipped arrow discounts the absorption of all metallic armours. However, it inflicts but 1D2 points of damage regardless of the bow used.						
Arrow (normal)	1/2 lb	--	1 sr	30"	--	--
Arrow (silver-tipped)	1/2 lb	--	1 gd	30"	--	--
Arrow (whistler)	1/2 lb	--	2 gd	30"	--	--
Note this arrow is carved in such a way that when in flight it emits a shrill whistle that is often used for signalling.						
Once fired, arrows and crossbow bolts are not reusable unless a <i>repair</i> spell is used upon them.						
Side quiver	3 lbs		3 gd	28" (Holds 10 arrows.)		
Back quiver	5 lbs		5 gd	28" (Holds 20 arrows; prevents wearing of backpack.)		
Catapult	300 lbs	5-30 (5D6)	150 gd	10'	300'	B
Note this weapon inflicts damage upon all within a 10' square. When fired at a specific target area, there is but a 25% chance the ammo will hit the intended square.						
Crossbow (heavy)	15 lbs	2-9 (D8+1)	18 gd	30"	500'	B
Crossbow (light)	8 lbs	1-8 (D8)	16 gd	24"	400'	B
Crossbow bolt	1/2 lb	--	1 gd	12"	--	--
Crossbow bolt (silver-tip)	1 lb--		10 gd	12"	--	--
Belt quiver	3 lbs		1 gd	10" (Holds 10 bolts.)		
Crossbow thongs (10)	1 lb		1 gd	Variable --		
Dagger (balanced)	2 lbs	1-4 (D4)	8 gd	8"	20'	A
Dart	1 lb	1-4 (D4)	6 gd	6"	40'	A
Belt pack	1 lb	--	1 gd	6" (Holds 8 darts.)		
Polesword	6 lbs	2-7 (D6+1)	7 gd	60"	20'	A
Shing	1 lb	1-6 (D6)	6 gd	36"	50'	A
Shing bullet	1 lb	--	1 gd	3"	--	--
Spear	6 lbs	2-5 (D4+1)	5 gd	60"	30'	A
Trident	6 lbs	2-5 (D4+1)	5 gd	48"	20'	A

Note: The rationale behind missile weapons inflicting Body damage is strong and well reasoned. However, GMs may experience game imbalance if strong PCs constantly resort to daggers or darts for a quick kill. If this starts making it too "easy" for the players, the GM may discount a Strength bonus to hurled weapons, or else rule that hurled weapons inflict only Stamina damage.

CHAPTER FOUR-Equipment



Miss factors

When a missile exceeds its effective range, there is a chance it will miss, even if the attack roll is successful as shown below.

Miss factor A. For each 5' beyond the weapon's range, there is a 5% cumulative chance the shot will miss, regardless of the attack roll.

Miss factor B. For each 10' beyond the weapon's range, there is a 5% cumulative chance the shot will miss, regardless of the attack roll.

Riding beasts



Often, an adventurer's most useful companion is his horse. Details follow on the cost and stats for various horses, along with an explanation of the outline used.

Armour rating. Self-explanatory.

Movement rate. The first category shows *tactical* movement per phase. The second is the animal's movement per phase if *trotting*, and the third is the base *daily* travel rate in miles. The GM may halve these rates over *rough* terrain or quarter them in the case of *very rough* terrain. Note that the speed of a horse in a full charge equals 10 times its base movement rate. Movement rates are halved if the beast carries more than three-quarters the weight it is capable of bearing. Unshod horses cannot travel over *very rough* terrain for more than four hours a day without tearing their hooves.

Level. This represents how many D10s are rolled to generate the horse's Stamina points.

BP/SP ratio. If the GM chooses not to use a combined Body/Stamina point rating (see Chapter Ten), this figure shows how many of the horse's indicated Stamina points are to be considered Body points. A medium warhorse, for example, has a BP/SP ratio of 4/5. This means that 4 of each 5 of its normal Stamina points are actually Body points. More specifically, a 20 Stamina point medium warhorse would have exactly 16 Body points and 4 Stamina points.

Average stat. This is the usual range of the horse's stats. A draft horse, for example, would be considered to have stats of 17 for purposes of resistance or stat rolls. (But note the next section!) Because Appearance and Charm play no part in combat, they are not considered. As with other monsters, horses are presumed to have a Luck rating of 6.

Special stat. This category is for especially high or low stats a beast might have. The same draft horse, while it might be considered to have a 17 Strength or Con, has an average Agility and IQ of but 6!

Attacks. This represents the number and sort of attacks a horse has. (All horses, it should be noted, can bite for a point of damage, although this is usually reserved for a rider's leg when the animal is displeased with him.) Note that *horsemanship* or *mounted fighting* skill is required to guide warhorses to attack when and whom the rider wishes.

Dmg. This shows how much damage the horse inflicts with his attack.

Ethics. This shows the general ethics of the horse. Normal animals, it will be recalled, have Indeterminate ethics.

Size. This reveals the size of the horse.

Carrying capacity. This is how many pounds of weight the horse can carry per Stamina point it presently has. The figure is tripled if the horse is hitched to a cart, wagon or litter. This halves its speed, however.

Cost. The cost of the horse, per Stamina point.

In all cases, a formula based on the "Stamina points" of a horse actually considers a combined total of *both* Body and Stamina points.

Horse--	Draft	Great war	Medium war	Light war	Pony	Donkey
Armour rating:	0	0	0	0	0	0
Movement rate:	10'/30'/20	10'/35'/20	15'/40'/30	20'/60'/40	10'/35'/25	10'/30'/20
Level:	4	4	3	2	1	1
BP/SP ratio:	1/1	1/1	4/5	4/5	1/1	1/1
Average stat:	17	15	14	12	8	9
Special stat:	IQ/Ag-6	IQ/Ag-6	IQ/Ag-6/7	IQ/Ag-6/7	IQ/Ag-5/7	IQ/Ag-5/7
Attacks:	1 kick	1 kick	1 kick	1 kick	1 kick	1 kick
Dmg:	4D4	4D4	3D4	2D4	1D4	1D4
Ethics:	I	I	I	I	I	I
Size:	M	M	M	M	M	M
Carrying cap.:	25 lbs/SP	25 lbs/SP	20 lbs/SP	15 lbs/SP	25 lbs/SP	20 lbs/SP
Cost:	4 gd/SP	16 gd/SP	8 gd/SP	8 gd/SP	2 gd/SP	1 gd/SP

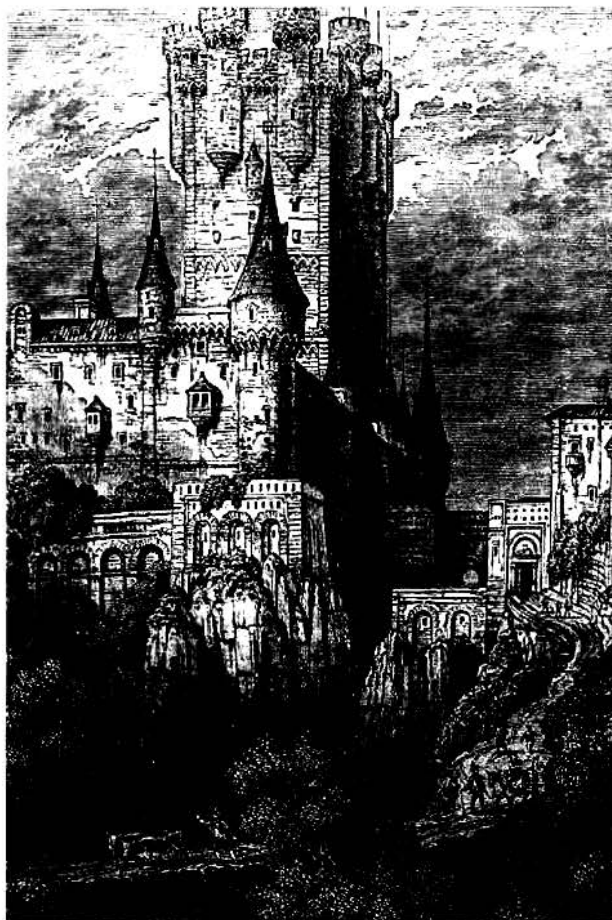
Non-warhorses--that is, those untrained to attack on command--cost one-quarter of the listed price.

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Riding gear	Cost	Absorption	Carrying capacity	Equivalent bulk
Armour (leather)	20 gd	2 points	--	2 lbs per SP of horse.
Armour (chain)	150 gd	3 points	--	4 lbs per SP of horse.
Armour (plate)	200 gd	5 points	--	6 lbs per SP of horse.
Cart (2-wheeled)	50 gd	--	1,000 lbs	400 lbs.
Hitching harness	3 gd	--	--	25 lbs.
Rations (daily horse)	5 sr	--	--	10 lbs.
These consist of a special mixture of concentrated grain and grass. Otherwise, horses generally require 25-30 lbs of normal hay each day. The equivalent bulk doesn't include water.				
Saddle bags	3 gd	--	30 lbs	5 lbs.
Saddle, pack	20 gd	--	*	20 lbs.
Saddle, riding	20 gd.	--	1 rider	15 lbs.
Wagon (gypsy)	500 gd	--	2,200 lbs	1,800 lbs.
Wagon (open)	200 gd	--	3,000 lbs	900 lbs.

* This rig allows the horse to be used as a pack beast, bearing up to its maximum carrying capacity in equipment.

Small items such as bridles, horse blankets and brushes to groom the animal come with it when the animal is purchased.



Services

Characters often need services--food and lodging, blacksmithing, etc. Suggested costs for some of these follow.

Service	Cost
Blacksmith (to groom and stable horse)	1 gd
(to shoe horse)	4 gd
Lodging (average inn)	2 gd/night or 10 gd/week
Lodging (good inn)	3 gd/night or 15 gd/week
Meal (average)	5 sr
Meal (quality)	1 gd
Retainer	Special.

Characters may want to hire assistants. As a general rule, retainers will only take service with those of higher skill level. Simple servants--cooks, maids, etc.--can be had for 10 gd weekly. Specialists, such as an overseer to watch over the character's lands, or a bodyguard, cost much more. The usual rate of hire is 20 gd per week, multiplied by the retainer's skill level. Usually, such hirelings will not serve to the extent of entering a dungeon or going overland on a quest. An exception is a knight's squire(s). These will not anxiously enter dungeons, but will guard horses and the like, although it is expected that the knight--to illustrate his generosity--will pay double normal wages, along with an occasional tip! If the GM rules that retainers otherwise will follow their master on an adventure, the hireling will certainly expect an equal share of treasure!

It is permissible to play a retainer as a back-up character if the GM will allow it.

Also, the higher level a retainer is, the more likely he or she may want to depart and make their own way in the world.

Retainers have a base loyalty of 10% +/- their master's Charm adjustment. This figure is increased four-fold if the retainer is treated or paid well. It is quartered if the retainer is mistreated or cheated. There may be occasions that the GM makes a die roll against a retainer's loyalty!

Note that retainers are distinctly different from the followers that some characters automatically acquire upon reaching certain skill levels.

Slave

See below.

Throughout Islay, slavery is officially sanctioned in but two nations--Arwin and Krella. It is tolerated most other places to the extent that the law will not interfere in a master's having a slave travel with him. In Avalon and the Elflands, however, slaves may obtain sanctuary. The cost is typically 100 gd per stat point most appropriate to the slave's function.

CHAPTER FIVE

The Adventure

Adventuring for the sake of excitement and new experiences is the meat and drink of most characters, other rewards being incidental. Within the scheme of things, Adventure has several elements to it, the most important of which is naturally...

The Quest

...The old peasant had finished speaking. Now his eyes pleadingly scanned the faces of those about the room, seeking to know who might help. Most looked away, returning to their own business.

"Bandits, say you?" The voice came from one of the few who yet faced peasant's way. Attired in the chainmail of a Torrencian knight, he flexed his fist and pushed his tankard away. "I will go to your village, old man," the youth said. "I am Sir Colin Bradford, and my sword doth ever stand ready to do battle with bandit scum--if such skulk within the hills yonder."

"They do," added a blue-robed woman sitting to one side, her only companion a large black dog obediently laying at her feet. Looking at no one, she stared out a window toward the hills above the inn. "I sense their presence."

With a look of puzzlement upon her face, a young elfwoman standing nearby squinted and cocked her head to one side in the manner of her people when they are puzzled. "Why would bandits want to attack a village?" she finally asked.

"Are you just out of the cradle, girl? Attacking villages is what bandits do." The reply came from a gaunt figure robed head to toe in black, his hands wrapped about a gnarled wooden staff whose skull-shaped silver cap bore more than a passing resemblance to the skeletal features of his own hairless cranium. "I am Mephisto," he continued with a nod, "a humble...priest. It will be my pleasure to...aid your struggle of oppression against these bandits."

"I'm Ferial," the elf chimed in, "a priestess of Dellendryll from Erin's Gate. Who are you a priest of, Mephisto," she asked innocently.

Mephisto cleared his throat and looked toward the peasant. "Your village is, you say, three hours' walk from here," he spoke, avoiding the elf's query. "And these bandits, which as I recall have plundered a caravan or two lately as well, base within the mountains to the west of the valley?"

"Aye, they do," answered the peasant. "Their leader calls himself Redbeard, may the gods pox him. 'Tis said he and his pack of wolves lair in a canyon somewhere to the west."

"Wolves aren't bad creatures, you know," Ferial pointed out.

"I think I know the place." The voice came from a corner where sat a bearded mountain man dressed in a ruddy jacket of leather over which he wore an old green cloak. He appeared little different from the peasant himself--but for the long handle of a sword that thrust from a scabbard strapped to his belt. He leaned forward, tapping his pipe upon the table. "Name's Hawkeye. I've walked much in the hills around here, and if memory serves me true, I recall an old box canyon several leagues to the west with a good water supply. Easily defensible and on high ground so that lookouts can spot enemies coming up from below and pick 'em off one-by-one. My wager is, that's where the bandits are holed up, and they've picked a good base. Only a fool would try and take it out." Using the flame of a candle to light his pipe, the woodsman took in a breath and then let out a blue smoke ring that floated toward the group. "But I just happen to know an old deer trail over the mountains that winds round the mountain and reaches into the canyon from above...."

While it's possible to do nothing more than hit the road until a quest offers itself, the GM will usually decide on a set goal before the adventure begins. His means of introducing it can range from as simple as having a peasant come to an inn and beg for help against bandits, to allowing one of the characters to stumble upon an old "treasure map" for sale in a marketplace, or hear a legend regarding an abandoned wizard's tower in a swamp miles away, and so on.

The key to presenting a quest lies in the GM's first deciding what it should entail--freeing peasants from oppression; retrieving an item taken by mischievous fairies; sneaking through hostile woods; re-sealing an undead monster within its tomb; encountering a couple of ogres and then locating their lair after dispatching them, etc. In connection with this, there are two sorts of quests. *Minor quests* are simple, require only a few sessions of play, and end when the enemies are vanquished. *Epic quests* can last through many sessions of play, with numerous side adventures, each functioning as a separate piece of a greater puzzle. A group seeking a lost pyramid in the Arwinian deserts, for

example, might go through a number of adventures as they wander about the world picking up a lead here, a map there, etc.

Next, the GM should make a detailed campaign map of the quest area, noting landmarks, suggested encounter spots, etc. With respect to encounters, there are two sorts: *set encounters* and *random encounters*. Set encounters are designed by the GM to occur at a predetermined place in a set manner. Random encounters can happen anywhere. Usually, the GM will generate a list of possible random encounters. To note if one occurs, he will typically roll a D6 each hour of the group's travel (or as the group enters a new hex on his map), with a roll of 1 indicating such an occurrence.

Third, consider the relative strength of the adventuring fellowship and stock the area with appropriate denizens, noting their locations on the campaign map. Keep in mind that encounters should be tailored to the style of campaign play. If the gamers avoid roleplay in favor of the sheer pleasure of combat, have enemies ambush them and start a fight with a new twist rather than come out for a session of bargaining and negotiation that won't be appreciated. In the same way, gamers heavily into roleplay should be given the opportunity for interaction with potential friends and enemies, rather than having mindless combat forced upon them without other options.

Fourth, anticipate the characters' reactions and game plan. Designing a dangerous forest to weaken the party before they reach a necromancer's castle, or planning a crucial roleplay encounter on a road can quickly be neutralized if everyone has flying brooms, or if a witch uses a bubble spell to fly her friends over the encounter area. Remember, characters often are three-dimensional in their travels! Planning on this and stocking the skies with dangers greater than that of the woods will quickly get the group back on the ground where you want them to be.

Fifth, stock the encounter area with appropriate treasure. This can be hard, for often a GM might give out magic items that later prove to be overly powerful. If such is the case, rather than just taking the item(s) away, the GM should come up with situations whereby they cannot be used to good effect. *Energy blast* wands, for example, are dangerous to all in narrow spaces or around flammables; *BF 5* swords are of no aid against creatures that attack from range; the best armour in the world doesn't help against *magic darts*, and so on. Often, creative use of natural conditions will compensate for powerful magic.

Sixth, provide a general map to the players if warranted. Naturally, do not indicate encounter areas unless the party is supposed to know of them.

Getting there

Adventurers have several ways of getting from place to place:

Foot travel

This is the most basic means of going from point A to point B. When considering foot travel, there are five movement rates.

Tactical movement. This is measured in feet per phase and is considered to be the usual rate of speed when in dungeons or possible danger areas. Normal characters (excluding legionnaires with their base movement rate of 15') walking in these situations are considered to have a base movement rate of 10' per phase (10 seconds of time). This presumes the group is placing itself on guard against possible danger. Thus, they are deliberately traveling slower than they might just walking down a city street. The party can still be ambushed, but they are at least doing their best to be on guard.

Trodding. This equals 20'/phase (or double normal tactical speed), and represents the movement rate of one walking leisurely, without placing himself on special alert to danger. *Trodding* characters are twice as likely to be ambushed.

Jogging. A jogging character moves 40'/phase (or four times tactical speed), and is three times as likely to be ambushed. *Jogging* can be maintained three minutes per Con point. After this, characters must rest for a period equal to half the jogging time before they can attempt movement faster than *trodding*.

Charging. Creatures making a full charge have a speed 10 times that of their tactical movement. This can be kept up for one minute per five points of Con. After this, the character must rest twice as long before movement faster than *trodding*. *Charging* creatures are automatically ambushed.

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Daily movement. The base daily movement of characters is 20 miles (30 for legionnaires). This figure is halved in areas of *rough* terrain and is quartered in *very rough* terrain. Those pushing themselves hard--in other words declaring that on a given phase they are *trotting*--double their base daily movement rate. Note that all daily movement figures assume travel time of 10 hours. If a group wants, they can travel for longer periods, though exhaustion may set in.

Note that a movement of about 15' per phase equals one mile per hour of travel.

As noted in the section on Strength, *light* or *heavy* loads adjust one's movement by one or more feet per phase. These same adjustments affect *daily* movement in miles.

Naturally, a group's standard movement rate equals that of the slowest person or animal.

Beasts of burden

Outside the dungeon, characters usually employ horses, which were dealt with in Chapter Four. However, note that a *trotting* horse and its rider are twice as likely to be *ambushed*. A *charging* horse and rider are automatically *ambushed*.

Magical travel

This is the most versatile means of getting from place to place, and can entail instantaneous transportation through a *teleportal*, to using *flying carpets* or *bubble* spells.

Ships and boats



Those crossing bodies of water may resort to ships, boats, rafts, etc. Full details on these will be provided in a future product describing Freeport. Until then, a handy rule of thumb is that ships have a base daily movement of 8D6 miles, while rafts travel 3D6 miles.

Swimming

Land-dwelling characters swimming or walking about underwater have a movement rate one-quarter that of normal. *Jogging* doubles movement, while *charging* multiplies the movement rate by four.

Table 19--Vision

CONDITIONS	LOCALE			
	Above ground	Flying in air	Underwater*	Underground**
Clear-- (no haze)				
Good light	12 miles	20 miles	400' base	--
Average light	3 miles	5 miles	100' base	--
Poor light	3,960'	1.25 miles	25' base	--
Very poor light	990'	1,650'	6' base	--
Semi-clear-- (light mist, haze, etc.)				
Good light	3 miles	5 miles	100' base	--
Average light	3,960'	1.25 miles	25' base	--
Poor light	990'	1,650'	6' base	--
Very poor light	248'	413'	1' base	--
Unclear-- (light fog, smoke, etc.)				
Good light	1,584'	2,640'	10' base	--
Average light	396'	660'	3' base	--
Poor light	99'	165'	1' base	--
Very poor light	25'	41'	--	--
Very unclear-- (blizzard, clouds, normal fog, thick smoke, etc.)				
Good light	79'	132'	1' base	--
Average light	20'	33'	--	--
Poor light	5'	8'	--	--
Very poor light	1'	2'	--	--

Sights and sounds

Vision is extremely important. Often, the distance an enemy is spotted can spell the difference between winning and losing a battle. This is most important in an underground setting, where natural darkness is an ally to native denizens. But before a group enters an underground area, they will traverse the above-ground world. Here, on a clear day, sight may extend for miles. As evening falls, vision is much reduced and once again an advantage returns to creatures of the Dark. The table above offers some general guidelines for noting how far one can see under certain conditions. The best rule of thumb, however, is for the GM to make his own determination on the matter, based on the circumstances he creates.

Key--

Good light: Equal to daylight. In this sort of illumination, significant details can be made out.

Average light: Equal to overcast day or twilight. In this light, good details can be made out if object(s) scanned are bright in color.

Poor light: Equal to bright night, torchlight or bonfire. Includes most spells that give off light. Out of direct illumination, details cannot be made out save for size and general shape of object(s).

Very poor light: Equal to dark night, candles, bright glow moss, etc. Out of direct illumination, no details are apparent. Movement alone can be detected. Attackers are considered to be fighting in *dim* conditions.

Note that when using an artificial light source, *dim* conditions are considered to exist beyond half the illuminated radius. In the case of a torch, for example, beyond 25' from the bearer one is considered to be in *dim* light, even though the torch's illumination extends another 25'.

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* Underwater, light is quickly absorbed. The base figure represents the range of vision within 10' of the surface. When descending beyond this, 1' of vision is lost for each foot that one penetrates. Magical light sources illuminate but half their normal area of exposure when in a liquid environment.

** The range of vision underground, where darkness is natural, is largely determined by the source of light carried by a party. Details on the illumination of torches and the like were given in the section on equipment. In conditions other than *clear*, the area of illumination drops by one-quarter with each step removed. Note that underground-dwelling monsters, however, have three times the range of vision of surface-dwellers in dark areas. Even so, virtually no creature "sees" without at least some miniscule degree of light its ocular system can focus on to provide sight. In most cases, underground creatures with a true sense of sight rely on the illumination given off by glow moss or other natural conditions. Surface-dwellers cannot make use of this dim illumination and remain blind without other light. In the case of artificial light sources, some races can better utilize the available light. A dwarf with a torch, for example, could see up to 100' away, while a human standing next to him could see but half that distance. An underground-dwelling orc could see 150' with the same light.

Finally, while light sources provide only a modest illumination for those within their area of effect, they can be a dead giveaway to those looking in their direction from afar. Under perfect conditions at sea, for example, the flicker of a humble candle can be seen from as far away as 15 miles! Underground, monsters who spend most of their time in darkness will spot a torch-bearing party from a great distance, possibly resulting in a chance to lay an ambush or summon reinforcements.

Listening

Sounds frequently play a part in adventuring. Characters often, for instance, pause and listen at a closed door. To do so, one must remove any covering of the ears, and the base chance of hearing anything is 25%. If less than half a character's listening percentage is rolled, he will hear with relative clarity, noting any subjects being discussed. Otherwise, only a mumbling, in the

case of conversation, will be detected. Listening with an uncomfortable degree of background noise quarters one's chances of hearing what transpires behind a door. Elves and half-elves have bonuses of 20%/10% to *hearing* rolls.

General sounds can otherwise be heard long distances in the right acoustic environment. A scream, for instance, could travel for miles in a complex of caves, or for hundreds of yards outdoors on a quiet day. Underwater, sounds carry for incredible distances. Thus, the area of exposure of any spells that better one's hearing sense (such as *sonic sight*) quadruple in a liquid environment.

Making camp

When night comes, characters must make camp. Smart adventurers will choose a good defensible spot—a copse of trees on a small hill; the safety of a large oak subjected to *Lyrazel's tree house*, etc. Having done this, it falls to the GM to note defensive measures taken by the group: How many guards will be on watch, and for how long? What is their range of vision? What about the horses—which make tempting morsels to hungry monsters? Are they hobbled so they cannot break free and run away to be lost? Are they lightly tethered so they can break loose and escape danger if need be?

It is during the evening hours that encounters often happen with nocturnal creatures out for food or booty. A campfire, beyond keeping a group warm, also makes normal animals shy away. Intelligent monsters, on the other hand, can be attracted to the sight of a campfire. Note that a fire restricts vision to the illumination given off by the fire itself.

Generally, watches are three hours long and there are three a night, beginning at 9 PM and ending at dawn (6 AM). During each watch, the GM should roll for possible encounters, with either a 1 in 6 or 2 in 6 chance of such an occurrence.

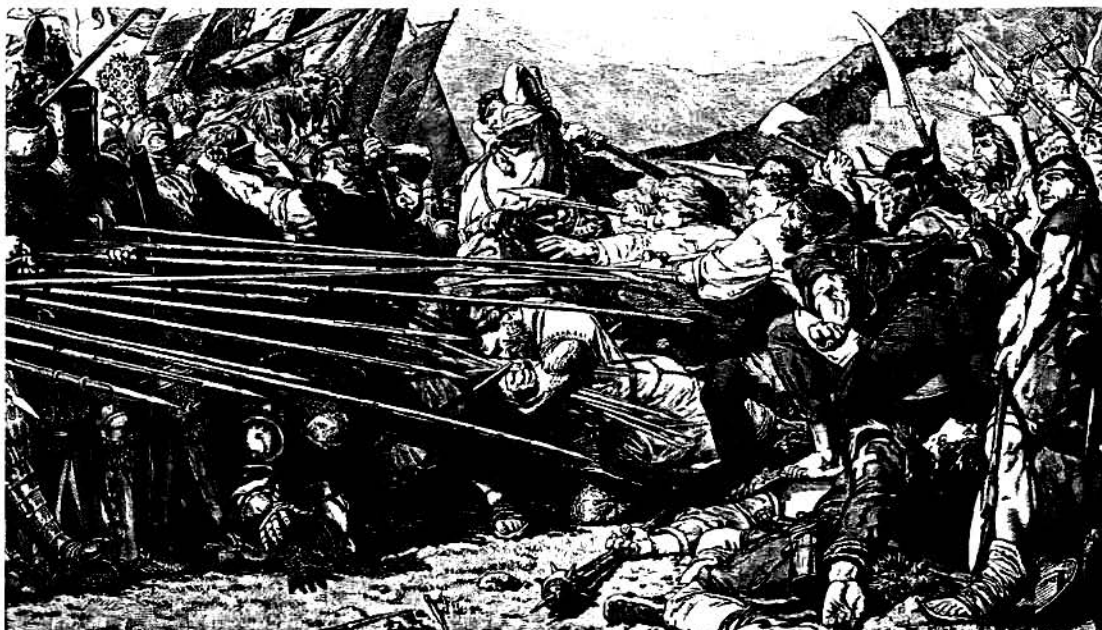
After battle is joined, all characters awaken from the noise without need of a die roll. However, a character desiring to remain asleep unless physically awakened (for instance, a tired spellcaster) can make a Luck roll to do so.

Last of all, remember that no one sleeps in metal armour if they have a choice!



CHAPTER SIX

Combat



Combat is one of the most important aspects of adventuring, and there are several facets to it, including:

Ambush

Ambush occurs when an enemy or group of enemies is positioned to launch a surprise attack on one or more opponents. This usually happens when the *ambushing* side strikes from a concealed position, ranging from jumping out of a darkened recess in a dungeon wall, to appearing from a state of invisibility or camouflage. The GM does not check automatically for an *ambush* whenever there is an encounter! An *ambush* requires forethought, and to enact one, the attackers must be unseen or they must have a means of launching a totally unexpected strike. If either of these criteria are met, the *ambush* might work. There is a base chance of success as shown below, based on the conditions under which it is attempted:

Attacker unseen and unsuspected: 90%

Attacker unseen but suspected: 60% (Presumes that defenders specifically are aware of a creature's presence, not that they are merely on guard!)

Attacker previously seen, but launching strike against unsuspecting or unprepared target: 30%

If the *ambush* succeeds, attackers are considered to have a combat phase of 1, with a bonus of first strike regardless of a defender's Agility or combat phase (see next section). Otherwise, both sides attack on their normal combat phases.

Note that those making a successful *ambush* apply a bonus factor of 3 to their first attack roll. In addition, to reflect the *ambushed* person's lack of defensive preparedness, the *ambusher* inflicts Body damage. Optionally, GMs may apply the damage first to Stamina points if they feel this makes the game more balanced.

Movement and combat phases

A game turn lasts one minute. QA presumes that within the minute are

six 10-second tactical increments of time called **phases**. These range from phase 1, at the start of the turn, to phase 6, ending it. Five of these phases are **movement** phases. During a movement phase, those not casting spells may take any non-offensive action they desire: Move toward or away from an enemy; draw (but not swing) a sword; engage an enemy (though not make an attack roll); cast one of the handful of spells which are treated as *movement*; grasp (but not employ) a magic item, and so on.

It is during a **combat** phase that actual dice-rolling begins and all attacks are made. This is the point in the game turn that one can make physical attacks or use a magic item. Characters have a fixed combat phase for non-spellcasting attacks which is determined by their Agility score as shown hereafter:

Agility	Combat Phase
20	1
19-17	2
16-13	3
12-10	4
9-5	5
4 or less	6

The combat phase for the opposing side is determined randomly by the GM's making either a single D6 roll for the group*, or separate rolls for all enemies (assuming they are do not have fixed Agility scores and thus fixed combat phases). The result is the phase they may attack the party. In the event of ties, both sides act simultaneously. Optionally, the attacker with the higher Agility acts first, possibly slaying his enemy before any retaliation. (Note that characters usually entitled to multiple attacks in the combat phase must be wielding a *primary* weapon. Otherwise, only one attack is permitted, since he employs *inappropriate* and *secondary* arms as a 1st level.)

Movement is always allowed on non-combat phases. And should an attacker's combat phase arrive before he has had time to move into melee range with an enemy, the combat phase automatically shifts forward until he is capable of making an attack.

* GMs wishing to inject more randomness into combat may consider permitting player characters to also roll a D6 to determine the combat phase for normal attacks, rather than relying on their Agility rating.

Delaying a combat phase

Sometimes a character will delay attacking. This can happen for several reasons: he may wish to see whom will survive a spell from the party's witch; he could be waiting to see if enemy reinforcements arrive; he might be deciding who presents the greatest threat, and so on. Delaying the combat phase is thus permissible, and it can be held even through subsequent turns of play. However, attackers may never have more than one combat phase per turn.

Those using spells must declare their intention at the start of the turn, then act on the proper phase as shown below. Otherwise, they may begin casting on their normal combat phase, for once the option of immediate spellcasting has been declined, the character cannot resort to normal spells until his combat phase arrives. Effects then occur an appropriate number of phases later. This may cause the magician to lose the opportunity of employing other spells or making regular attacks if his length of casting overlaps into a subsequent turn.

Withdrawing from combat

Characters withdrawing from combat have one of three options:

Fighting withdrawal. This involves a character's giving up any attacks and slowly moving back at quarter speed while parrying. In such a case, the enemy attacks normally while following, but with no extra bonuses.

Tactical withdrawal. This entails a character's backing out of melee while a comrade takes his place. No penalty accrues and no extra attack is allowed the enemy. The Krellans are famous for using this technique in mass formation to rest their troops.

Retreat. A character turns his back and runs. The enemy, unless engaged with another opponent at the same time, may take a free attack with a bonus factor of 3 to the attack roll, or pursue.

Spellcasting in the turn

Those casting spells determine their combat phase differently from others using weapons or magic items. Spellcasters usually have a combat phase equal to the rank of the spell being cast. Example: a witch casts *magic dart*, a 1st rank spell. This means her combat phase is 1. A necromancer casting *sound dampening*, a rank 3 spell, sees the effects occur on phase 3. (7th rank spells take effect at the end of phase 6, after all others acting on that phase have performed their action.)

Note that a spellcaster can never make a melee/missile attack and use magic in the same turn unless he invokes spells with *instantaneous* casting times.

Exceptions to the above rule include all "finger" spells (*finger of stunning*, etc.), which always have a combat phase of 1. Other spells with especially short or long casting lengths naturally override the guideline and have this noted in their spell descriptions. As suggested, spells with an *instantaneous* casting time are considered movement and may be enacted on any phase! But only one *instantaneously*-cast spell is permitted per phase, and then only if the magician is not casting another spell in the same phase. The spell must also be cast before making an attack roll if it is the spellcaster's intent to engage in melee in the same phase.

Optional game variant: GMs may consider allowing spellcasters to *quick cast*. This involves getting a spell off one or more phases sooner than normal. A requirement is that the spell must normally take two or more phases to cast. The player then makes an IQ roll, applying a penalty factor of 6 for each phase deducted from the normal casting time. Failure wastes the spell.

During the phases prior to the spell effects taking place, the character is presumed to be doing any number of things--reaching for spell ingredients, selecting a target, concentrating, intoning *sonic* elements, etc. He might even be delaying his action so far as his opponents know. Thus, the passage of

phases without an effect from a magician does not necessarily clue one in on the rank of spell he may be employing!

On arrival of his combat phase, the caster has two choices: declare to the GM he is cancelling his spell, or specify the range and area of exposure he is choosing, along with any pertinent resistance roll data. Effects occur immediately thereafter.

While casting, no movement save for turning in up to a 360 degree circle is allowed unless the spell does not require manual dexterity. In this event, the character can travel no faster than *tactical* movement.

Becoming engaged in melee while casting

If an opponent moves to a spellcaster with the intent of making a melee attack, the two are considered *engaged* in combat. Thus, the magician begins the natural movements of one trying to avoid being struck with a weapon (else he is automatically hit for Body damage!). A result of this is that casting spells requiring manual dexterity is impossible unless begun prior to being *engaged*. In this event, the magician can make a Luck roll to avoid losing concentration. However, if he is actually struck, he may have to make additional rolls to get the spell off (see below).

Taking damage while casting

This is a bane to a magician, for damage of any sort can disrupt concentration and waste the spell. Loss of Stamina while casting requires a simple IQ roll to complete the spell. Loss of Body points is more serious and forces a Luck roll to be made, applying a penalty factor of 1 for each point of Body damage sustained. Failure means that the spell is wasted.

The attack roll

When someone makes a physical attack, he can roll a D30, D20 or D100 as the group prefers to indicate success. The author encourages employment of the D30, and the examples given hereafter in combat presume use of this die.

The chances of the attack penetrating the target's defenses are based upon these factors:

The level and type of attacker. Monsters, to balance the advantages of characters, have the best chances of striking a given armour rating, starting with a base roll of 22 or less to hit AR 5(+2), the worst possible armour rating circumstance for a conscious, moving target.

The enemy's armour rating. This is a critical factor. Technically, there are six armour ratings within QA, from 0 (no armour), to 5 (full plate armour). However, various factors can either aid or hinder an attacker's chance of striking these ARs. Take a 5 Agility knight in full plate armour without a shield, and a similar rogue in cloth armour. As noted in Chapter One, an Agility rating this poor penalizes the armour rating by two points. We know that someone in full plate armour has an AR of 5. Since the knight is already at the upper limit of AR 5, the two-point penalty for a 5 Agility is handled by declaring that an attacker has a bonus of 2 points to the number he normally needs to strike that armour rating. Thus, under game conditions, someone playing this knight would tell the GM that his character has an AR of "Five plus two." The rogue, meanwhile, would adjust his armour rating of 1 by two places, to AR 3. Since this falls within the six armour ratings, the player simply states the character has an AR of 3, rather than an AR of "One plus two."

At the other end of the scale, many factors can better one's armour rating. An unarmoured necromancer with an 18 Agility, for instance, has an AR bonus of 3. He is already AR 0, so the player would announce to the GM that the character's armour rating is "Zero minus three." The GM takes this to mean that the character is AR 0, and that an attacker must deduct three points from the die score it needs to strike AR 0.

Agility adjustments. As noted in Chapter One, a character's Agility score can apply a bonus or penalty to attack rolls.

Magic adjustments. Certain spells grant bonus or penalty factors to attack rolls. Magic weapons can also impart bonuses to attack rolls if beneficial (as in the case of a BF 1 sword).

Position of the attacker. If an attacker strikes from an unseen position (from a target's rear or by *ambush*), he applies a bonus of 3 to the attack roll. Thus, a character striking from behind with a score of 12 on a D30 adjusts the result down to 9 from the benefit of making the attack from the target's rear.

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each bonus or penalty factor of 1 indicated on the D20 or D30 combat tables is treated as a 5% modification on the D100 table.) These two possible bonuses are never cumulative, so a character who makes a successful *ambush* at a target's back gets a bonus of 3 to the attack roll, not 6.

Agility rolls to lessen damage

Often, some elemental attacks permit an Agility roll to lessen damage. In cases where magic spells or items lessen damage of this sort, the Agility roll is made before applying adjustments for magic unless the spell or item description specifically states otherwise.

In all cases, a roll of a natural 1 results in no damage from the effect.

Astral/Ether combat

Characters on the Astral plane conduct combat normally. However, the fact that the body is left behind on the Nexus means that the character has no Body points! When Stamina is reduced to 0, the psychic umbilical is cut and the character dies. Ether combat is conducted normally. (Note that spirits within the Ethers are treated as corporeal, making their base AR 0.)

Attacks on sleeping/helpless targets

Armed attacks by intelligent creatures against sleeping or helpless targets results in automatic death so long as the victim is between *small* to *medium* in size and has vital organs. Otherwise, the weapon inflicts maximum Body damage. No attack roll is required.

Such attacks can be made once each phase until the victim is able to defend himself.

Breath attacks

Some monsters breathe fire or other damage-causing elements. In doing so, the monster must make separate attack rolls against all within the breath's specified area of exposure. Success delivers double damage to those struck (with regular damage being taken otherwise), while a natural 30 results in no damage being taken.

Charging attacks

If a monster or character attacks by *charging* (that is, by hurrying forward at maximum speed or by aerial power dive), no penalties accrue to combat rolls unless the attacker suffers damage in the same phase as the attack is made. This applies a penalty factor to the attack roll equal to the damage suffered.

Combat expertise

A free talent granted characters and monsters alike is *combat expertise*. Periodically, characters may take a bonus factor of 1 to attack rolls with *primary weapons*; or, at their option, a *combat skill slot*. With respect to game characters, *fighters* gain *combat expertise* more quickly than do *tricksters* and *spellcasters*. Fighters begin with a base roll of 20 or less on a D30 to strike AR 5(+2). Both they and monsters can better their chances of hitting a given armour rating by 1 point for each two levels they have (with *primary weapons*, of course).

Tricksters and spellcasters both begin play needing a 20 or less to hit AR 5(+2). Each can better their chances of striking a given armour rating by one point for each three and four skill levels respectively, with *primary weapons*.

As a general rule, monsters are presumed to take the *expertise* in the form of bettering their attack rolls.

Another type of *combat expertise* only permitted characters involves extra attacks over the course of the turn. While not free, the benefit does allow a character to make an extra attack with any *primary weapon* during his combat phase. Or, at his option, he may exchange the extra attack in favor of taking a bonus factor of 2 to his armour rating when employing any *primary arm*. This bonus applies only when the character actively defends against an attack.

Critical hits

A natural 1 is considered to be a *critical hit* and inflicts Body damage even if Stamina points remain.

Optional game variant: GMs who want to take the critical hit idea even further may call for a percentile dice roll for an attacker who rolls a natural 1. If the result is equal to or less than the attacker's level, the target is rendered unconscious, at 0 Body points, dying 1D4 minutes later without aid. Monsters, as well as characters, would be entitled to this bonus.

Regardless of armour absorption, a natural 1 always results in at least one point of Body damage, although armour can absorb some or all of this harm.

Crushing damage

Harmful things occasionally may be dropped on characters. The rank 7 witch spell *earthquake* provides some guidelines on collapsing roofs. In obvious cases, such as a 10-ton block falling upon someone, death is automatic. Otherwise, assume 1D6 points of Body damage is suffered per 100 lbs of a falling object.

Extra large monsters, such as drakes, might choose to make a *crushing* attack on a character(s). Assuming the creature is able to pin its target against a wall or beneath itself (noted by a successful attack roll), the damage inflicted equals 1D4 unabsorbable Body points for each level of the monster, and an Agility roll is permitted for half damage. If a creature attempts to crush a character, this is the only attack the monster may take in the turn unless its description indicates otherwise.

Falling damage

Characters who fall into pits or are dropped by flying monsters endure 1D10 points of Body damage for each 10' they fall, although landing upon a soft surface (water, bushes, etc.) results in half damage. The rate of fall is about 30' each second. See the woodsman skill *climbing* for more information regarding this subject.

Falling upon spikes inflicts an extra 2D6 Body damage. However, armour absorption may be applied against the spike damage.

Gaze attacks

Some monsters, such as a medusa, have a harmful gaze. The range is usually 30', and it may be enacted automatically on the monster's combat phase against a single opponent who from phase 1 has not been averting his gaze (and taking a penalty factor of 3 to attack rolls). One can make an Agility roll to avoid harm. However, possession of a gaze attack never forces everyone looking at the monster to make resistance rolls; only one target per turn as outlined.

Assuming a reflective device at least 12" in diameter is employed throughout the turn against a monster with a gaze attack that turns opponents to stone, it must make an Agility roll or suffer like consequences. If it succeeds, it must from phase 1 of the next turn avert its gaze (suffering a penalty factor of 3 to attack rolls) or make successive Agility rolls to avoid turning itself to stone.

General combat tables

For convenience, combat tables follow, showing the numbers various attackers must roll to hit a given armour rating, assuming they consistently take *combat expertise* in the form of bettering attack rolls. The table is broken down into four categories: **Monsters (Mtr)**; **Fighter (Ftr)** professions; **Trickster (Thr)** professions; and **Spellcaster (Scr)** professions. As will be noted, a 10th level monster, for example, must roll 19 or less on a D30 to strike an AR 0 target. A 10th level knight requires 17 or less to do likewise (with *primary weapons*—otherwise, he attacks as a 1st level!).

In all cases, an adjusted or natural 30 misses, and a natural or adjusted 1 hits.

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Armour rating	Level of attacker																			
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
	Die score or less to hit (D30)																			
(5+2)	Mtr	22	22	23	23	24	24	25	25	26	26	27	27	28	28	29	29	29	29	29
	Ftr	20	20	21	21	22	22	23	23	24	24	25	25	26	26	27	27	28	28	29
	Tkr	20	20	20	21	21	22	22	22	23	23	23	24	24	24	25	25	25	26	26
	Scr	20	20	20	20	21	21	21	21	22	22	22	23	23	23	23	24	24	24	24
(5+1)	Mtr	21	21	22	22	23	23	24	24	25	25	26	26	27	27	28	28	29	29	29
	Ftr	19	19	20	20	21	21	22	22	23	23	24	24	25	25	26	26	27	27	28
	Tkr	19	19	19	20	20	20	21	21	21	22	22	22	23	23	23	24	24	24	25
	Scr	19	19	19	19	20	20	20	20	21	21	21	21	22	22	22	22	23	23	23
5	Mtr	20	20	21	21	22	22	23	23	24	24	25	25	26	26	27	27	28	28	29
	Ftr	18	18	19	19	20	20	21	21	22	22	23	23	24	24	25	25	26	26	27
	Tkr	18	18	18	19	19	20	20	20	21	21	21	22	22	22	23	23	23	24	24
	Scr	18	18	18	18	19	19	19	19	20	20	20	20	21	21	21	21	22	22	22
4	Mtr	19	19	20	20	21	21	22	22	23	23	24	24	25	25	26	26	27	27	28
	Ftr	17	17	18	18	19	19	20	20	21	21	22	22	23	23	24	24	25	25	26
	Tkr	17	17	17	18	18	18	19	19	20	20	20	21	21	21	22	22	22	23	23
	Scr	17	17	17	17	18	18	18	18	19	19	19	19	20	20	20	20	21	21	21
3	Mtr	18	18	19	19	20	20	21	21	22	22	23	23	24	24	25	25	26	26	27
	Ftr	16	16	17	17	18	18	19	19	20	20	21	21	22	22	23	23	24	24	25
	Tkr	16	16	16	17	17	18	18	18	19	19	19	20	20	20	21	21	21	22	22
	Scr	16	16	16	16	17	17	17	18	18	18	18	19	19	19	19	20	20	20	20
2	Mtr	17	17	18	18	19	19	20	20	21	21	22	22	23	23	24	24	25	25	26
	Ftr	15	15	16	16	17	17	18	18	19	19	20	20	21	21	22	22	23	23	24
	Tkr	15	15	15	16	16	17	17	17	18	18	18	19	19	19	20	20	20	21	21
	Scr	15	15	15	15	16	16	16	16	17	17	17	18	18	18	18	19	19	19	19
1	Mtr	16	16	17	17	18	18	19	19	20	20	21	21	22	22	23	23	24	24	25
	Ftr	14	14	15	15	16	16	17	17	18	18	19	19	20	20	21	21	22	22	23
	Tkr	14	14	14	15	15	16	16	16	17	17	17	18	18	18	19	19	19	20	20
	Scr	14	14	14	14	15	15	15	16	16	16	16	17	17	17	17	18	18	18	18
0	Mtr	15	15	16	16	17	17	18	18	19	19	20	20	21	21	22	22	23	23	24
	Ftr	13	13	14	14	15	15	16	16	17	17	18	18	19	19	20	20	21	21	22
	Tkr	13	13	13	14	14	15	15	16	16	17	17	18	18	18	19	19	19	19	19
	Scr	13	13	13	13	14	14	14	15	15	15	15	16	16	16	16	17	17	17	17
0(-1)	Mtr	14	14	15	15	16	16	17	17	18	18	19	19	20	20	21	21	22	22	23
	Ftr	12	12	13	13	14	14	15	15	16	16	17	17	18	18	19	19	20	20	21
	Tkr	12	12	12	13	13	14	14	14	15	15	16	16	16	17	17	17	18	18	18
	Scr	12	12	12	12	13	13	13	14	14	14	14	15	15	15	16	16	16	16	16
0(-2)	Mtr	13	13	14	14	15	15	16	16	17	17	18	18	19	19	20	20	21	21	22
	Ftr	11	11	12	12	13	13	14	14	15	15	16	16	17	17	18	18	19	19	20
	Tkr	11	11	11	12	12	13	13	13	14	14	14	15	15	15	16	16	16	17	17
	Scr	11	11	11	11	12	12	12	13	13	13	13	14	14	14	14	15	15	15	15
0(-3)	Mtr	12	12	13	13	14	14	15	15	16	16	17	17	18	18	19	19	20	20	21
	Ftr	10	10	11	11	12	12	13	13	14	14	15	15	16	16	17	17	18	18	19
	Tkr	10	10	10	11	11	12	12	12	13	13	13	14	14	14	15	15	15	16	16
	Scr	10	10	10	10	11	11	11	12	12	12	12	13	13	13	13	14	14	14	14
0(-4)	Mtr	11	11	12	12	13	13	14	14	15	15	16	16	17	17	18	18	19	19	20
	Ftr	9	9	10	10	11	11	12	12	13	13	14	14	15	15	16	16	17	17	18
	Tkr	9	9	9	10	10	10	11	11	11	12	12	12	13	13	13	14	14	14	15
	Scr	9	9	9	9	10	10	10	10	11	11	11	11	12	12	12	12	13	13	13
0(-5)	Mtr	10	10	11	11	12	12	13	13	14	14	15	15	16	16	17	17	18	18	19
	Ftr	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15	16	16	17
	Tkr	8	8	8	9	9	10	10	10	11	11	11	12	12	12	13	13	13	14	14
	Scr	8	8	8	8	9	9	9	9	10	10	10	11	11	11	11	11	12	12	12

Armour rating	Level of attacker																				
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
Die score or less to hit (D30)																					
0(-6)	Mtr	9	9	10	10	11	11	12	12	13	13	14	14	15	15	16	16	17	17	18	18
	Ftr	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15	16	16
	Tkr	7	7	7	8	8	8	9	9	9	10	10	10	11	11	11	12	12	12	13	13
	Scr	7	7	7	7	8	8	8	8	9	9	9	9	10	10	10	10	10	11	11	11
0(-7)	Mtr	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15	16	16	17	17
	Ftr	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
	Tkr	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10	11	11	11	12	12
	Scr	6	6	6	6	7	7	7	7	8	8	8	8	8	9	9	9	9	10	10	10
0(-8)	Mtr	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15	16	16
	Ftr	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14
	Tkr	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10	11	11
	Scr	5	5	5	5	6	6	6	6	7	7	7	7	8	8	8	8	8	9	9	9
0(-9)	Mtr	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
	Ftr	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13
	Tkr	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10
	Scr	4	4	4	4	5	5	5	5	6	6	6	6	7	7	7	7	8	8	8	8
0(-10)	Mtr	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14
	Ftr	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12
	Tkr	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9
	Scr	3	3	3	3	4	4	4	4	5	5	5	5	6	6	6	6	7	7	7	7
0(-11)	Mtr	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13
	Ftr	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11
	Tkr	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8
	Scr	2	2	2	2	3	3	3	3	4	4	4	4	5	5	5	5	6	6	6	6
0(-12)	Mtr	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12
	Ftr	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10
	Tkr	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7
	Scr	1	1	1	1	2	2	2	2	3	3	3	3	4	4	4	4	5	5	5	5
0(-13)	Mtr	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11
	Ftr	1	1	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9
	Tkr	1	1	1	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6
	Scr	1	1	1	1	1	1	1	1	2	2	2	2	3	3	3	3	4	4	4	4
0(-14)	Mtr	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10
	Ftr	1	1	1	1	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8
	Tkr	1	1	1	1	1	1	1	1	1	2	2	2	3	3	3	4	4	4	5	5
	Scr	1	1	1	1	1	1	1	1	1	1	1	1	2	2	2	2	3	3	3	3
0(-15)	Mtr	1	1	1	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9
	Ftr	1	1	1	1	1	1	1	1	2	2	3	3	4	4	5	5	6	6	7	7
	Tkr	1	1	1	1	1	1	1	1	1	1	1	2	2	2	3	3	3	4	4	4
	Scr	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	2	2	2	2
0(-16)	Mtr	1	1	1	1	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8
	Ftr	1	1	1	1	1	1	1	1	1	1	2	2	3	3	4	4	5	5	6	6
	Tkr	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	2	2	2	3	3
	Scr	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
0(-17)	Mtr	1	1	1	1	1	1	1	1	1	2	2	3	3	4	4	5	5	6	6	7
	Ftr	1	1	1	1	1	1	1	1	1	1	1	2	2	2	3	3	4	4	5	5
	Tkr	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	2	2
	Scr	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1

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Other combat systems

While QA suggests use of the oft-ignored D30, players may not have access to a D30, or they may favor other sorts of dice-rolling systems, for instance a D100. Alternate combat tables thus follow for use with either a D20 or D100 combat attack system.

Armour rating	Level of attacker																				
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
	Die score or less to hit (D20)																				
5(+2)	Mtr	15	15	16	16	17	17	18	18	19	19	19	19	19	19	19	19	19	19	19	19
	Ftr	13	13	14	14	15	15	16	16	17	17	18	18	19	19	19	19	19	19	19	19
	Tkr	13	13	13	14	14	14	15	15	15	16	16	16	17	17	17	18	18	18	19	19
	Scr	13	13	13	13	14	14	14	14	15	15	15	16	16	16	16	16	17	17	17	17
5(+1)	Mtr	14	14	15	15	16	16	17	17	18	18	19	19	19	19	19	19	19	19	19	19
	Ftr	12	12	13	13	14	14	15	15	16	16	17	17	18	18	19	19	19	19	19	19
	Tkr	12	12	12	13	13	13	14	14	14	15	15	15	16	16	16	17	17	17	18	18
	Scr	12	12	12	12	13	13	13	13	14	14	14	14	14	15	15	15	16	16	16	16
5	Mtr	13	13	14	14	15	15	16	16	17	17	18	18	19	19	19	19	19	19	19	19
	Ftr	11	11	12	12	13	13	14	14	15	15	16	16	17	17	18	18	19	19	19	19
	Tkr	11	11	11	12	12	12	13	13	13	14	14	14	15	15	15	16	16	16	17	17
	Scr	11	11	11	11	12	12	12	12	13	13	13	13	13	14	14	14	14	15	15	15
4	Mtr	12	12	13	13	14	14	15	15	16	16	17	17	18	18	19	19	19	19	19	19
	Ftr	10	10	11	11	12	12	13	13	14	14	15	15	16	16	17	17	18	18	19	19
	Tkr	10	10	10	11	11	11	12	12	12	13	13	13	14	14	14	15	15	15	16	16
	Scr	10	10	10	10	11	11	11	11	12	12	12	13	13	13	13	13	14	14	14	14
3	Mtr	11	11	12	12	13	13	14	14	15	15	16	16	17	17	18	18	19	19	19	19
	Ftr	9	9	10	10	11	11	12	12	13	13	14	14	15	15	16	16	17	17	18	18
	Tkr	9	9	9	10	10	10	11	11	11	12	12	12	13	13	13	14	14	14	15	15
	Scr	9	9	9	9	10	10	10	10	11	11	11	11	12	12	12	12	13	13	13	13
2	Mtr	10	10	11	11	12	12	13	13	14	14	15	15	16	16	17	17	18	18	19	19
	Ftr	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15	16	16	17	17
	Tkr	8	8	8	9	9	9	10	10	10	11	11	11	12	12	12	13	13	13	14	14
	Scr	8	8	8	8	9	9	9	9	10	10	10	10	11	11	11	11	12	12	12	12
1	Mtr	9	9	10	10	11	11	12	12	13	13	14	14	15	15	16	16	17	17	18	18
	Ftr	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15	16	16
	Tkr	7	7	7	8	8	8	9	9	9	10	10	10	11	11	11	12	12	12	13	13
	Scr	7	7	7	7	8	8	8	8	9	9	9	9	10	10	10	10	11	11	11	11
0	Mtr	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15	16	16	17	17
	Ftr	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
	Tkr	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10	11	11	11	12	12
	Scr	6	6	6	6	7	7	7	7	8	8	8	8	9	9	9	9	10	10	10	10
0(-1)	Mtr	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15	16	16
	Ftr	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14
	Tkr	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10	11	11
	Scr	5	5	5	5	6	6	6	6	7	7	7	7	8	8	8	8	9	9	9	9
0(-2)	Mtr	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
	Ftr	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13
	Tkr	4	4	4	4	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10
	Scr	4	4	4	4	4	5	5	5	5	6	6	6	6	7	7	7	7	8	8	8
0(-3)	Mtr	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14
	Ftr	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12
	Tkr	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9
	Scr	3	3	3	3	4	4	4	4	5	5	5	5	6	6	6	6	7	7	7	7
0(-4)	Mtr	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13
	Ftr	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11
	Tkr	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8
	Scr	2	2	2	2	3	3	3	3	4	4	4	4	5	5	5	5	6	6	6	6

Armour rating		Level of attacker																			
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Die score or less to hit (D20)																					
0(-5)	Mtr	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12
	Ftr	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10
	Tkr	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7
	Scr	1	1	1	1	2	2	2	2	3	3	3	3	3	4	4	4	4	5	5	5
0(-6)	Mtr	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11
	Ftr	1	1	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9
	Tkr	1	1	1	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6
	Scr	1	1	1	1	1	1	1	1	2	2	2	2	3	3	3	3	3	4	4	4
0(-7)	Mtr	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10
	Ftr	1	1	1	1	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8
	Tkr	1	1	1	1	1	1	1	1	1	2	2	2	3	3	3	4	4	4	5	5
	Scr	1	1	1	1	1	1	1	1	1	1	1	1	2	2	2	2	3	3	3	3
0(-8)	Mtr	1	1	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9
	Ftr	1	1	1	1	1	1	1	1	2	2	3	3	4	4	5	5	6	6	7	7
	Tkr	1	1	1	1	1	1	1	1	1	1	1	1	2	2	2	3	3	3	4	4
	Scr	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	2	2	2	2
0(-9)	Mtr	1	1	1	1	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8
	Ftr	1	1	1	1	1	1	1	1	1	1	2	2	3	3	4	4	5	5	6	6
	Tkr	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	2	2	2	3	3
	Scr	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
0(-10)	Mtr	1	1	1	1	1	1	1	1	2	2	3	3	4	4	5	5	6	6	7	7
	Ftr	1	1	1	1	1	1	1	1	1	1	1	1	2	2	3	3	4	4	5	5
	Tkr	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	2	2	2
	Scr	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
0(-11)	Mtr	1	1	1	1	1	1	1	1	1	1	2	2	3	3	4	4	5	5	6	6
	Ftr	1	1	1	1	1	1	1	1	1	1	1	1	1	1	2	2	3	3	4	4
	Tkr	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
	Scr	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
0(-12)	Mtr	1	1	1	1	1	1	1	1	1	1	1	2	2	3	3	4	4	5	5	5
	Ftr	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	2	2	3	3	3
	Tkr	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
	Scr	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
0(-13)	Mtr	1	1	1	1	1	1	1	1	1	1	1	1	1	2	2	3	3	4	4	4
	Ftr	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	2	2	2
	Tkr	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
	Scr	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
0(-14)	Mtr	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	2	2	3	3	3
	Ftr	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
	Tkr	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
	Scr	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
0(-15)	Mtr	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	2	2	2
	Ftr	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
	Tkr	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
	Scr	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
0(-16)	Mtr	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
	Ftr	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
	Tkr	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
	Scr	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1

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Armour rating		Level of attacker																			
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
		Die score or less to hit (D100)																			
5(+2)	Mtr	75	77	80	82	85	87	90	92	95	95	95	95	95	95	95	95	95	95	95	95
	Ftr	65	67	70	72	75	77	80	82	85	87	90	92	95	95	95	95	95	95	95	95
	Tkr	65	66	68	70	71	73	75	76	78	80	81	83	85	86	88	90	91	93	95	95
	Scr	65	66	67	69	70	71	72	74	75	76	77	79	80	81	82	84	85	86	87	89
5(+1)	Mtr	70	72	75	77	80	82	85	87	90	92	95	95	95	95	95	95	95	95	95	95
	Ftr	60	62	65	67	70	72	75	77	80	82	85	87	90	92	95	95	95	95	95	95
	Tkr	60	61	63	65	66	68	70	71	73	75	76	78	80	81	83	85	86	88	90	91
	Scr	60	61	62	64	65	66	67	69	70	71	72	74	75	76	77	79	80	81	82	84
5	Mtr	65	67	70	72	75	77	80	82	85	87	90	92	95	95	95	95	95	95	95	95
	Ftr	55	57	60	62	65	67	70	72	75	77	80	82	85	87	90	92	95	95	95	95
	Tkr	55	56	58	60	61	63	65	66	68	70	71	73	75	76	78	80	81	83	85	86
	Scr	55	56	57	59	60	61	62	64	65	66	67	69	70	71	72	74	75	76	77	79
4	Mtr	60	62	65	67	70	72	75	77	80	82	85	87	90	92	95	95	95	95	95	95
	Ftr	50	52	55	57	60	62	65	67	70	72	75	77	80	82	85	87	90	92	95	95
	Tkr	50	51	53	55	56	58	60	61	63	65	66	68	70	71	73	75	76	78	80	81
	Scr	50	51	52	54	55	56	57	59	60	61	62	64	65	66	67	69	70	71	72	74
3	Mtr	55	57	60	62	65	67	70	72	75	77	80	82	85	87	90	92	95	95	95	95
	Ftr	45	47	50	52	55	57	60	62	65	67	70	72	75	77	80	82	85	87	90	92
	Tkr	45	46	48	50	51	53	55	56	58	60	61	63	65	66	68	70	71	73	75	76
	Scr	45	46	47	49	50	51	52	54	55	56	57	59	60	61	62	64	65	66	67	69
2	Mtr	50	52	55	57	60	62	65	67	70	72	75	77	80	82	85	87	90	92	95	95
	Ftr	40	42	45	47	50	52	55	57	60	62	65	67	70	72	75	77	80	82	85	87
	Tkr	40	41	43	45	46	48	50	51	53	55	56	58	60	61	63	65	66	68	70	71
	Scr	40	41	42	44	45	46	47	49	50	51	52	54	55	56	57	59	60	61	62	64
1	Mtr	45	47	50	52	55	57	60	62	65	67	70	72	75	77	80	82	85	87	90	92
	Ftr	35	37	40	42	45	47	50	52	55	57	60	62	65	67	70	72	75	77	80	82
	Tkr	35	36	38	40	41	43	45	46	48	50	51	53	55	56	58	60	61	63	65	66
	Scr	35	36	37	39	40	41	42	44	45	46	47	49	50	51	52	54	55	56	57	59
0	Mtr	40	42	45	47	50	52	55	57	60	62	65	67	70	72	75	77	80	82	85	87
	Ftr	30	32	35	37	40	42	45	47	50	52	55	57	60	62	65	67	70	72	75	77
	Tkr	30	31	33	35	36	38	40	41	43	45	46	48	50	51	53	55	56	58	60	61
	Scr	30	31	32	34	35	36	37	39	40	41	42	44	45	46	47	49	50	51	52	54
0(-1)	Mtr	35	37	40	42	45	47	50	52	55	57	60	62	65	67	70	72	75	77	80	82
	Ftr	25	27	30	32	35	37	40	42	45	47	50	52	55	57	60	62	65	67	70	72
	Tkr	25	26	28	30	31	33	35	36	38	40	41	43	45	46	48	50	51	53	55	56
	Scr	25	26	27	29	30	31	32	34	35	36	37	39	40	41	42	44	45	46	47	49
0(-2)	Mtr	30	32	35	37	40	42	45	47	50	52	55	57	60	62	65	67	70	72	75	77
	Ftr	20	22	25	27	30	32	35	37	40	42	45	47	50	52	55	57	60	62	65	67
	Tkr	20	21	23	25	26	28	30	31	33	35	36	38	40	41	43	45	46	48	50	51
	Scr	20	21	22	24	25	26	27	29	30	31	32	34	35	36	37	39	40	41	42	44
0(-3)	Mtr	25	27	30	32	35	37	40	42	45	47	50	52	55	57	60	62	65	67	70	72
	Ftr	15	17	20	22	25	27	30	32	35	37	40	42	45	47	50	52	55	57	60	62
	Tkr	15	16	18	20	21	23	25	26	28	30	31	33	35	36	38	40	41	43	45	46
	Scr	15	16	17	19	20	21	22	24	25	26	27	29	30	31	32	34	35	36	37	39
0(-4)	Mtr	20	22	25	27	30	32	35	37	40	42	45	47	50	52	55	57	60	62	65	67
	Ftr	10	12	15	17	20	22	25	27	30	32	35	37	40	42	45	47	50	52	55	57
	Tkr	10	11	13	15	16	18	20	21	23	25	26	28	30	31	33	35	36	38	40	41
	Scr	10	11	12	14	15	16	17	19	20	21	22	24	25	26	27	29	30	31	32	34

Armour rating		Level of attacker																				
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
		Die score or less to hit (D100)																				
0(-5)	Mtr	15	17	20	22	25	27	30	32	35	37	40	42	45	47	50	52	55	57	60	62	
	Ftr	05	07	10	12	15	17	20	22	25	27	30	32	35	37	40	42	45	47	50	52	
	Tkr	05	06	08	10	11	13	15	16	18	20	21	23	25	26	28	30	31	33	35	36	
	Scr	05	06	07	09	10	11	12	14	15	16	17	19	20	21	22	24	25	26	27	29	
0(-6)	Mtr	10	12	15	17	20	22	25	27	30	32	35	37	40	42	45	47	50	52	55	57	
	Ftr	05	05	05	07	10	12	15	17	20	22	25	27	30	32	35	37	40	42	45	47	
	Tkr	05	05	05	05	06	08	10	11	13	15	16	18	20	21	23	25	26	28	30	31	
	Scr	05	05	05	05	05	06	07	09	10	11	12	14	15	16	17	19	20	21	22	24	
0(-7)	Mtr	05	07	10	12	15	17	20	22	25	27	30	32	35	37	40	42	45	47	50	52	
	Ftr	05	05	05	05	05	07	10	12	15	17	20	22	25	27	30	32	35	37	40	42	
	Tkr	05	05	05	05	05	05	05	06	08	10	11	13	15	16	18	20	21	23	25	26	
	Scr	05	05	05	05	05	05	05	05	05	06	07	09	10	11	12	14	15	16	17	19	
0(-8)	Mtr	05	05	05	07	10	12	15	17	20	22	25	27	30	32	35	37	40	42	45	47	
	Ftr	05	05	05	05	05	05	05	07	10	12	15	17	20	22	25	27	30	32	35	37	
	Tkr	05	05	05	05	05	05	05	05	05	05	05	06	08	10	11	13	15	16	18	20	21
	Scr	05	05	05	05	05	05	05	05	05	05	05	05	05	05	06	07	09	10	11	12	14
0(-9)	Mtr	05	05	05	05	05	07	10	12	15	17	20	22	25	27	30	32	35	37	40	42	
	Ftr	05	05	05	05	05	05	05	05	05	05	07	10	12	15	17	20	22	25	27	30	32
	Tkr	05	05	05	05	05	05	05	05	05	05	05	05	05	05	06	08	10	11	13	15	16
	Scr	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	06	07	09
0(-10)	Mtr	05	05	05	05	05	05	05	07	10	12	15	17	20	22	25	27	30	32	35	37	
	Ftr	05	05	05	05	05	05	05	05	05	05	05	05	07	10	12	15	17	20	22	25	27
	Tkr	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	06	08	10	11
	Scr	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05
0(-11)	Mtr	05	05	05	05	05	05	05	05	05	07	10	12	15	17	20	22	25	27	30	32	
	Ftr	05	05	05	05	05	05	05	05	05	05	05	05	05	05	07	10	12	15	17	20	22
	Tkr	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	06
	Scr	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05
0(-12)	Mtr	05	05	05	05	05	05	05	05	05	05	05	07	10	12	15	17	20	22	25	27	
	Ftr	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	07	10	12	15	17
	Tkr	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05
	Scr	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05
0(-13)	Mtr	05	05	05	05	05	05	05	05	05	05	05	05	05	05	07	10	12	15	17	20	22
	Ftr	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	07	10	12
	Tkr	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05
	Scr	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05
0(-14)	Mtr	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	07	10	12	15	17
	Ftr	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	07
	Tkr	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05
	Scr	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05
0(-15)	Mtr	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	07	10	12	
	Ftr	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	
	Tkr	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	
	Scr	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	
0(-16)	Mtr	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	07	
	Ftr	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	
	Tkr	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	05	0			

Monster roster

These tables are provided for the GM to photocopy as a means of keeping track of monsters used in encounters.

Monster/Level	AR	TM	BAR	Attacks/Dmg	Body		
			/ /		Stamina		
Average stat:		Special stat:		Special note:			

Monster/Level	AR	TM	BAR	Attacks/Dmg	Body		
			/ /		Stamina		
Average stat:		Special stat:		Special note:			

Monster/Level	AR	TM	BAR	Attacks/Dmg	Body		
			/ /		Stamina		
Average stat:		Special stat:		Special note:			

Monster/Level	AR	TM	BAR	Attacks/Dmg	Body		
			/ /		Stamina		
Average stat:		Special stat:		Special note:			

Monster/Level	AR	TM	BAR	Attacks/Dmg	Body		
			/ /		Stamina		
Average stat:		Special stat:		Special note:			

Monster/Level	AR	TM	BAR	Attacks/Dmg	Body		
			/ /		Stamina		
Average stat:		Special stat:		Special note:			

Monster/Level	AR	TM	BAR	Attacks/Dmg	Body		
			/ /		Stamina		
Average stat:		Special stat:		Special note:			

Monster/Level	AR	TM	BAR	Attacks/Dmg	Body		
			/ /		Stamina		
Average stat:		Special stat:		Special note:			

Monster/Level	AR	TM	BAR	Attacks/Dmg	Body		
			/ /		Stamina		
Average stat:		Special stat:		Special note:			

Monster/Level	AR	TM	BAR	Attacks/Dmg	Body		
			/ /		Stamina		
Average stat:		Special stat:		Special note:			

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Hand-to-hand fighting

If two opponents decide to punch it out, both attack during each phase in the turn as though wielding *primary* weapons, and the damage inflicted is unabsorbable Body damage. (Optionally, the GM may allow normal Stamina loss, although this may result in a lengthy fight.) Weaponless characters must resort to hand-to-hand fighting if they don't seek escape. Monsters using natural body weaponry are considered armed.

If only one opponent resorts to punching and his target declines in favor of normal combat, they attack only during their appropriate combat phases. The damage done by both applies to Body points and is not absorbed by armour.

Recovery of lost Body points as a result of punching/kicking is done on an hourly rather than a daily basis (see **knocking out an opponent**).

Hurling vials

Attackers may hurl molotov cocktails or vials of other liquid. In such cases, the range is five feet per Strength point. Assuming the attack roll is successful, the vial has a 90% chance of breaking and inflicting appropriate damage if it impacts against anything but a very soft or absorbant surface. In this event, the chance of breakage is but 10%.

Invisible opponents

When combat is conducted against an unseen enemy, attackers apply a penalty factor of 3 to attack rolls. They also lose all attack and damage roll bonuses from Agility or special skill.

Jumping

Sometimes characters must jump obstacles. The range of lateral jumping is figured by adding Strength and Agility together, dividing by two. The result is the number of feet the character can broad jump. The amount is increased by one-half if he has a running start. For each foot beyond the range of the character, there is a 20% cumulative chance he will fall short.

Characters are able to jump 1.5" high per point of Agility, + 1D6 inches.

All figures are halved if the character is toting a *heavy* load. They are quartered if one is bearing a *very heavy* load.

Knocking out an opponent

One may employ weapons to knock out rather than kill an enemy. Combat is conducted normally, but the attacker will usually employ the blunt end of a sword, and/or aim for non-vital areas. Once an enemy has been rendered unconscious, he again regains Body points on an hourly basis unless he fails a Con roll with a bonus factor of 5 and dies. Points lost under these circumstances are referred to as *knock-out damage*.

Magic weapons needed in order to be hit

Some spells render a magician immune to attacks from non-magical weapons, while some monsters naturally have this bonus. At the GM's discretion, he may rule for campaign integrity that for each four levels of a monster, it can strike something normally requiring 1 bonus factor in order to be hit. Thus, a 4th level monster could hit something usually requiring a BF 1 or better weapon in order to be hit, an 8th level monster could strike something requiring BF 2 or better weapons, and so on. Player characters aren't necessarily entitled to the same bonus unless the GM rules otherwise.

Missile fire against moving targets

When launching missiles at moving targets, a penalty factor of 1 is applied to the attack roll for each 20' of the target's movement per phase.

Missile fire against non-corporeals

Missiles fired at non-corporeals, or against creatures without Body points, inflict no damage unless they are magic or they are launched from a magic bow, crossbow, etc.

Missile fire into melee

Launching arrows or vials into melee is risky. Unless the attacker is firing at a target's back, there is a chance that a missed shot will hit a friend battling the enemy. The chance is as follows.

Attacker firing with friend directly in line of fire: 50%

Attacker firing from the side: 25%

Overbearing attacks



Overbearing happens when five or more enemies of comparable or larger size descend en masse upon someone. No attack rolls are necessary for any participants, and the victim automatically sustains 15 points of unabsorbable Body damage each turn minus the amount of damage he does with his weapon(s). The damage can either be normal or *knock-out* damage, depending on the intent of the crowd. Example: a rogue refuses to surrender his weapon to a group of guardsmen. All eight then rush forward, seeking to subdue him. The player rolls 11 points of damage for the rogue, which is subtracted from 15. Thus, he sustains only four points of *knock-out* Body damage. The next turn, the rogue's damage roll is eight points. He therefore takes another seven Body points.

If the victim inflicts more than 15 points of damage in the turn, the points (which are unabsorbable Body damage) are delivered to his enemies, one at a time, until there are four or fewer opponents. Combat then proceeds normally.

Parrying with weapons

It is possible for characters employing melee weapons to parry blows enough to negate some or all of the damage that would otherwise be suffered. This sort of *parrying* is entirely different than the gladiator's, and functions under the following guidelines:

1. The PC must declare his intent to *parry* at the start of the turn and then forgo *all* attacks, but immediately roll damage as if all his attacks had been successful.
2. The result is deducted from any damage inflicted by his opponent(s) that turn.

This sort of parrying is ineffective against missile weapons, *assassin blows* and *ambushes*.

Poison damage

Characters may be subjected to poison, whether it be from a snake's bite or an assassin's dagger. Usually, it affects a specific stat, most often Stamina, Con or Strength. If as a result of poison any stat but Stamina is lowered to 0, the character dies. (If the poison uses up Stamina, Body points next apply.) Specifics for monster poisons will be found in the monster section. Note, however, that unless it is stated otherwise, a creature with a poison bite may inject venom only on its first three successful strikes before its poison reserves are used up. Also, a benefit of armour—excluding bracers—is that it imparts a bonus factor of 1 for each absorption factor to resistance rolls vs poison—ingested from bites or weapons. This applies even to armours protecting only the upper body, to balance its penalizing the character's overall AR. Hard leather boots also grant a bonus factor of 1 to resistance rolls vs poison if

delivered by creatures such as snakes or regular scorpions which usually attack the legs.

Normal healing spells do not restore poison damage. However, if the character survives the poison, lost points are recovered at a rate of 1 point, +1 point per five current Con points, each day.

Poison potions are fashioned by magicians who also follow the assassin profession. Details are provided in Chapter Eight.

In the case of poisons, they are usually broken down into four categories.

Light. *Light* toxicity results in loss of 1D6 stat points.

Moderate. *Moderate* toxicity affects 2D6 stat points.

Heavy. *Heavy* toxicity lowers 3D6 stat points.

Very heavy. *Very heavy* toxicity inflicts loss of 4D6 stat points.

A successful Con roll usually results in half damage. In all cases, however, a natural or adjusted roll of 1 results in no harm from poison! Optionally, the GM may design some poisons that inflict no damage if a Con roll is made.

There is nothing intrinsically Evil in using poison upon a weapon. However, it is viewed by the public at large as dishonorable and unchivalrous.

Poison has no effect against non-corporeals or creatures lacking a functioning circulatory system. As a general rule it is also ineffective against large/extra-large creatures unless they are subjected to a massive amount.

Possession

Some monsters can *possess* a person. If they attempt this, the target is allowed an IQ roll to avoid the effect. If successful, he cannot be *possessed* by that monster. If the roll fails, the monster—typically a spirit or demon—disappears into the victim's body, gaining control over him. While in control, the victim's Strength becomes that of the monster (if superior), and the *possessor* can force the victim to perform whatever physical acts it desires, including fighting on the monster combat table. The *possessor* can also force the victim to cast spells either knows, although the *possessor's* casting slots alone can be used. This control can be exercised once each 24 hours for a maximum of two minutes per level of the monster. While the monster is in *possession* of the individual, most attacks do not harm it. An exception includes the rank 2 witch spell *spirit flail*. Holy water splashed upon the *possessed* also inflicts 1D4 points of damage to the *possessor* while leaving the host unharmed, and may force the monster to depart. Rendering the victim to 0 Body points prevents the monster from taking offensive action while in control of the host.

Exorcism by ability has no effect against *possession*.

Scars

Scars should not play a part in combat, for magic heals in such a way that no scars remain. Also, the game is not bettered by forcing characters to lose Appearance points. Of course, some gamers may want to have battle-scarred characters missing ears or part of a nose. Such players may declare the deformities they want their characters to have.

Unusual combat moves

Sometimes a player will ask if the character can make an unusual combat move—knocking a sword out of an opponent's hand; hitting something in the leg with an arrow to slow it up, etc. If the GM will permit such called shots, the method of doing so is for the character first of all to make a successful attack roll without bonuses. Next, he must roll his level or less on a D30 for the attack to work. Failing either roll means the attack misses altogether. Monsters may also take advantage of the concept.

Withering

Some creatures, notably spirits, have the ability to wither living opponents, and its purpose is usually to heal the monster. Upon a successful strike, a portion of the body is withered and a specified number of stat points are transferred to the attacker, upping its Stamina to the maximum possible for a creature of its level. (After this, the monster continues to wither but gains no extra benefits.) Generally, this is not a permanent loss to the character, but the stats and body withering regenerate at a rate of only one point each 24 hours, disappearing from the monster at the same rate if its own stats have been raised above its normal amount. Note that even magic spells apart from *restore withering* are ineffective in healing Stamina or Body points lost as a result of withering.

In the case of draining Stamina, once it has been reduced to 0, further withers affect Body points. These continue to better the monster's Stamina. However, withering cannot bring a creature below 0 Body points. And if as a result of withering a victim is brought to 0 Body points he dies immediately with no other repercussions.

Demons/devils that have *permanent* withering ability still lose extra Stamina at the rate of one point/24 hours, although their victim never heals.

Monsters that wither are themselves immune to the effect.

Damage rolls and point loss

After a hit is determined, an appropriate die or dice is rolled to generate damage, applying any adjustments from Strength, skill or magic. This damage then lowers one's "life force", so to speak, in one of two ways:

Stamina point loss

A creature's Stamina points are built up as it matures (in the case of monsters) or it advances in skill level (in the case of characters). During this time, the creature automatically builds up a reserve of stamina like an athlete in training. This extra stamina is reflected by what are called *Stamina dice*. Each time a level is gained, the indicated Stamina die is rolled and the result added to the Stamina point total of the previous skill level. During combat, the character begins expending this extra Stamina as he parries away blows and makes quick movements to avoid bodily harm. This causes the bodily damage the character might otherwise suffer to instead be deducted in a 1 to 1 ratio from his Stamina points. The result is that the body suffers at most a light nick which is insufficient to count as a full point of Body damage, though some bleeding might occur. (However, it is still enough to be withered or to require a Con roll to resist poison effects in two examples!) Generally, then, Stamina points are of use to the character only if he can reasonably defend against a particular attack. They are useless against a quickly moving missile, being crushed by a 50-ton stone block, falling down a shaft, etc. Stamina can also be lost under circumstances where a character undertakes very hard physical exertion. The GM in such cases should assess a Stamina loss he feels appropriate—typically 1D8 points per phase or turn. Once the Stamina points are gone, the activity can no longer be performed. Note that under these circumstances, no loss of Body points accrue if the character loses more Stamina points than he has available.

Stamina points, as noted in Chapter One, return at a rate equal to the character's Con score for each hour of rest. ("Rest" means halting all activity and taking things easy, or sleeping.)

Once all Stamina points are gone, the character endures:

Body point loss

After the character has tired to the point his energy reserves are depleted, he is fighting by sheer instinct. The result is that damage now accrues directly to his physical body. (As noted in Chapter Four, armour or bracers can now aid in absorbing some of this damage that otherwise might be suffered!)

Humanoid bodies can withstand relatively little punishment. A character's Body points are determined by adding Strength and Con together and then dividing by two. This means that the maximum Body points possible for a character under normal circumstances is 20. After all Stamina points are gone, damage is subtracted directly from the Body points. Once these are lost, the character lapses into unconsciousness and dies in 1D4 minutes unless aid in the form of binding bleeding wounds, healing spells, or other ministrations is rendered. An exception to this is damage from hand-to-hand fighting or spells that do not cause some sort of blood loss. Under these circumstances, the character merely goes unconscious, dying in 1D4 minutes only if there is no ministrations and he fails a Con roll with a bonus factor of 5. Otherwise, he may awaken later if nothing eats him, for example!

If attacks inflict more than double a character's normal Body points, he dies immediately. (Of course, expenditure of a Luck point can save one from such a disastrous occurrence.)

Some attacks, such as an enemy's rolling a natural 1, the *assassin blow* of woodsmen and assassins, or missile weapons, inflict Body damage even if Stamina points remain. To reflect overall weakening from Body wounds, one Stamina point should be deducted for each lost Body point. The Stamina points return only if and when the Body points do. And if the character has insufficient Stamina to cover the loss, no extra penalty applies, and his Stamina total is merely reduced to 0. This extra record-keeping may prove a bit confusing to new gamers, so to streamline play a GM may drop the concept. However, it should be employed during Body attacks if the GM utilizes a combined Body/Stamina rating in designing monsters.

CHAPTER SIX-Combat

Body points are regained naturally at a rate of 1 point, +1 point for each 10 points of Con, every 24 hours of rest. Magic, however, restores Body and Stamina points far more quickly.

Special note

A question may arise as to whether a character can voluntarily choose not to expend Stamina in combat or against spells, relying on armour absorption to negate damage. The answer is no, for the act of moving to avoid being struck is reflexive. Not to do so is tantamount to standing there and taking damage-causing spell effects with no attempt at covering up, or letting oneself be deliberately struck. The latter would entitle an enemy to a called shot in a vital area, resulting in an automatic hit for non-absorbable Body damage. Thus, characters must expend Stamina during any damage-causing attack.

Even a person who has lost all Stamina is still moving to avoid being struck, although his effectiveness is greatly reduced. The result is that he can maneuver just enough for his armour or bracers to take and absorb the damage, rather than have the blow miss altogether.

Body points of separate limbs

Sadly, characters might endure the loss of an arm or leg. In such cases, a permanent loss of Body points (along with Stamina points) is suffered as shown hereafter.

Member lost	Body/Stamina points permanently lost
Arm	1D4 + 1
Leg	1D4 + 3

If the loss takes up more Body points than the character normally has, it is considered such a shock to the body that he dies.

Damage bonuses from special skills

Some professions have special damage bonuses. If this bonus is listed on the level table, only the points shown for that level apply; they are never cumulative. As shown on his level table, a 2nd level assassin, for instance, has a damage bonus of 2 when making an *assassin blow*. The assassin would never treat that as cumulative with the 1-point bonus he received at 1st level.

Resistance rolls

The last aspect of combat is the resistance roll. Spells or poison often force those subjected to them to make resistance rolls to avoid some or all baneful effects. In all cases, resistance rolls are made by rolling a D20 under an indicated stat-Strength, Agility, etc. Excepting Luck rolls, a die score that equals or exceeds that stat score is a failure!

Sometimes an object must make a resistance roll or be destroyed, such as a sword when it hits an acid monster. At the bottom of the page is a suggested resistance roll table for items.

All figures on the table presume a *light exposure* to the effect. That is, the exposure is only momentary before the item is recovered, the character ducks, etc. In the event of *heavy exposure*, such as a deliberate targeting of an object by an attacker, or dropping an item into a vat of acid for one or more minutes, the resistance target roll is halved. And if objects sustain rolled damage (for instance, from an exploding *energy blast*), a penalty factor of 1 is applied to the resistance roll for each 10 points of damage.

The table is meant only as a guideline. GMs may determine on-the-spot an appropriate resistance roll vs a given effect, or they may declare no resistance roll is allowed.

Magic items have base resistance rolls double that of the normal score needed to resist. In all cases, however, a roll of a natural 20 indicates failure.

Items carried by a conscious character need not make resistance rolls against spell effects unless the spell description specifically states they do.

Artifacts of Power are immune to all effects and can only be destroyed by some unique method.

Harmful Effect	Item									
	Armour (metal)	Cloth	Flesh	Glass	Leather	Metal (hard)	Metal (soft)	Parch-ment	Stone	Wood
Resistance roll										
Acid	6/less	16/less	4/less	N/A*	14/less	4/less	6/less	18/less	N/A*	14/less
Crushing	6/less	18/less	4/less	2/less	18/less	4/less	2/less	16/less	18/less	12/less
Dragonfire	6/less	2/less	2/less	10/less	6/less	4/less	2/less	None	16/less	4/less
Natural elemental force (fire, electricity, etc)	16/less	2/less	6/less	14/less	8/less	14/less	12/less	4/less	19/less	16/less
Spell-caused damage (<i>Electric arcs, energy blasts, etc.</i>)	12/less	4/less	6/less	4/less	8/less	10/less	8/less	2/less	18/less	10/less

* Items of glass or stone are usually unaffected by acid.

Alternate resistance roll table

As an alternate formula for resistance rolls, a GM may base the resistance roll vs. all effects on a target's level, rather than its stats as shown on the table following. The die roll should be adjusted by the appropriate bonus or penalty of the stat which would normally be rolled against in that instance. Example: a 10th level character with a 17 Agility is hit by an *energy blast*. Under the spell description, the player would make a simple Agility roll for half damage. Under the alternate table, a 10th level PC must roll a 15 or less on a D20 to indicate a successful resistance roll. He must adjust the roll by any normal bonus or penalty appropriate to that stat. Referencing the *At a Glance* table at the beginning of Chapter One, we see that a stat of 17 normally has a

numerical bonus of 2. The player rolls a 16 on a D20. His 17 Agility grants him a bonus factor of 2 points to the roll. This adjusts the roll down to a 14, which indicates a successful roll for half damage.

In another example, a 6th level character with a 5 Con (due to undead withering, let's say), is bitten by a poison snake. The table shows that a 6th level character has a resistance roll of 11 vs. all effects. Since a Con roll is usually allowed for half damage vs. poison, the player must adjust his die roll by the character's current Con score. A stat score of 5 applies a penalty adjustment of 2 points. If the player had thrown a 10 for the resistance roll, the penalty of 2 because of the character's bad Con score would adjust the roll up to a 12, indicating resistance roll failure.

Monster's or Character's level																			
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20+
Target number or less on a D20 to resist any effect																			
6	7	8	9	10	11	12	13	14	15	16	17	18	19	(20)	(21)	(22)	(23)	(24)	(25)

Since a score of 20 always indicates a resistance roll failure, note that resistance roll target numbers exceeding 19 function only for purposes of offsetting penalty factors to the resistance roll which might normally apply.

CHAPTER SEVEN

Magic

Magic is the great random element within the game, and an entire book could be written on the subject. Practicality, however, permits an outline of only its most important facets. The critical elements of magic include:

The spellcaster

Magic is not something an adventurer just learns. One must have a special "gift" to cast spells. This gift, be it of divine bestowal or as an inherited trait, lets the character use his body and mind as a conduit, tapping into the unfathomable sources of power behind magic and shaping it into substance. This is why a witch can bring down a mighty warrior by pointing a finger, while his imitation of the move would be useless. Thus, the place of a spellcaster in the world is a unique one, and these characters can be presumed to have spent their entire lives refining this gift to the point where they—finally—can employ a humble 1st rank spell. From this point, the magician's knowledge and skill increase exponentially, permitting him to utilize more powerful magics more efficiently.

Spells and spell books

It is through spells that characters are most often exposed to magic. Beginning spellcasters, as shown in their profession descriptions, start play with a variable number of spells or spell-songs to help them survive their first adventure. Naturally, no matter how many spells one has it is never enough and sooner or later the character faces the problem of:

Acquisition of new spells

The most common means of gaining new spells is through discovering a spell book (or prayer or song book in the case of other professions). This tome is created by the GM, who fills it with the spells he deems appropriate. Witch spells are the basic enchantments within QA and many are castable by other professions. Thus, professions with any witch spells in their spell list may utilize them regardless of the sort of spell book they are found in. The same concept applies for characters allowed spells from another separate profession (gypsies, who may cast a few necromancer spells as one example). Otherwise, only those of the correct profession may utilize the spells within a book—assuming it is written in a language they can read!

There is nothing intrinsically magical about a spell book. Technically, it is an instruction manual of incantations, body movements and methods to place the magician in the right mind to cast a specific spell. And theoretically, anybody can copy one. However, magicians universally share a feeling of pride and protectiveness regarding their books. This is often reflected in the owner's using only the finest materials for it—a drakeskin cover; parchment from unique creatures; special rare, waterproof inks, detailed illustrations, etc. Thus, a spell book tends to be an attractive item. This also affects its value, and so a safe median is to assume a spell book is worth 100 gd per each combined spell rank within it—if the spells are common. (A book with a 1st, 2nd and 3rd rank spell would thus be valued at 600 gd.)

This same price formula holds true for a character wishing to copy a spell from a GMC magician he meets in his travels. If the GM permits this, the character must pay this modest amount for the privilege of copying another's book. At the same time, he must spend an equal amount to reflect his own material costs. (Of course, there might be circumstances when a GMC spellcaster out of gratitude or kindness will permit his book to be copied free of charge. The GM will determine when or if such occasions come about.)

The time to copy a spell equals two hours per rank (presuming the character does a good job, not a slovenly one, which takes but 10 minutes per rank—and also results in a 25% chance of its being copied incorrectly).

These guidelines also hold true for prayer and song books.

Note that the GM should assure that the proper books go to proper professions. A book of witch spells should go to a witch rather than to a necromancer merely because he can cast a few of the enchantments. However, good players will permit fellow party members to copy spells usable by them from books they acquire during the course of adventuring.

Learning new spells

When a character acquires a spell usable by his profession and level, he can use it immediately, for it is presumed his past training allows comprehension of any spells found.



Researching normal spells

Characters lacking them may attempt to research spells in their list. Doing so requires access to a library and reference materials. Such a library costs 50,000 ounces of gold or more! Many characters will lack such funds and thus they may seek access to a GMC-run library in Hocwrath or elsewhere. The cost to utilize a library is generally 50 gd per day unless the character is an alumnus from the particular institute. In this case, the GM sets a lower cost.

Once the character has access to a library, the details of spell research are as follows:

Minimum time needed to research the spell: 1 day per spell rank.

Chance of successfully researching the spell: 10% per skill level above that needed to cast a spell of that rank, to 99%.

If the character fails in researching the spell, he may not try again until he advances in level. Optionally, the GM may allow additional tries at researching the spell by raising its rank as a penalty.

Note that the GM may rule some spells to be so rare or unique that they cannot be researched normally.



Researching original spells

Characters may research original spells if they have access to a library. To do so the player must write the spell up in proper format and present it to the GM for approval of function and rank. Once the GM has modified the spell as he desires, the character may attempt actual research. Details follow.

Minimum time needed to research the spell: 1 week per rank.

Chance of successfully researching the spell: 5% per skill level above that needed to cast a spell of that rank.

If the character fails, additional attempts are permissible unless the GM rules otherwise.

Memorizing and casting spells

Using spells is a two-fold process. The player must check the character's spell table to see how many spell slots of varying ranks he has. These spell slots are usable as two separate slot types: *memorization* slots and *casting* slots. All who use magic must first study an appropriate book of their profession and then decide how many *memorization* slots they want, loading different spells for each separate one. Example: Jennifer Eccles, a 2nd level witch, has four 1st rank spell slots. This means she can have one, two or three *memorization* slots. Jennifer decides to incorporate two *memorization* slots and she loads them as follows:

1. Magic dart
2. Slumber

During the adventure, she will activate these spells through her two *casting* slots. She has the option of:

Casting two *magic darts*...

or

Casting two *slumbers*...

or

Casting one *magic dart* and one *slumber*.

As noted in Chapter One under *Conditioning*, the magician must sleep to restore the energy expended from casting spells. (His *casting* slots regenerate starting with 1st rank slots and working upward.) Restudying is necessary only when spells that are currently memorized are to be replaced with others. This is less to refresh one's memory of the proper incantation and body movements, and more to focus concentration and attune himself to the task at hand. Once the spells have been memorized, they may be cast normally. To change any *memorization* slots to *casting* slots, or vice versa, the character need merely go through his base amount of sleep time.

Optional game variant: GMs wishing a more conservative spell system can opt to rule that spell slots are always divided equally between *memorization* and *casting* slots. Thus, Jennifer, as a 2nd level witch, must have exactly two *memorization* and two *casting* slots. She would not have the option of allocating the slot types as she desires.

Changing spells already loaded

Assuming a character wants to change a loaded spell to something else, he must restudy. Sleep is not a prerequisite, although the minimal rest time better prepares the caster for the intense concentration needed to memorize a spell. Otherwise, the study time is increased tenfold. Example: Jennifer, with her 15 IQ, wants to change *slumber* to *protection from withering*. Her base spell memorization time as shown in Chapter One is six minutes multiplied by the rank of the spell (assuming she sleeps). Changing the spell without rest increases the study time tenfold, so the process requires 60 minutes for the 1st rank spell.

Optional game variant: There are a legion of stories wherein a magician faced with a problem ponders it, snaps his fingers and says: "Ah! I know a spell for this situation." GMs favoring this concept may experiment with dropping the idea of memorizing spells altogether. Instead, the character doesn't memorize any spells and in a given instance casts one from those that he knows. If this is adopted, his number of spell slots should be cut in half. In other words, a 1st level witch would have but a single rank 1 spell slot she could use to cast any spell contained in her books. This may result in spellcasters becoming overly powerful, so to help balance the benefit, the GM may require the character to make an IQ roll to learn how to cast new spells he obtains, excepting those he starts play with.

Another option is for the GM to consider allowing spellcasters with *photographic memories* to avoid the need of studying books once they possess a given list of spells. They must still load *memorization* slots, however.

Using a higher rank slot to cast a lower rank spell

A character may use a higher rank *casting* slot to activate a lower rank counterpart. Example: a 4th level necromancer has expended his 1st rank *casting* slots, but not a 2nd. In a pinch, he may expend a 2nd rank *casting* slot to invoke a single 1st rank spell. (But he may not cast two rank 1 spells in place of the rank 2 slot, and the spell still is treated as a 1st rank spell for purposes of monsters' immunity to spells of certain ranks!)

The spell template

It will be observed that all spells follow a general outline. An explanation of the headings within that outline follows.

Name. Self-explanatory.

Spell rank/type. The first category notes the rank of the spell for convenience. The second reflects the particular type of spell. There are nine:

Type A. These spells beguile or charm a creature in some way, twisting its beliefs or intended actions.

Type B. These spells usually conjure living or non-living matter.

Type C. Very simply, these spells inflict damage of some sort. It will be noted that many spells list damage "per minute" or "per turn" of exposure. This is not literal, and the listed damage is actually sustained if during any portion of a turn one passes through the area of exposure. A victim can sustain additional increments of damage if, for instance, he were to pass through an area of *sheet lightning* more than once over the course of a turn.

Note that spells first inflict Stamina damage unless otherwise noted!

Type D. These powerful spells beseech the caster's deity to intervene on his servant's behalf, granting him the ability to bring forth certain magic effects.

Type E. These affect energy within their area of exposure, possibly extinguishing such things as fires, or disrupting the power of spells that are currently in operation.

Type F. These spells enact some sort of enchantment.

Type G. These spells cause some sort of metamorphosis in the current physical conditions of a person or area.

Type H. These spells affect the mind, most often causing a target to see or feel something that is unreal. They can also, however, affect the mind beneficially.

Type I. These are the rarest of spells, which often affect the flow of time.

Element. Spells are made up one of two possible elements: *Sonic* elements include sound—an incantation, scream, plucking a musical note, etc. *Non-sonic* elements have no sonic requirements and thus may be invoked silently.

Ingredient cost. Some spells require a solid ingredient—a cocoon, holy oil, etc. As only a general guideline, this category suggests an appropriate cost for spell ingredients. Most are incidental, so it is not unreasonable for a GM to dispense with bronzing and silvering the character to death. This doesn't hold true in the case of rare and/or valuable ingredients. Organic ingredients need not be fresh or alive unless the spell description states they must.

Some ingredients are consumed in casting the spell. This is indicated by an asterisk (*) placed to the right of its cost.

Maximum range. This is the maximum distance from the spellcaster that the leading edge of the spell's area of exposure must fall within. In a few other cases, this can also be a synonym for "Area of exposure". Such cases occur if a spell's true range is 0 but a second appropriate range rating should override the first. A *magic dart*, for instance, theoretically has a maximum range of 0 as it is enchanted while in the caster's hand. However, it may be hurled up to 20' per level of its creator. Giving it a 20'/level area of exposure might be confusing and conjure images of an explosion, so for simplicity its maximum range is listed as "20'/level". Such instances of superseding one maximum range rating with another more appropriate are usually obvious.

Some spells have a range listed as "Touch". This usually means that, on the final phase of casting, the caster must touch the target, requiring a successful attack roll. Failure means the spell is wasted. This can also, however, indicate that the caster must be touching an item that he is somehow enchanting.

Non-corporeals are immune to "Touch" spells unless the spell description specifically states otherwise.

Other spells with a range of "0" mean that their areas of exposure center on the caster.

Casting. This category exists only if a given spell has an unusually long or short casting time. Most spells, as noted, are considered to take one phase per rank to cast. A few spells that are "Instantaneous" in their length of casting are treated as movement and may be enacted on any phase. However, one can never enact two spells within the same phase unless *time-distorted*.

Running time. This notes how long the spell runs before fading out. Some spells, such as *disenchantment*, can prematurely end a spell's running time. Otherwise, the caster can halt the running time of a non-permanent spell on any combat phase unless its description states otherwise or specifically requires use of *disenchantment*.

Some spells have a "Permanent" running time. This may or may not prove to be literal. Instances such as a conjured *elemental wall* of stone remain indefinitely. The restored points from a *cure wounds* spell obviously can be lost during subsequent combat. A bit of thought should easily clue the gamers in on when "Permanent" practically means "Semi-permanent".

Resistance roll. Some spells permit a die roll to resist some or all of their effects. This category shows what sort of roll, if any, is allowed. Example: a spell listing "Con to neg." indicates that one who makes a successful Con roll negates all effects upon him. A listing of "Agility for 1/2" would mean that a successful Agility roll results in taking half rolled damage. (As noted in the last chapter, however, the GM may dispense with basing resistance rolls on stats in favor of a general table.)

Area of exposure. This refers to the maximum area that can be exposed to a spell's magical effects. Usually, a spell's area of exposure is fixed. In some cases, however, the caster is permitted to determine his spell's exposure area. Spells listed as "...up to -- feet per skill level," for example, permit the caster to choose a variable area of exposure not exceeding the maximum listed.

Many spells refer to a circular or spherical area of exposure. Unless otherwise specified, the listed area considers the diameter, not the radius.

Spellcasting miscellanea

Casting when armoured

The bulkiness of armour hinders the movements and concentration of a magician. Thus, spellcasters as a general rule may don only leather or softer armours—if they also have a profession to which such armours are suited.

Casting when blinded or averting gaze

If a magician attempts casting spells when he cannot see or he is averting his gaze, spells that require specific targeting (such as *magic darts*) are impossible to cast effectively. Otherwise, an IQ roll is required to successfully cast the spell. *Blindsighted* characters apply a bonus factor of 3 to the roll.

Ground zero spells

Characters may sometimes be forced to cast harmful spells at their feet in order to damage close attackers. If a resistance roll to lessen damage is normally permitted, the spellcaster need roll only 19 or lower vs his own spell, regardless of his stats.

Healing spells upon undead

As noted, undead may restore lost damage only through the 5th rank *necromantic healing* or through natural withering abilities. Use of healing spells upon corporeal undead creatures actually inflicts damage. The 6th rank *necromancer spell circle of healing* is the only healing spell that can damage spirits or non-corporeal undead. It is never harmful to withering demons/devils.

Manual dexterity in spellcasting

Manual dexterity may be inferred as a requirement of some spells. (All *finger* spells, for example, require the caster point at the target.) In cases where the GM decides manual dexterity is needed, the magician must be unencumbered and have at least one hand free to perform the spell. Also, the act of parrying (of any sort, including bracers) cannot be performed while invoking a spell needing manual dexterity. Note that *instantaneously*-cast spells, and those without solid ingredients, usually do not require manual dexterity.

Penalty factors to resisting spells

Many favor the idea that spells cast by high-level magicians are harder to resist. QA handles that by imposing penalty factors to some spells—especially those affecting the mind—based on the caster's level, or the levels of difference between caster and target. Some may wish to smooth out the idea by expanding the concept to all spells for which resistance rolls are allowed. If this option is desired, the specific spell listings for penalty factors are discounted and a common penalty factor of 1 for each four levels of a caster is instead applied to all resistance rolls vs his spells.

Permanizing spells

Spellcasters of certain levels may invoke the *permanize* spell. This theoretically can make a spell's running time last forever. However, *permanize* does not function upon living/unliving creatures, nor will it work upon spells with an *instantaneous* running time, or those that are consumed when they deliver damage—such as a *will O' the wisp*.

Permanize is often used in the creation of magic items as will be shown. The GM should keep in mind that an allowed option when *permanizing* magic items is to rule that the magic effects are usable up to a maximum of one time daily for each five levels of the *permanizer*. A sword enchanted with a *strengthen* spell, for instance, might be ruled to function whenever the blade is held—or a set number of times daily.

Reinforcing spells to increase running time

For spells with a running time of more than one minute, an allowed option is to extend their running time by a subsequent casting of the same spell. To do so, the second spell must be cast before the first expires, and there is no change in effect. Thus, an extended *agility* spell would not be rerolled but would merely be extended in running time. When the reinforcing spell is cast, the running time immediately becomes that of the second spell regardless of how much time is left to the first.

Reversible spells

Some spells have a reverse form (*damsel*, etc.). The reverse need not be memorized separately and may be cast at the magician's desire.

Varying the damage potential of spells

Unless the description states otherwise or it is obvious, spellcasters can vary the damage inflicted by their spells by choosing to cast at a lower skill level. Example: a 10th level witch invoking a 3rd rank *star burst* spell could choose to cast it as though she were between 5th to 9th level, decreasing its range and damage in appropriate ratio. The same would hold true for *sheet lightning*, which could be cast as if the witch were so little as 5th level--the lowest skill level at which the spell may be invoked. The damage thus inflicted would be but 5D4, while the damage of a *will O' the wisp* would be unchangeable since it is set regardless of skill level. One exception to this general rule is *magic dart*, the damage of which is variable to the maximum allowed, regardless of skill level.

Potions & elixirs

At certain levels, characters may fashion potions or elixirs. If he or she lacks a written set of instructions, library research must be performed as outlined below.

Base research time: 4D6 days.

Chance of successful research: 5% per skill level, to 99%.

When the formula is known, the character must gather the proper ingredients. These are not necessarily set, and often more than one type of ingredient will suffice to create a potion. Elixirs, due to their permanent effects, require very rare and unique ingredients. Thus, the GM sets a list of materials required for either item's creation and informs the player of them after successful research is performed. Afterward, the character must quest for or purchase them. (The cost is fixed by the GM.) As noted, *capture essence* substitutes for the solid ingredients.

Creating the potion or elixir requires a laboratory for maximum efficiency. The cost for outfitting it ranges up to 20,000 ounces of gold, although schools of magic will rent laboratory use for 300 gd/day. (There is usually a 3D4 week waiting period, however.) Other details follow.

Time needed to manufacture potion: 2D6 days.

Chance of successful manufacture: 5% per skill level, to maximum of 99%.

Time needed to manufacture elixir: 1D4 months.

Chance of successful manufacture: 5% per skill level, to maximum of 99%.

Identifying potions or elixirs

Taste-testing suffices to identify only potions that heal or harm. And in the latter case, appropriate effects befall the taster, although Con rolls are made with a bonus factor of 3. The *discern enchanted aura* spell and the sorcerer skill of *alchemy* can also enlighten one as to the nature of a potion or elixir.

Magic staff & wands

Wands are up to two feet long and can be made of a variety of materials--wood, bone, metal, and so on--and the wand itself is invariably decorative, perhaps as a token of respect to the deity enchanting it. Its purpose is to hold a specific enchantment, most often a spell. In creating a magic wand, a witch or druid character must use *enchant focus*, while necromancers and earth priests employ a *consecrate* spell. Thereafter, the wand may be imbued with the proper spell in one of two ways:

Energized wands. The wand may be set to hold up to one charge per five skill levels of the character. Once these charges have been expended, subsequent castings of the spell into the wand must be performed to recharge it. The wand is not harmed by expending all charges.

Permanized wands. A wand which under a *permanize* spell need not be recharged, and it each day functions once per five levels of its creator. At twilight, in the case of druid/witch wands, or at dawn, in the case of other professions, all expended charges regenerate. (Within the Realm of Faerie, however, magic wands never need recharging if of witch or druidic origin!)

Wands always operate at the lowest skill level at which the spell could normally be cast, excepting *magic* and *elemental dart* spells. And when these spells are loaded into a wand, some sort of studding is placed upon the head for use as the enchanted darts.

It takes approximately 10 days to carve and/or engrave the wand. After this, the enchantment may be enacted upon casting the requisite spells. Naturally, the GM may always decide the deity will deny the requested enchantment in order to preserve campaign integrity.

To activate a wand, the character must concentrate on releasing the energy. In connection with this, often there is some sort of phrase or brief

prayer he will use to focus his concentration on the task at hand. If the GM allows, a character may research an appropriate phrase after 1D4 days of experimentation if he finds a strange wand.

Staffs are more powerful than wands. They are fashioned of wood and are at least five feet tall. Staffs work similarly to wands, although they function at the skill level of their creator. (Optionally, the GM may rule that staffs function at the level of the user if this helps maintain game balance.) Also, staffs can hold up to three different sorts of enchantments.

It takes approximately 30 days to carve and/or engrave the staff.

Generally, only spellcasters can use wands or staffs.

Miscellaneous magic items

Other magic items are created through a process similar to the one for wands and staffs. Necromancers and earth priests, however, must use the *prayer* spell in place of *consecration* to invoke the deity to enchant miscellaneous items. The GM may also require the character obtain some rare materials, and conduct research. To determine research time, the GM should note what spell or spells the intended item approximately duplicates the functions of. Study is then conducted as if the character were attempting to research the spell(s) in question. As a general rule, magic items may not bear more than one sort of enchantment per six skill levels of the creator.

A *permanize* spell is required to complete the item's creation.

Cursed items

Cursed items are fashioned by using the reverse of a helpful spell, or by special baneful spells researched by the creator.

Armour & weapons

Magic armour and weapons are relatively simple to create. However, different professions tend to fashion different sorts of enchanted items of this sort. Necromancers and earth priests, for instance, typically create practical items of BF 1 or higher rating. The method of doing so is to invoke the *consecrate* spell upon the desired weapon. Next, *enchant weapon* is cast to determine its bonus factor. Finally, *permanize* is employed to finish the creation, extending the running time indefinitely.

Magic armour is created similarly, employing the *enchant armour* spell.

Necromancers and earth priests may imbue weapons or armour with other magical abilities only through use of subsequent *prayer* spells.

Witches and druids favor esoteric sorts of enchantments. Thus, a witch's dagger (or athame as it is called) might be enchanted to work as a *baneweapon*, rather than a boring BF 1 implement. And as witches and druids rarely don armour, they often rely on fashioning magical bracers or enchanted clothing, although they are not absolutely prevented from mundanely enchanting armour so long as they research appropriate spells or use necromancer spells as an aid. Most of the time, however, the traditional result will be armour that is unique rather than practical--leather armour enchanted to permit the wearer to *stone hide*, as one example.

A *permanize* spell is required to complete the process.

Items of BF 5 or higher rating can only be fashioned by deities.

Wishes

Last of all, the enigmatic Wish must be dealt with. A full discourse on handling wishes will be covered at a future time. For now, consider that there are two forms of wishes:

Greater wishes are authored directly by deities or major devils, and can do such things as restore a dead person to life, permanently raise a stat, duplicate the effects of any known spell, restore lost limbs, heal all party members of damage, etc. In other words, greater wishes are limited only by the GM's maintaining campaign integrity.

Lesser wishes are under the direct control of the characters (through a magic pool that grants wishes, an amulet containing a wish, and so on). These wishes usually affect one creature in a significant way--healing, avoiding a dangerous situation, etc. They can, however, enact benefits comparable to greater wishes, although with a significant chance of wish failure.

In all cases, greedy or unreasonable wishes will fail.

CHAPTER EIGHT

Rewards



The rewards of adventuring take several tangible forms.

Level points

Level points determine the rate of level advancement by a character. They are awarded by the GM at the end of a play session, or at the conclusion of an adventure.

The GM should allot level points as appropriate to his usual game system, or as he sees fit.

Gaining the next skill level

Once a character has earned the requisite number of level points to reach the next skill level, this happens automatically. *Characters NEVER need instruction to realize the benefits of level advancement!*

In cases where a spellcaster goes up in level "on the trail", he or she is allowed a new spell to write in their books, provided ink is available. It is presumed that prior study has made this possible, even though the character may not have access to reference materials on the spot.

Cash awards

Another tangible award is wealth in the form of precious stones or metals. Precious metals are easily handled and there is no great need for a lengthy outline on them. However, decorative objects of precious metals as a general rule can be worth up to 10 times the value of their weight alone.

Gems and jewelry

One drawback to precious metals is that a thousand ounces of gold is cumbersome. A 1,000 gd value gem, however, can fit in a pocket with ease. Thus, gems are highly desirable from the standpoint of portability. However, they are redeemable only in large cities where there is a lot of cash available. In the wilderness or in rural areas, a humble innkeeper certainly cannot cash in such valuables, and characters converting their wealth to gems may wind up paying a 10 gd lodging tab with a 100 gd pearl.

A partial list follows of suggested gemstones. They are broken down into two categories—*semiprecious* gems (those usually worth under 100 gd/carats), and *precious* gems (those usually worth 100 gd+/carat).

Semiprecious gems (under 100 gd value)	Precious gems (100 gd+ value)
1. Agate (1 gd/carats)	1. Coral, gold (100 gd/carats)
2. Amber (5 gd/carats)	2. Diamond (300 gd/carats)
3. Amethyst (3 gd/carats)	3. Fire opal (100 gd/carats)
4. Beryl (2 gd/carats)	4. Emerald (1,000 gd/carats)
5. Carnelian (3 gd/carats)	5. Jacinth (150 gd/carats)
6. Catseye (1 gd/carats)	6. Jade, fine (100 gd/carats)
7. Coral (1 sr/carats)	7. Pearl (black or blue 1,500 gd/carats)
8. Garnet (2 gd/carats)	8. Ruby (800 gd/carats)
9. Jade, normal (3 gd/carats)	9. Sapphire (200 gd/carats)
10. Lapis (30 gd/carats)	10. Topaz (100 gd/carats)
11. Moonstone (20 gd/carats)	
12. Onyx (1 gd/carats)	
13. Opal (10 gd/carats)	
14. Pearl (white or pink 50 gd/carats)	
15. Quartz (1 bz/carats)	
16. Serpentine (3 gd/carats)	
17. Sunstone (10 gd/carats)	
18. Turquoise (1 gd/carats)	
19. Zircon (3 gd/carats)	

To determine a gem's specific weight, the GM should make a percentile dice roll against the table below.

01-45	1D6 carats
46-65	2D6 carats
66-80	3D6 carats
81-90	6D6 carats
91-97	4D10 carats
98-99	1D100 carats
00	5D100 carats (or higher)

One ounce of gems weigh 142 carats.

Uncut gems are worth but 25% of the value of cut gems. Also, when gems or jewelry are given out, the value listed by the GM is generally 80% of the true amount, to cover the exchange rate penalty and taxes. Under circumstances where characters may redeem gems or jewelry for full value, their listed worth is upped another 20%-25%.

Jewelry consists of cut gemstones that have been worked into a setting of precious metals. This ups the value of the materials used by 30%.

The tables following are offered for a quick determination of treasure. However, the GM will usually decide on his own how much treasure to place in a given horde.

Table 21--Type of treasure

01-80	Coinage
81-90	Gems
91-00	Coinage and gems



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Table 21A--Monetary treasure

01-35:	10-100 gd value
36-55:	100-400 gd value
56-70:	100-600 gd value
71-00:	Reroll below--
01-40:	200-800 gd
41-60:	200-1,200 gd
61-95:	300-1,800 gd
96-00:	Reroll below--
01-50:	1,000-10,000 gd
51-75:	3,000-18,000 gd
76-95:	4,000-24,000 gd
96-00:	8,000-64,000 gd (or more)

Table 21B--Gem treasure

01-25:	1 gem
26-50:	1D4 gems
51-75:	2D4 gems
76-95:	3D4 gems
96-00:	4D4 gems (or more)
01-20:	Gems are uncut
21-80:	Gems are cut
81-00:	Treasure is in form of jewelry

(Assume 25% chance gems are *precious*)

Magic items

Naturally, magic items tend to be of great interest to adventurers. There are several sorts.

Magic weapons

While mundane, these are critically important and usually range in bonus from BF 1 to BF 4. Each factor imparts a bonus of 1 point to attack and damage rolls (although GMs wishing a more conservative system may restrict the bonus factor to either attack or damage, but not both). Table 22 provides a random means of determining the type of weapon and its bonus factor.

Table 22--Magic weapons & bonus factor

01-20	Hand-held concussion weapon
01-25	Flailed mace
26-50	Hammer
51-75	Mace
76-00	Staff
21-90	Hand-held cutting weapons
01-09	Axe (hand)
10-18	Axe (two-handed)
19-27	Dagger
28-36	Bastard sword
37-45	Broadsword
46-54	Rapier
55-63	Scimitar (regular)
64-72	Scimitar (two handed)
73-85	Shortsword (gladius)
86-90	Sickle
91-98	Two-handed greatsword
99-00	Whip
91-00	Missile weapons*
01-07	Recurved bow
08-10	Recurved composite bow
11-15	Longbow
16-20	Composite longbow
21-35	1D10 magic arrows*
36-38	Crossbow (heavy)
39-42	Crossbow (light)
43-49	1D10 magic crossbow bolts*
50-56	Dart
57-63	Polesword
64-70	Sling
71-90	Spear
91-99	Trident
00	Reroll or choose

* Magic arrows and crossbow bolts are one-shot items that lose all enchantment upon reaching the end of their flight unless unique. Their bonus factors are cumulative with that of a magic launching device.

Bonus factor of weapon

01-70	BF 1
71-90	BF 2
91-96	BF 3
97-99	BF 4
00	BF 5

Enchanted weapons

Enchanted weapons are far more interesting. These may or may not impart a bonus factor to combat rolls, but are often unique due to their possessing a special power. A few enchanted weapons are outlined below. But most of the time, the GM will design his own.

Baneblade. These are cursed arms any sort. While functioning as weapons of BF 1 or better enchantment to attack rolls, the bonus is actually treated as a minus to damage rolls (though a minimum of 1 point is always realized). This latter fact should be kept secret by the GM, who secretly deducts double the appropriate factor when the character announces his damage. Thus, someone with a BF 2 *baneblade*, believing he is entitled to add 2 points to 3 points rolled, would announce his damage as 5 points. The GM would deduct 4 points to compensate, treating the damage done as but 1 point.

Flameblade. These weapons are special, for when drawn and held, the blade flames, illuminating the area as brightly as a torch (in the case of swords) or candle (in the case of daggers). *Flameblades* are handy as utility items, for they can easily ignite combustibles, including magical *nets*. Also, while no extra damage is imparted from the flames, a strike with a *flameblade* is treated as a fire attack. One possible drawback is that the flame cannot be

extinguished unless it is denied oxygen, or a possessor releases it. Thus, its true nature cannot be hidden, and there may be times when exposed flame can cause problems.

Hammer of hurling. This weapon typically resembles an engraved hammer, and is usually crafted by powerful dwarven earth priests. The *hammer* has a range of 200' and may be hurled at a target within range, inflicting Body damage with a successful strike. It thereafter returns at the end of the phase to its owner for another use.

Kris of Assallah. These balanced, wavy daggers are said to have been fashioned at the behest of the master assassin/saracen Assallah for certain of his operatives. Beyond functioning as a BF 2 weapon, the *kris* allows the bearer to once daily invoke the witch spell *vanish*.

Sash whip. This unusual weapon is very handy for instances when a character wishes a discreet weapon. It takes the form of a fine waist sash six to eight feet in length, which at the bearer's desire may employed as a whip, inflicting 1D4 points of damage with a successful strike.

Star blade. Of witch or druidic origin, *star blades* consist of nothing more than a sword or dagger hilt, often of ivory or silver construction. The

enchanted hilt draws its power from the night sky and in conditions of twilight or nighttime darkness a misty blade forms when the weapon is grasped, inflicting damage as a real weapon of that type. Although it has no bonuses to attack or damage rolls, the *star blade* is fully effective against all spirits and non-corporeals. And because of its lightness, all professions may wield it as a *primary* weapon.

Venom blade. This powerful but unchivalrous weapon forces those struck by it to make a Con roll or lose 1D6 points of Stamina in addition to the damage done.

Magic armour

Magic armour is of great use to characters. Its benefit lies in the fact that it is treated as normal clothing granting an AR of 0, although it retains its absorption capacity. (Its equivalent bulk is also halved).

Cursed armour may or may not appear as magical. However, while it has an AR of 0, it absorbs no damage! There is a 03% chance that a set of magic armour found is in fact cursed.

Table 23 following provides a random means of noting what sort of magic armour is discovered, and its size. Naturally, some armours, such as cossack chainmail, may not exist in dwarf or gnome size as these races are not cossacks. One could, however, assume the previous owner happened to be of very small stature.

Table 23--Magic armour

01-09	Bracers*
10-18	Cloth (can include magic clothing)
19-27	Jerkin
28-36	Leather
37-45	Cossack chainmail
46-54	Gladiatorial armour
55-63	Chainmail shirt
64-72	Legionnaire plate
73-81	Chainmail
82-90	Partial plate
91-99	Full plate
00	Reroll or choose
Size--	
01-65	Human
66-85	Elf/half-elf
86-00	Dwarf/gnome

* Magic bracers never improve the armour rating. However, each bonus factor allows an additional point of Body damage to be deducted. Thus, a pair of BF 1 bracers would allow the wearer to deduct two points of Body damage from a hit, provided he made his Agility roll. Magic bracers do not break except under unique circumstances.

Magic shields

While enchanted shields with special powers may exist, shields of BF 1 or higher rating do not, simply because a shield is no better than its wielder, and a magical enchantment cannot make it function more efficiently. Optionally, the GM may disregard this rule and permit magic shields to lower the armour rating beyond the base bonus factor.

Miscellaneous magic items

Miscellaneous magic items can be great fun for the GM to design. A few examples follow of some unique magic items of Islay, starting with:

13 special witch items

Book of Destinies. This powerful item is likely some sort of Artifact of Power. While no clues are available as to its origin, the legend of the book(s) extends back into the farthest reaches of history. Some believe the item was crafted by none other than the Witch Queen herself, while others attribute it to the first generation of elves who preceded her, or perhaps even to Brigit.

Whatever the source of its creation, the book appears as a blue, leather-bound tome approximately 12" x 9" x 2", and upon its front cover is set a silver spiral. Should a non-witch, including a druid, examine the tome, it appears to be nothing more than a biography of its previous owner, tracing her history from birth until death. But in the hands of a true female witch, the tome changes, becoming a biography of its new owner's life up to that point and

ending with the sentence: "...Then this Book of Destinies came into her possession." Thereafter, the book, which holds a number of blank pages, constantly updates itself, writing out what befalls its possessor. In connection with this, some owners have been alerted to potential danger by, for example, the book's mentioning the plots of an enemy in connection with events that have recently transpired, or by its revealing the true nature and intents of someone the witch encounters. Such instances are comparatively rare, however, and certainly the tome does not provide fail-safe insight into any and all impending danger faced by its owner.

The greater power of the book is that it permits the owner, by her penning changes into the text, to alter recent history in the event of a baneful occurrence. For instance, assume the witch's focus is stolen while she is unconscious. Upon awakening, she chooses to cross out the book's description of the incident and on a blank page writes that the focus was left behind. Its theft is therefore cancelled. In another instance, a witch's friend is slain during a battle. Quickly, the owner of the book rewrites the text to read that he had instead been grievously wounded but survived, thus changing the outcome of the fight. To use this power, the book's owner must personally pen the change to the text within 10 minutes of the incident's occurrence. (Should the witch be unconscious or incapacitated during this time, the time limit begins from the point she awakens.)

It is also said that one may influence future events in the same manner, although the degree is left to the GM's discretion. And certainly a grandiose desire will be fulfilled in a perverted manner. In all cases, then, the history-altering power of the tome should be handled as a *greater* wish. Also, no one other than the owner of the book will be aware of events being changed unless she writes it in such a manner to allow that.

The *Book of Destinies* may be employed to alter history 1D4 times. It thereafter disappears, as it also does upon the death of its owner—even if she is subsequently restored somehow. If subjected to damage-causing forces, the tome is considered to have a resistance roll of 19/less vs all effects.

The broom of the comet. Many believe this brown broom with golden flax belonged to Kathryn, the lieutenant of Ladenna, if not to the archwitch herself (see the *hennin of Ladenna*). It is named thus for the fact it moves at double the speed of a normal flying broom while surrounding the rider with a fiery umbra which is spectacular to observe, especially at night.

Cloak of cats. This cloak or cape is fashioned from the fur of numerous cats and is commonly dark in color. Its unique power is that once every 72 hours the witch may hurl it at a single enemy, transforming the garment into a horde of angry cats that will swarm upon and claw the target, which may do nothing more than try and fend them off. As the cats are enchanted, they are unaffected by most spells, although *disenchantment* vs 13th level magic returns them to cloak form, something that also occurs after seven minutes of activation.

Cloak of traveling. This unusual device appears as a normal hooded cloak of dark color secured by a clasp holding a square-cut diamond of 1,000 gd or more in value. When worn by a witch and spread outward, a faint vision is revealed in the garment's inner folds of a particular place—usually a chamber or grove favored by the owner. At the witch's desire, she may step through the cloak—which seems to fold up with her—and be transported to the place shown as long as it is on the same plane. This special power is usable once between new moons, and the point of destination is specified by use of the *teleportal* spell, which is cast upon the clasp of the cloak. This need be done but one time. Note, however, that once a particular witch chooses a receiving point, she may not alter it at a future time unless she employs a wish to erase the current location.

Faerie acorns. These magical acorns are so named because of their ability to grow into full-sized trees within a very short time. Their origin, interestingly enough, is said to be traced to the Realm of Faerie, where it is believed that those who plucked acorns from the magical trees of the Faerie Queen and later returned with them to the world of mortals account for their presence on this plane. From 6-36 acorns are usually discovered, and to enact their magic, the possessor need only toss one or more onto the soil. Within 1D10 minutes thereafter, huge oaks of the largest size sprout forth from the ground. *Faerie acorns* are thus most often used to decorate the area of a witch's lair. If 10 or more acorns are sewn in the same area, a 30% chance exists that a nt will be created. (There is a 20% chance the nt will be female.) Should 25 or more acorns be sewn in the same location, there is also a 10% chance of a tree sprite being formed (who naturally will consider the patch of oaks to be under her dominion). Both creatures will remain on good terms with the witch—or druid—if she treats them well.

CHAPTER EIGHT-Rewards

It should also be noted that there are reports of other seeds and pods from different sorts of faerie trees working in a similar fashion. Brigit, for instance, is known to have presented gifts of seeds and acorns to mortals she favored. The apples from such trees are said to be especially delectable, and even enchanted.

The gloves of Witherwane. Little is known about the namesake of these gloves, though Witherwane is said to have been an elven witch/woodsman who adventured in the Land of Shadows long ago. For her focus, she is believed to have chosen a pair of fine soft gloves of black drakeskin which she later enchanted into the item now bearing her name. Each of the two gloves possesses different powers: The right glove, when worn and holding a weapon, can be released once per 24-hour period to independently battle an opponent, freeing its owner to perform spellcasting. When in this mode, the glove remains in front and within five feet of the witch, striking once each minute as a 9th level fighter at a creature most directly threatening its owner. The glove itself cannot effectively be attacked and it remains active for 11 minutes, thereafter falling inert to the ground unless retrieved beforehand.

The left glove once each 24 hours functions as a single *helping hand* (at the 11th level of skill).

The whereabouts of the gloves are today unknown, although the Adventurers' Guild of Freeport is in possession of a diary formerly belonging to a knight who sought the treasures of the fabled Fortress Between Two Worlds. A passage of interest mentions the writer's encountering an "...ogre chieftain who possesseth a bewitched gauntlet with doth fight of its own accord as though a ghost wieldeth a sword....", a possible reference to at least one of Witherwane's gloves.

The hennin of Ladenna. This device is fashioned in the shape of the pointed hat often associated with witches, known as a hennin. It is so named for perhaps the most powerful human witch of antiquity, purportedly its creator. The hennin first of all holds a small nil-space permitting the storage of up to 50 lbs of small items. It also may be hurled forth, spinning in rapid fashion to summon a 10th level air elemental to do the witch's bidding for 10 minutes. After that time, the elemental vanishes and the hennin flies back to the caster's grasp unless the elemental was slain, which destroys the item. This latter power is usable once between full moons.

Message box. Resembling an ordinary box with a sliding lid, a *message box* may be fashioned of materials ranging from simple oak to carved alabaster. All are no larger than 12" x 8" x 3", and their function is to deliver a written message to a creature of the possessor's choice. To activate the device, the witch must first pen a non-magical document to someone she has personally met. She then places it in the box and sets fire to it, thereafter closing the lid. The document is consumed within one minute and immediately appears intact before the intended receiver in a flash of smoke and flame, assuming both parties are on the same plane. The box may be used once per 24-hour period.

The rings of the raven. For both she and her coven, Ladenna fashioned 13 of these unusual items. The 12 basic rings are made of gold inset with the signet of a raven. At will, the possessor may activate the magical signet, which transforms into a normal raven ready to do as it is bidden until ordered back into the ring. The raven is most often used to carry a message, or as a spy, for during the time it is activated, the witch may see through the creature's eyes, although no means for bilateral communication exists. Should the raven be slain, the ring permanently becomes non-magical.

Ladenna's own ring was fashioned of elven silver, and brought forth a special raven with whom she could mentally communicate, even when the two were separated by great distances. (Some theorize the creature was in fact an enchanted familiar.)

All these rings are unique in that they will slip from the fingers of non-witches who don them.

Ring of witchery. In keeping with the fondness of witches for creating things of beauty and uniqueness, this ring usually is fashioned in the shape of a gold or silver band engraved with various runes and sigils. When first donned by a witch, the ring requires seven full days to attune itself to the wearer. On the eighth day, the ring confers one of a number of possible bonuses, as determined by random percentile dice roll on the table following:

01-50	Raises caster's level of magic use by one factor, to a maximum of 20th level. (Note this extends only to range, area of exposure, and other such variables. It does not grant extra spell slots.)
51-75	As above, but the level of magic use is raised by two.
76-85	Each 24 hours, permits the character to freely cast one 1st-3rd rank spell of her choice she has memorized. (Ingredients are also necessary if the spell requires them.)
86-99	As above, but the character may cast a spell up to the 5th rank of power.
00	Once each 24-hours, allows the witch to re-cast any 1st-6th rank spell previously used within the same time period. Ingredients are also necessary if the spell requires them.

After the particular power of the ring has been determined, it cannot be changed for that character. Also, each time the ring is removed, the time necessary for it to attune itself back to the owner doubles.

Ring weapons. Usually, only a single *ring weapon* is found, although on rare occasions (10% chance) a complete set is discovered in some long-lost treasure horde. The origin of these rings is believed traceable to a legendary group of high-level assassin/witches who employed them in order to smuggle arms into supposedly secure areas. The typical ring of this sort appears to be a gold or silver band inscribed with various decorative reliefs that include some sort of weapon. When the wearer concentrates on it, the ring transforms into the weapon in question, allowing instant use. It returns to ring form when desired. The type of *ring weapon* found is determined by random dice roll on the table following:

01-50	Dagger
51-70	Gladus
71-80	Broadsword
81-90	Mace
91-99	Staff
00	BF 1 weapon. (Determine type by rolling again on the table, ignoring a subsequent roll of 00.)

Note that the non-magical ring weapons do not affect creatures needing magic weapons in order to be struck, although silver *ring weapons* are useful against creatures harmed by silver.

Skull of sight. This item resembles a life-sized skull of alabaster or ebony into which a ball of flawless crystal valued at 1,000 gd has been set. While most useful as the ingredient in the *crystallomancy* spell, these items also are enchanted with the ability to once each 24 hours confer special sight to a possessor peering through the crystal at a specific area or object. The potential power of the item is determined randomly on the table following:

1. <i>Detect enchanted aura.</i>	
Maximum range:	30'
Area of exposure:	A 10' cube.
Running time:	5 minutes.
2. <i>Eye of Rhiannon.</i>	
Maximum range:	0
Area of exposure:	A 30' cone ending in a 10' base.
Running time:	5 minutes.
3. <i>Detect enemy</i> (i.e. someone who desires the witch to come to harm).	
Maximum range:	30'
Area of exposure:	1 creature (per minute).
Running time:	3 minutes.

CHAPTER EIGHT Rewards

4. <i>Know true ethics.</i>	
Maximum range:	50'
Area of exposure:	1 creature.
Running time:	1 minute.
5. <i>Detect secret panels.</i>	
Maximum range:	30'
Area of exposure:	A 10' square (per minute).
Running time:	5 minutes.
6. <i>Detect traps.</i>	
Maximum range:	20'
Area of exposure:	1 object, or an area of wall or floor no larger than 30' in length and 10' in height.
Running time:	1 minute

Staff of gems. This five-foot staff of ebony or walnut is so named because it is topped with a silver capping into which are set three gems. The possible gem types held in the staff are determined by random dice roll on the table following:

1. Quartz.	Grants invisibility for five minutes. It is otherwise similar to the 4th rank witch spell <i>vanish</i> .
2. Diamond.	Allows the witch to employ the staff as a BF 3 weapon for 10 minutes.
3. Moonstone.	For five minutes, surrounds the witch with <i>protection from lycanthropes</i> in a 10' radius. All such creatures are prevented from entering the protected area for the magic's duration, and those caught within the area when the magic is activated will immediately seek to leave.
4. Pearl.	Creates a 20' globe of silvery light, illuminating the area with the same intensity as twilight. The duration is one hour, and the light does not interfere with <i>night sight</i> , although <i>heat sight</i> is halved.
5. Ruby.	This crystal acts to protect the bearer against a fire attack. It will absorb one-fourth of the damage the possessor must resist from a fire-based attack, whether by spell, breath, etc.
6. Sapphire.	Grants a bonus factor of 1 to any IQ rolls for five minutes.
7. Sunstone.	Releases a <i>Sun globe</i> spell centered on the staff.
8. Turquoise.	Surrounds the witch with <i>protection from aquatic creatures</i> in 10' radius for five minutes. All aquatic creatures are prevented from entering the protected area for the magic's duration, and those caught within the area when the magic is activated will immediately seek to leave.

Each of the gems may be activated once per 24-hour period. (Note that duplications of gems are allowed when rolling them up.) As the staff is small, it takes up half the equivalent bulk of a normal staff, but its damage potential is only 1D4 points.

Other items

Cat slippers. While sometimes made in the form of boots, *cat slippers* have a lining or trim of cat fur. They are most useful to those who regularly climb up walls or cliffsides, for in the event of a fall, the slippers permit a safe landing from a height of up to 40'. For each 10' beyond this, the character sustains 1D10 points of damage, although it may be deducted from Stamina.

Chameleon cloak. This cloak is often green in color and when drawn about a character acts similarly to the rank 2 witch spell of the same name.

Choker. This baneful device resembles a bejeweled choker and is usually imbued with the *neutralize aura* spell to hide its enchantment. When willingly

donned by an intelligent creature, the choker constricts, possibly strangulating the wearer (see the section under Conditioning in Chapter One). It can only be removed by someone rolling beneath their Strength on percentile dice. One such chance is permitted each person.

Cloak of pockets. This useful garment can be of any color, and holds 2D4 six-inch-wide enchanted pockets within its inner folds. Each pouch safely contains up to 20 lbs of small items without noticeable bulkiness or weight factors.

Cloak of shadows. When worn and drawn about the character, this magic cloak allows him to undetectably meld into a shadowed area and not be noticed by normal or even *heat sight*.

Cloak of smothering. Whether appearing as any sort of magic cloak or screened with a *neutralize aura* spell, this baneful garment when donned instantly wraps about one's head, smothering him until dead. It can only be removed prior to that through being destroyed by 20 or more points of damage. Half the damage inflicted is deducted from the wearer's Body points.

Crystal ball. This enchanted ball of crystal permits a spellcaster (excluding earth priests) or halaka to use it as a scrying device. Instantly, the caster may zoom in on a room or area she has personally seen before, observing the sights and sounds therein. The ball can also be used to focus in on someone the caster has personally seen before, although the target gains a Luck roll to sense being spied upon. Unless his location is known within a 5-mile radius, there is but a 20% chance that the device can locate him. The *crystal ball* may be used once each 24 hours for a total of 10 minutes.

Flying broom. Needless to say, these are most often constructed by witches. And while somewhat uncomfortable on long trips, *flying brooms* allow up to 300 lbs of character(s) to ride upon them at a speed of up to 300'/phase tactical movement, or a flying rate of 20 miles per hour. Control of the broom is simple, requiring nothing more than the rider's conscious will. It cannot hover, though, and must move no slower than 5'/phase.

Flying carpet. These Arwinian devices are by far the most comfortable means of flying from one place to another. The typical carpet is approximately 10' x 5' in size, has a *tactical* speed of 200'/phase, and an hourly movement rate of 12 miles. It is controlled by simple vocal command—"Up; down; right; left," etc. It bears up to 1,200 lbs of weight and is capable of hovering. The equivalent bulk is 50 lbs.

Genie bottle. These very rare devices are thought to originate with ultra-powerful necromancers or perhaps even deities. Each contains a genie of *greater* or *lesser* ilk. In the former case, opening or destroying the bottle frees the genie to go his own way, though in gratitude he may render a service or grant a wish. *Lesser* genies bound into such devices are forced into serving whomever holds their prison, although greedy or Evil masters may discover the genie will seek to pervert their commands when possible. Destroying the container also frees the genie.

While the above item is listed as a *genie bottle*, other containers have been known to hold genies—lamps, rings, amulets, etc.

Hourglass. This enchanted hourglass is invaluable to alchemists and navigators, for when overturned its sands will flow normally, regardless of how it is handled. The *hourglass* keeps perfect time and generally runs for an hour, although a few have running times of up to four hours. Use of an *hourglass* when concocting potions and elixirs adds 10% to the chances of successful alchemy. The equivalent bulk for the device is five lbs per hour of running time.

Mirror of traveling. This device appears as a full-length mirror, with an ornately carved frame of rare wood. Its power lies in its generating a *greater teleportal* to a place known by the possessor once each 24 hours. Up to four characters may then step through to the other side. Unless the *mirror* is manipulated by one of a spellcasting profession (including halakas but not other tricksters), it can only be activated by one making an IQ roll on percentile dice. Missing the roll means the attempt fails that day. The equivalent bulk of the *mirror* is 200 lbs.

Pillow of slumber. These are highly prized by spellcasters, for one who lays his head upon one instantly drops into a comfortable sleep for up to 10 hours, regardless of the surrounding conditions—noise, light jostling, etc. The one bane to the spellcaster is that he must make a Luck roll to awaken in the

CHAPTER EIGHT-Rewards

event of trouble. The enchanted slumber is instantly halted if the sleeper is jostled hard or suffers damage. Its equivalent bulk is four lbs.

Ring of energy blasts. Appearing as a golden band into which are set up to three sunstones, this ring permits the wearer to pluck a sunstone to create a 10th level *energy blast*. Once plucked, the sunstones may be replaced with similar gems worth at least 10 gd. After a period of seven days, during which time the ring must be worn, the opals will be sufficiently magicked to employ.

Ring of eyes. These devices take the form of a gold or silver band into which is set a catseye gem. Once per 24-hour period, the bearer may release the gem, which functions as a *witch's eye*. At the end of the spell's running time, the gem reappears in its setting, requiring 24 continuous hours to regenerate its enchantment. During the regeneration time, the ring must be worn.

Ring of shielding. This useful device projects a shieldlike field of force at will, duplicating the rank 1 necromancer spell *ring shield*.

Ring of wraiths. This baneful item can appear as any sort of jeweled ring. When donned, a wraith is immediately released to attack whomever wears the device. Thereafter, the monster must be slain or the ring removed to save the hapless wearer. To remove the ring, the victim must make a successful Luck roll on his combat phase. A version of this ring is also known to exist that releases 1D6 wraiths to battle anyone in the general area.

Note that rings may be worn under or over gloves.

Scrying glass. This useful implement takes the form of a normal magnifying glass or monocle. When peered through by a character, it magically deciphers written text into the bearer's native language. While the *scrying glass* does not decipher *magic script*, it will show *moon sigils*.

Shamrock of Luck. These large shamrocks are highly prized, for they boost the Luck rating of a character by a point, to a maximum of 19. Usually, these shamrocks are received as gifts from those who do leprechauns some service, although it is said that some have discovered a few within the Realm of Faerie, returning with them to the Nexus. The Luck imparted by the device is not cumulative with other shamrocks, but it can be expended to guarantee survival, although the shamrock is destroyed in the process.

Potions

Potions are one-shot magic items that when drunk produce a given effect usually lasting for an hour. In the case of blade venoms, their potency is retained only for 1D6 minutes after they are employed in combat. Otherwise, they will keep up to an hour.

Note that *disenchantment* has no effect against the magic of a potion or elixir. Also, there is no penalty for drinking one potion while another is still in operation.

Potion of ambidexterity. Of great benefit in combat, this potion grants one drinking it ambidexterity, allowing free use of either right or left hands with equal proficiency. The character is also treated as if he possesses the skill of *two-handed fighting*.

Potion of deadly poison. These lethal concoctions work in one of two ways. If made as an ingested type of poison, it is colorless, odorless and tasteless. If placed upon food or drink that is swallowed, the poison inflicts 10D4 points of Con loss to the imbiber within 1D10 minutes. If created as blade venom, the poison appears as a thick, black goo. An enemy struck by an envenomed weapon, sustains within 1D4 minutes a point of Con or Strength loss for each skill level of the potion's creator, dying if the score reaches 0. Death as a result of subjection to these poisons is obviously permanent. Otherwise, lost points regenerate at the rate of one point per day. (To note the level of the creator, the GM can assume 12th level, or he may roll 1D20, which also considers possible manufacture by a sorcerer using *alchemy skill*.)

Potion of hardness. This is most useful to adventurers, for when drunk it permits the character to go for seven full days without food or water.

Potion of paralysis. This poison potion disrupts the central nervous system, causing one struck by an envenomed blade to make a Con roll or become rigid and helpless. No effects are realized if the potion is swallowed.

Potion of purification. This potion may be utilized to permanently purify up to 10,000 gallons of liquid suspected of being poisoned or containing harmful bacteria.

Potion of shape-changing. This potion allows one to invoke the 4th rank *witch spell shape change*.

Potion of shrinking. This potion alters a character's size and mass, shrinking him to a mere six inches in height. While altered, the range, area of exposure, etc., of any spells decrease in like ratio. Likewise, attacks with tiny weapons can inflict no more than a point of damage unless combat is attempted on creatures of similar size.

Potion of sleep poison. Concocted as either an ingested poison or blade venom, this causes one subjected to it to make a Con roll on percentile dice or fall unconscious for 1D4 hours.

Potion of strength. When drunk, this potion has the effect of raising the imbiber's Strength rating to 20. If 20 Strength is already possessed, no benefits accrue.

Potion of water-survival. This useful potion allows the imbiber to breathe water for an hour, although characters do not become amphibious. Instead, the potion's effects can be ended at will, to allow normal breathing once again.

Elixirs

Elixirs are far more powerful than potions, for their effects are of permanent duration.

Elixir of detoxification. This elixir is very useful, for if drunk or fed to a living creature under the effects of poison or alcohol, it cancels all harm.

Elixir of healing. When drunk, this elixir has the effect of instantly healing all Body damage suffered unless it is due to loss of a body member.

Elixir of rejuvenation. This handy potion instantly rejuvenates all lost Stamina, unless it is due to Body damage.

Elixir of youthfulness. Highly sought after by many, this very rare elixir has the effect of removing 6D6 years of age from one imbibing it.

Artifacts of Power

These are the most powerful of all magic items, and cannot be constructed by normal means. Thus, Artifacts of Power typically require the aid of a deity in their creation. Their placement in the campaign as treasure should be well thought out by the GM. Certainly, such objects may exert some degree of control over a possessor, and thus only the most confident—or foolish—characters will risk using these items. Examples of two Artifacts of Power follow.

The amulet of Goth. Legend says this six-pointed star of iron and silver belonged to Goth, father of necromancy, who fashioned it with the aid of the Prince of Devils. Its eventual fate is no more known than that of its master, and certainly there are no confirmed reports of its reappearance since Goth's demise in the First Age.

Benefits: If used when *exorcising*, the *amulet* forces undead and Nether creatures to apply a penalty factor of 10 to their resistance roll. Four times daily, the *amulet* generates a *pentagram of protection* operating at the 20th level of skill. One who wears it also becomes immune to any sort of withering. Last of all, the *amulet* once daily invokes four necromancer spells of the GM's choosing, each operating at 20th level.

Liabilities: None known for certain. It is thought, however, that one who makes use of any of the *amulet's* powers becomes enslaved to Asmodeus, gradually becoming Evil with the *amulet's* use.

The mind sapphire of Serpen. Perhaps the most powerful of Artifacts, the *mind sapphire* is known to have originated with Serpen, the second lord of the Triad. Lost for millennia, it was discovered by the "bard" Nightshadow and Dork, present King of Dwarves, during an expedition into the Land of Shadows. Since then, the *sapphire* has conferred incredible power upon the half-elf and he is thought to be unbeatable in battle. It appears as a coiled cobra of gold into which is set a large star sapphire.

CHAPTER EIGHT-Rewards

Table 24--Magic items discovered.

01-18	Magic weapon
19-20	Enchanted weapon--
01-14	Baneblade
15-28	Flameblade
29-42	Hammer of throwing
43-56	Kris of Assallah
57-70	Sash whip
71-84	Star blade
85-98	Venom blade
99-00	Reroll
21-27	Magic armour
28-29	Witch items--
01-07	Book of destinies
08-14	Broom of the comet
15-21	Cloak of cats
22-28	Cloak of traveling
29-35	Faerie acorns (6D6)
36-38	Gloves of Witherwane
39-40	Hennin of Ladenna
41-55	Message box
56-60	Ring of the raven
61-70	Ring weapon
71-80	Ring of witchery
81-90	Skull of sight
91-00	Staff of gems
30-35	Other items--
01-05	Cat slippers
06-10	Chameleon cloak
11-15	Choker
16-20	Cloak of pockets
21-24	Cloak of shadows
25	Cloak of smothering
26-30	Crystal ball
31-35	Flying broom
36-40	Flying carpet
41	Genie bottle (95% chance it is a lesser genie)
42-47	Hourglass
48-50	Mirror of traveling
51-57	Pillow of slumber
58-65	Ring of energy blasts
66-70	Ring of eyes
71-75	Ring of shielding
76-80	Ring of wraiths
81-85	Srying glass
86-90	Shamrock of luck
91-95	Staff (created by GM)
96-00	Wand (created by GM)
36-70	Potions--
01-10	Potion of ambidexterity
11-20	Potion of deadly poison
21-30	Potion of hardiness
31-40	Potion of paralysis
41-50	Potion of purification
51-60	Potion of shapechanging
61-70	Potion of shrinking
71-80	Potion of sleep poison
81-90	Potion of strength
91-00	Potion of water-survival
71-85	Elixirs--
01-20	Elixir of detoxification
21-60	Elixir of healing
61-95	Elixir of rejuvenation
96-00	Elixir of youthfulness
86-00	Book with 3D4 spells-- (see table in right column to note spell ranks)
01-30	Witch
31-50	Necromancer
51-60	Druid
61-70	Gypsy
71-80	Sorcerer
81-85	Earth priest
86-00	Spell-songs

Benefits: First, the *mind sapphire* confers a strength of 20 (25 for purposes of Strength rolls) upon one who wears it, while surrounding the wearer with a five-foot radius anti-magic field neutralizing any spells functioning beneath the 21st level of skill. The *mind sapphire* also once daily generates a 20th level *greater foo fire*, and also sustains its owner without food, water or air. At will, the owner can shift to or from the Ethers. Last of all, the *sapphire* acts as a power bank, absorbing the life essences of those slain by the wearer, converting inflicted Body damage into potential which is automatically expended in one of two ways: one point is deducted daily to sustain the wearer's life as outlined above. Beyond that, when the *sapphire's* owner suffers Body or other stat loss, it is instantly regenerated on a 1 to 1 basis from the stored potential. It is unknown whether or not there is an upper limit of storage potential. Legend suggests there is not.

Liabilities: That its particular curse may involve one's face is possibly borne out by the fact that Nightshadow has worn a mask since the *sapphire's* discovery. However, the wearing of a mask is customary for some of **Master bard** status, and this may account for the unusual habit. Many are convinced the *sapphire*, which Nightshadow claims cannot be removed, turns one bearing it to Evil, since the bard's tendency toward violence is well documented. Even so, he numbers Islay's most powerful champions of Good among his friends.

The value of magic items

This is left to the discretion of the GM.

Random determination of magic items

Table 24 is provided in the event the GM desires a random means of noting if there are magic items discovered within a treasure cache. Generally, there is a 20% chance that 1D4 items of some sort will be discovered. This percentage certainly can go up if the GM desires.

	Rank of spell in book--	
	(1-7 range)	(1-5 range)
01-20	1	1
21-40	2	2
41-60	3	3
61-75	4	4
76-85	5	4
86-95	6	5
96-00	7	5

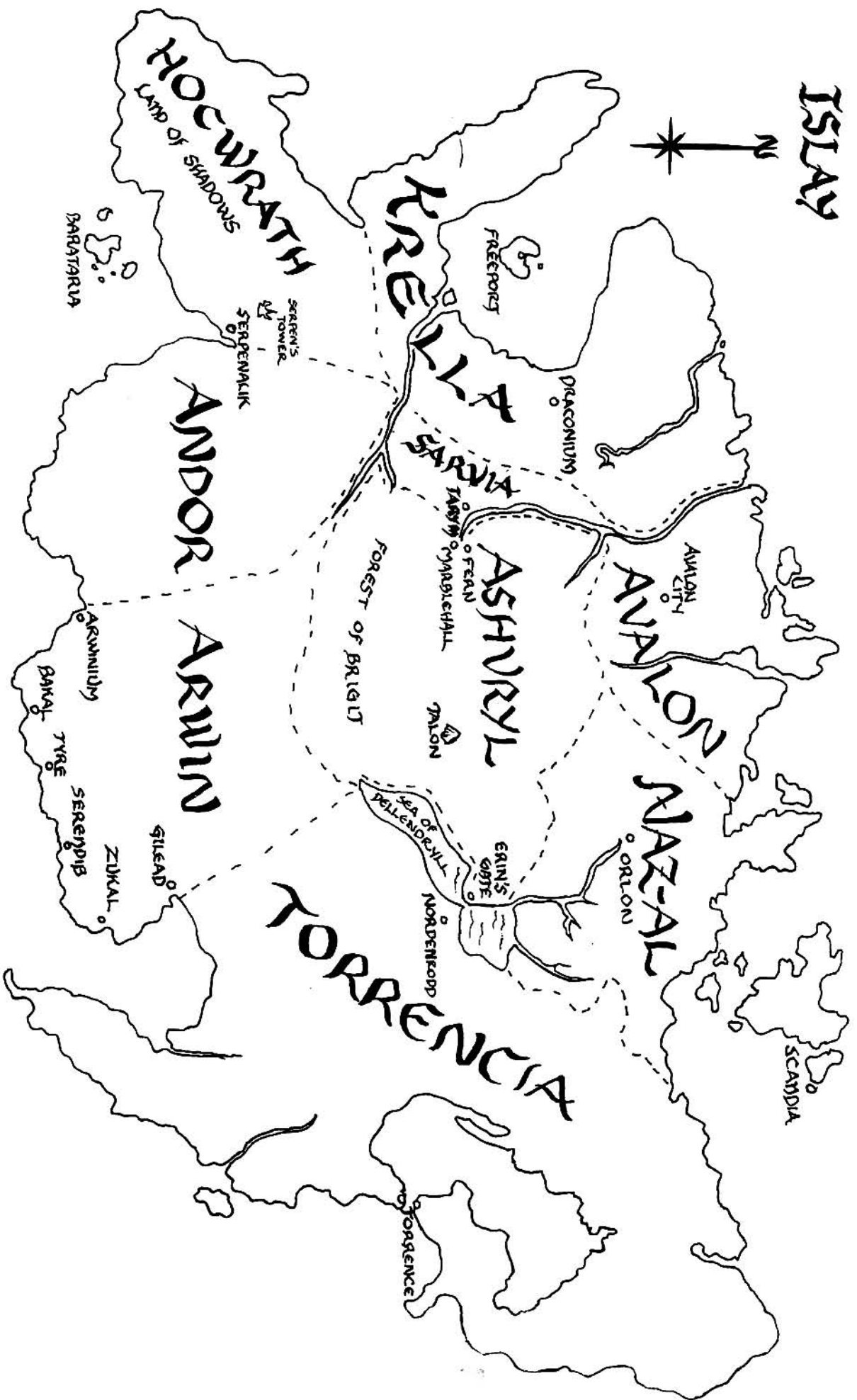
Establishing a barony

Last of all, a reward of adventuring can include a character's establishing a barony. To do so, he must stake out a tract of land equalling one or more hexes upon a terrain map. (Naturally, native monsters may not appreciate the act.) If done in a developed nation with a strong government, some sort of permission must be obtained--generally from the reigning monarch or noble. In return for the rendering of taxes and agreement to provide military support in time of war, the character is given the rank of Lord or Baron, passing the title on to offspring.

Settlers may be drawn to the new barony, depending upon the graciousness of its lord and his particular ethics. Thus, the establishment of a barony in many instances becomes the final goal of the campaign group, shifting the emphasis and style of play from killing monsters, to politics and the subtlety of court intrigue.

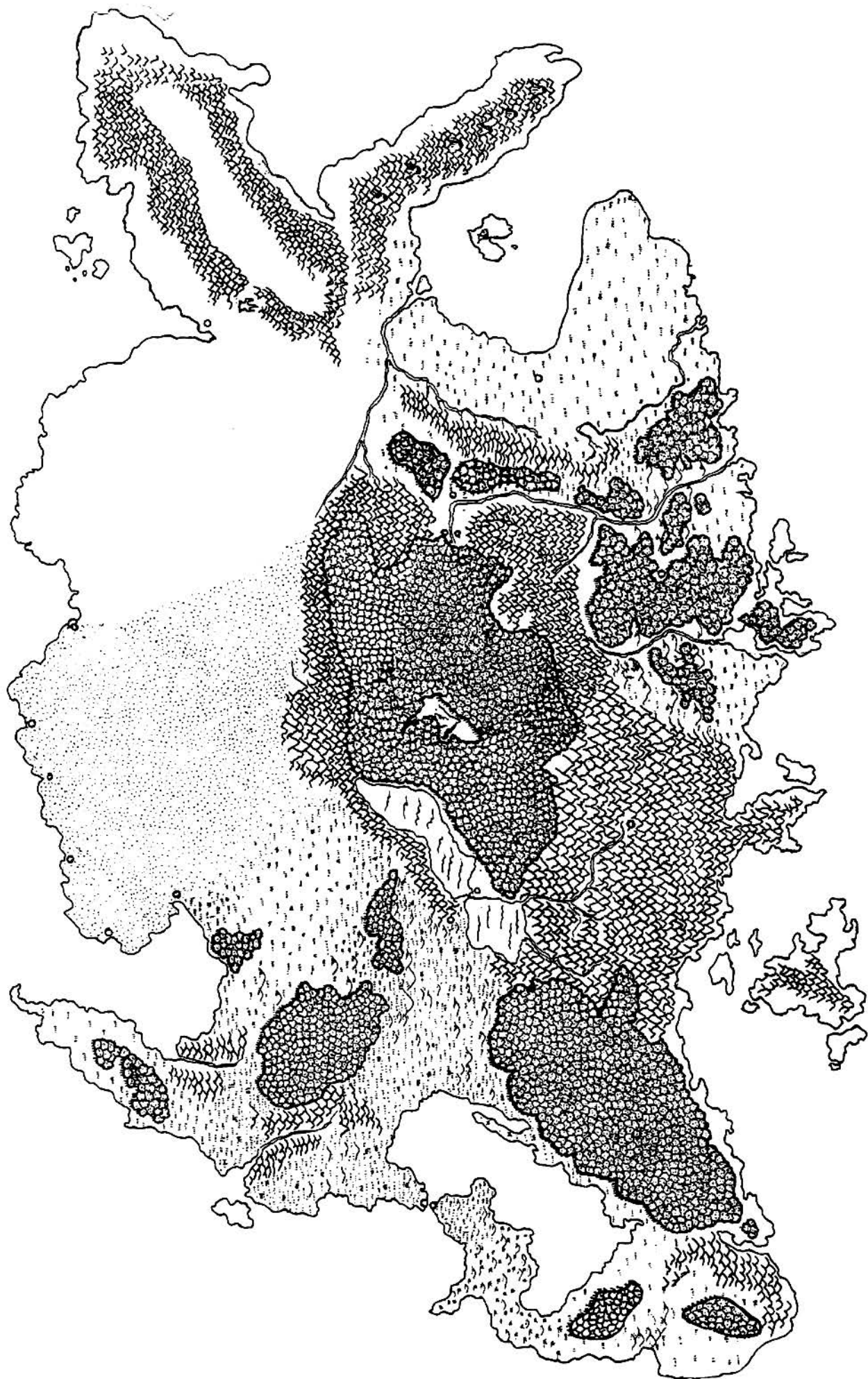


ISLAY



Quest of the Ancients

1 100 Miles



CHAPTER NINE

Islay

Islay is a large continent upon the planet Jewel that is home to a number of different peoples. It is thought to be around 15,000 years old, and its recorded history is broken down into two categories: the First and Second ages. Little is known of the First Age, when the races were created by their deities. And while no accurate histories chronicle early events, it is generally believed the period lasted up to 5,000 years. During this time, a number of events brought the age to a close. Elves are thought by some to have fallen from a state of immortality with the removal of an enchanted flame from Brigit's temple in Talon (see the story of the Witch Queen), while in the human nations to the west three evil kings rose up. Led by Gorus, the Arkon of Modia, the three formed a triad of nations seeking to dominate Islay, and in the cataclysmic war following, the Triad was routed by a combined force of elves and other races. Hocwrath and Modia paid dearly for their aggression, suffering more than two years of plundering by the barbarian hordes of Torrencea (then known as the Eastern Wastes).

Of the three kings of the Triad—Gorus, Serpen and Baltarus—their fates are unknown. Legend states that a force of heroes sailed to Gorus' island lair, defeating the lord of the Triad at the cost of their own lives. Serpen's end is entirely a mystery. Most assume he was slain by a group infiltrating his Ethereal fortress. Of Baltarus, Krellan myth holds that he was taken to heaven by Mars, though dwarves say he was slain in battle.

Since then, Islay has remained relatively stable and most assume the trend will continue. Only a handful fear the continent may be approaching its last days. An ancient prophecy asserts that with the return of Serpen, Gorus will rise again and destroy all of Islay in his eventual fall. With the discovery of Serpen's Mind Sapphire years ago by the bard Nightshadow, some think the first part of the prophecy has been fulfilled. If so, Gorus' return is a matter of time and cannot be stopped, though men and women of valor must try.

There are 10 nations within Islay:

Andor. This was the former capitol of Gorus during the First Age. Known then as Modia, it was a powerful nation that united with Hocwrath and Krellia to form a confederacy seeking to dominate the continent. After the demise of Gorus and his Triad, Modia fell into a state of chaos and darkness lasting for centuries. It is left undeveloped for the GM to utilize as he chooses.

Capitol: Arkon.

Government: As determined by GM.

Sovereign: As determined by GM.

Deities worshipped: As determined by GM.

Arwin. Comprised mostly of desert, Karnak was once the most ancient human empire under its pharaohs. Bordering Modia, it fell into early conflict with Gorus, who supposedly turned it into a wasteland of deserts with his sorcery. (Actually, a plague killed off native bees and nature saw to the rest.) During this time, many interior cities were covered by encroaching sands, and today the land is replete with tales of lost cities holding great treasures.

After the First Age, Karnak, like Modia, underwent a period of upheaval lasting for centuries as its remaining inhabitants were driven to wander the deserts in search of water and grazing lands. Then appeared al-Arwin, the legendary prophet. A humble bedouin, al-Arwin, whose true name is unknown, is reputed to have had a vision in which the goddess Istari appeared to him within a dead city. Arising as her priest, al-Arwin became a great healer and spread word of this new goddess. Worship of she and her pantheon spread throughout the nomadic tribes, eclipsing the remnants of the pharaonic gods, and today the following of Istari is widespread. Of al-Arwin, his true fate is unknown. Legend says he gained eternal life by drinking from a magic fountain and then ascended to a higher plane.

With the prophet's passing, the nation became known as Arwin, after the city in which he erected his first temple. Since then, Arwin has developed two rich cultures. Along the fertile southern shores, the Arwinians have become known as shrewd traders and craftsmen. Within Arwin's interior deserts many still hold to the nomadic traditions of old. These saracen tribesmen are renowned as horsemen and breeders of fine equines. Fiercely independent and proud, the nomads of Arwin's interior are well-respected by all who travel their lands.

Capitol: None specifically, for Arwin's southern shores are comprised of a number of city-states ruled by various emirs or caliphs. The largest city, Arwinium, has for centuries been a Krellan outpost and home to the 27th legion. Here, in this gateway to the West, the Krellans exact tolls from those

passing through the city. Their presence here in what was formerly the holy city of Arwin is greatly resented, and their iron-fisted control of the region leaves little room for tolerance.

Other major city-states include Bakal, Tyre, Serendib, Zukal, and Gilead, which borders Torrencea.



Government: Hereditary monarchies, for the most part, whether one is the emir of a city or a clan sheik. Exceptions include Arwinium, which has a Krellan procurator, and Serendib, which is controlled by a satellite of Freeport's Guild of Business & Commerce.

Sovereign: Rashid al-Hanan (Caliph of Bakal—13th level saracen); Ali al-Sidh (Emir of Tyre—17th level necromancer/saracen); Princess Sindra (princess of Zukal (11th level witch); Prince Melchior (prince of Gilead—9th level rogue).

Deities worshipped: Istari (Good goddess); Vishna (Good god); Caspar (Indeterminate god); Endra (Indeterminate goddess); Kali (Evil goddess), to name a few. A handful of followers secretly retain worship of the Egyptian pantheon—Osiris, Isis, Seth, etc.

Ashvryl. Also known as the **Elflands**, Ashvryl is home to most of Islay's hundred thousand or so elves and its several hundred half-elves. Bordered on three sides by nearly impenetrable mountains and by the Sea of Dellendryll to the east, Ashvryl has always been safely isolated from the remainder of the continent, and remains the most advanced of all cultures. Most of the interior is taken up by the Forest of Brigit, a huge tract of land filled with the magical and unusual. Its most common legend is that no Evil can dwell within it. Yet this is only partially true. Certainly, Evil cannot long exist within Brigit's forest. But rather than eliminating it herself, Brigit, from the sun through which she observes the world, will often draw those of Good character to deal with baneful elements taking up residence in her forest.

Another popular legend involves Brigit's white hart. This magical beast is said to roam the length and breadth of the forest, and it is believed that one able to catch it may claim a wish from the goddess. A similar tale is told of the moon, which is considered to be Dellendryll's eye upon the world. When it shines full upon the waters of the Sea of Dellendryll, elves believe the goddess hears the requests of those upon its shores if they involve romance.

Ten half-elf families oversee large portions of the Forest of Brigit. Considered nobility because of their descent from Ellendryll, an elf-princess of the First Age, the Tolliver clans have many dealings with the humans of the outside world.

There are two regular entrances into Ashvryl. To the west, a pass leading in from Sarvia reaches the two cities of Marblehall and Fern, overseen by the

CHAPTER NINE-Islay

GreatTollivers and LeggothTollivers. Much trade is conducted here, and those wishing passage through the interior of the Elflands must obtain permission from local authorities.



Eastward lies the city of Erin's Gate (a picture of which is on page 145), ruled by the ErinTollivers. Here, an ancient bridge spans a narrow portion of the Sea of Dellendryll, permitting passage to or from the province of Nordenrodd in Torrenacia.

The elven capitol, Talon, lies at the center of the Elflands. Built upon a great mountain, it is layered in three tiers and is home to thousands of elves.

Little ever changes within the Elflands. They are a tranquil and beautiful place, bearing no scars from the last battles against the Triad that took place around Talon.

Capitol: Talon.

Government: Hereditary monarchy, passing to firstborn child regardless of sex (although there usually is but one heir born to a King and Queen).

Sovereign: Everence the 3rd (20th level woodsman).

Deities worshipped: Brigit/Rhiannon (Indeterminate goddess); Dellendryll (Good goddess).

Avalon. Avalon is a green, tranquil land that is home to a few elves and many fairies as well as humans. No history records its founding with accuracy, but tradition holds that the bards and druids who made up Avalon's first inhabitants migrated north from Hocwrath early in the First Age to escape persecution for their unusual sorceries. The druids, with their preference for isolation, moved into the dense forests of the interior, while the bards settled in the light forests and glens of the lowlands, building a number of cities that stand even today.

At some point in time, both groups came into conflict over the bards appointing Silvanus Lorebard king. The druids, disturbed at the move, began thinking that the bards should be driven out of Avalon altogether. Silvanus wisely foresaw civil war brewing and to solve the problem took a druidess as a wife. Thereafter, he made a decree that each successive heir to the throne would alternate in training as a druid or bard that neither group would be favored over the other. This pleased the druids and closed the rift that had started to form.

Not many generations later, two great leaders appeared--the bard Dellentharr and the druid Myrfyr. Both masters did much to advance their respective professions and to this day are revered by the Avalonians.

At the same time, the Triad was formed. In the war following, the Krellans marched into Avalon and the inhabitants retreated all the way to the elven capitol of Talon.

With the eventual fall of the Triad, the Avalonians reclaimed their land and have since made it a home to spellcasters, scholars and artists of all sorts.



Capitol: Avalon City.

Government: Hereditary monarchy passing to firstborn child regardless of sex.

Sovereign: Queen Anne (13th level druid/bard).

Royal familiar: Baxter T. Cat

Deities worshipped: Danaan (Good goddess); Arawn (Indeterminate god); Brigit/Rhiannon (Indeterminate goddess); Lugh (Indeterminate god); Ogma (Indeterminate god); Cernunnos (Evil god); Morrigan (Evil goddess), and other Celtic pantheon.

Freeport. Long a notorious pirate haven, Freeport is part of a large volcanic island within the Bay of Krella known as Gish. A refuge for Baltarus when he fled the Praetor, it was granted eternal exclusion from the Empire when the young emperor came to power, and for millennia afterward, pirates from around Islay made it a base of operations. Then, some 20 years ago, a young freebooter named Raven TenTolliver in a bold move eliminated most the pirate lords at a banquet and took control of the city. A few who survived fled to bases near Andor, founding the pirate islands of Barataria. Since these events, Freeport has done a complete turnaround under Raven's direction. Piracy--at least in theory--has been outlawed, and it has become a prosperous trading port, catering to merchants from all portions of Islay. It is here that the **Guild of Business & Commerce**, the continent-wide business consortium, was born under Raven's direction. The Guild today is the most powerful entity upon Islay, standing on the verge of dominating the continent's economy.

Freeport is also renowned as a place of unrivalled training facilities for tricksters. Its famed Adventurers' Guild also attracts heroes of all ethics from around the continent. Freeport also boasts the Raven's Inn--Islay's most lavish and expensive inn, established by Raven for the wealthy merchants who trade there. Rates start at 100 gd/night, including a breakfast of starfish on toast. Last of all, the port boasts a large population of witches, drawn there by the welcome mat extended by Raven's adopted daughter, the island's sovereign.



Capitol: Freeport.

Government: Presumed to be an hereditary monarchy. However, speculation exists as to whether the Guild is subject to Lydia, or whether she is nothing more than a showpiece controlled by the body founded by her retired mother.

Sovereign: Duchess Lydia Pendragon (15th level druid/witch).

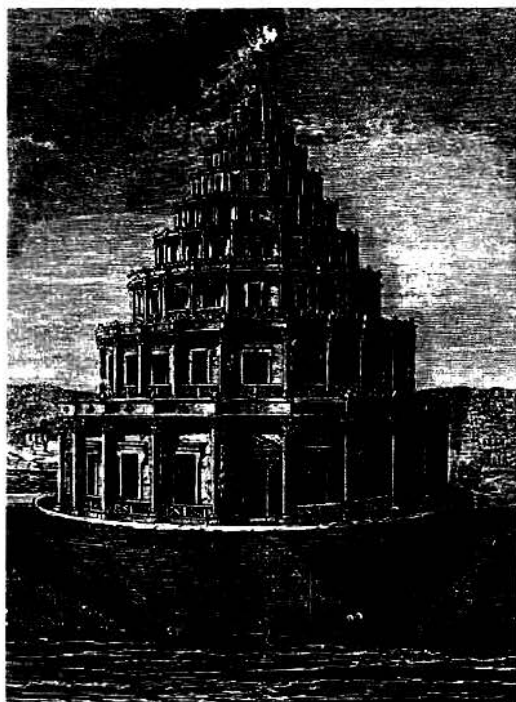
Deities worshipped: A smattering of all sorts. The druidic cult headed by Lydia follows the Indeterminate goddess Artemis, while many seafarers are drawn to worship Neptune (Indeterminate god).

Hocwrath. Hocwrath is a dry land of plains and mountains, and this nation of city-states remains home to most of Islay's spellcasters. Its early history has long been lost, but its part in the final events of the First Age is well documented. Led by the Evil king Serpen, a master sorcerer, Hocwrath threw its combined military and magical support into the triad with Krella and Modia. While with a coordinated plan of battle Hocwrath could have spelled the difference in the last battles against Talon, Serpen instead launched a suicidal attack against an army of elves and dwarves massing in Sarvia. While the battle succeeded in slaying the Elvenking, the cost to Hocwrath was exceedingly high, and reduced to a fraction of what it had been, his army of men and monsters offered little aid to Gorus and Baltarus in the following months.

In the final weeks of the campaign, the three lords of the Triad disappeared in preparation for their final attack against the besieged elven capitol. While Gorus and Baltarus are believed to have retreated to an island lair somewhere north of Krella for reasons unknown, most speculate that Serpen returned to what legend has dubbed his **Fortress Between Two Worlds**, an Ethereal fortress located deep within the Land of Shadows. Here, with Ellendryl, the kidnapped matriarch of the Tolliver clans, Serpen is said to have besought aid from the Dark Gods.

During this period, a force from Talon sought out Gorus and in a climactic battle overcame him at the cost of their own lives, while at the same time Princess Ellendryl's sons mounted an attack against the Fortress. Serpen, together with his lieutenant Goth, is thought to have fallen during the Fortress' infiltration. Details on the Fortress' location are sketchy, although the whereabouts of Serpen's ancient tower are known. It is presently occupied by the sorcerer Greenfeather and his retainer Baltar Revenwood. Visitors are unwelcome and do not often return.

With the heads of the Triad gone, its forces collapsed and were routed. Only the Krellans, under the brilliant leadership of Marcus Paulus, successfully retreated intact, emerging unscathed from the Torrencian sacking that befell their allies.



In the years since, Hocwrath has typified chaos. No long-term ruler has ever again materialized, and as a general rule any wizard or warlord strong enough to keep and hold an area may claim it as his own.

In keeping with its traditions as a center of magical studies, Hocwrath is filled with many schools of sorceries scattered throughout its various cities. These schools today form Hocwrath's limited government, with its Council of Wizards in Serpenalik issuing general edicts to the paid mercenaries who form their armies.

Hocwrath is split in half by a huge region known as the Land of Shadows. Much adventure is to be had within this dangerous tract of land, but only the brave—or foolish—leave the caravan trails to penetrate within. Treasures and monsters abound within the Land of Shadows, including a legendary group of raiders known as the Black Horde. The GM may utilize the region as he wishes.

Capitol: Serpenalik (Serpent's Eye), although there are other large cities of equal influence.

Government: Magocracy, run by a wizard's council with representatives from the largest schools and temples. Presided over by Nostradamus, a 20th level necromancer lich.

Sovereign: None.

Deities worshipped: A smattering of all sorts. Predominantly the Dark Gods, including the Prince of Devils.

Krella. Krellan tradition asserts the early inhabitants of this nation migrated to Islay from a continent far to the west that sank into the sea. Known then as Poliffium, the young nation became wracked by civil war between its Praetor and a regional governor known as Baltarus. Defeated, Governor Baltarus was executed. Years later, his son, Krellus Baltarus, organized a second rebellion. But despite a successful string of battles won through his army's unusual tactics of unit fighting, its ultimate defeat at the hands of superior forces resulted in his flight to Freeport. There, he had a fateful meeting with Gorus and Serpen, two powerful spellcasters with ambition equal to their powers. With their aid a new campaign was begun, and Baltarus defeated the praetor's forces. Now emperor, over the next two decades he repaid his two allies with support enabling them to conquer first Hocwrath, and then Modia. The three nations then formed a confederacy known ever after as the Triad, and their thoughts turned toward the East.

In the war following, Krellan legions besieged the elven capitol of Talon. But during the last months of the campaign, Baltarus disappeared from the scene and command passed to his chief legate Marcus Paulus. With Talon on the verge of starvation, a force of its highest level spellcasters launched a suicide attack against Gorus, apparently defeating him. The remaining defenders simultaneously attacked the besieging forces, and with none of the three lords remaining to martial their followers, drove them out of the Elflands.

Through brilliant tactics, Paulus made a fighting withdrawal to Krella, returning the army relatively intact. The barbarians of Torrence, having learned respect at the hands of the Krellans, contented themselves with looting Hocwrath and Modia, leaving Krella to enter the Second Age unharmed.

The senate, comprised of the wealthiest landowners, now became the nation's governing body, and so it has remained but for the brief reign 500 years ago of the heretic emperor Valerius Gratus, who met his end at the hands of Hocwrathian assassins hired by that august body to stop his planned attack against the East.

Today Krella is still highly militaristic, but its aims, reflected in its governing body, are commercial. Knowing that an attack against Avalon would activate ancient treaties of the elves, dwarves and Torrencians, and that a march into Hocwrath would be met by scores of wizards, Krella has contented itself with becoming the main supplier of grain and wine to many lands of Islay through Freeport's Guild of Business & Commerce. And what it might or might not have gained by force of arms it has accomplished through trade: economic influence of the western lands of Islay. Even so, none question that Krella's vaunted military is unmatched except for perhaps the knights of Torrencia, and an ancient belief among the legions is that Baltarus will one day return and sweep the empire into other lands, bringing all of Islay under **Pax Krellana**—peace under Krellan rule.

As noted in the gladiator profession, there are four social classes within Krella. Highest are the *patricians*. These are wealthy descendants of the Poliffians who colonized Krella in the First Age. Next come the *equestrians*, middle-classed citizens descended from at least one Poliffian. *Plebeians* next follow. These are generally the poor descendants of foreigners who settled in Krella, but also included in the class are free-born descendants of Krella's original inhabitants who were conquered by the Poliffians. Last of all come the *dediticii*, or freed slaves of foreign or plebian descent. Slaves technically

are not considered to have a social rank, and thus the one benefit they enjoy is freedom from paying taxes.



Capitol: Draconium.

Government: A plutocracy consisting of several dozen senators who own most of the nation's land and wealth.

Sovereign: None.

Deities worshipped: The greco-roman pantheon. Especially Jupiter (Good god); Flora (Good goddess); Vesta (Good goddess); Mars (Indeterminate god); Neptune (Indeterminate god); Patris (Indeterminate goddess); Pluto (Evil god); Hecate (Evil goddess). Along the Hendorum peninsula to the far west of the nation, the inhabitants worship the Grecian forms of the gods listed--Zeus, in the case of Jupiter; Ares, in the case of Mars, etc. Baltarus is also honored as a god, although he has no priests. A temple in Draconium erected to him in the First Age has been locked since its completion in the belief Baltarus himself will open it upon his return to Jewel.

Naz-Al. Home to the dwarves who tunnel endlessly into its bowels, Naz-Al is a land of high mountains and deep chasms. Few benign inhabitants are to be found above ground, and few but dwarves have any desire to trod the dangerous mountain paths into Naz-Al's interior regions.

It is said by the dwarves that the mountains of Naz-Al were thrust up as the god Ashk-Naz awoke from his sleep. Then, with his great hammer, the god chiseled the dwarves from stones in the deepest bowels of the earth. Initially acting as servants of the god, the dwarves and their gnome cousins carried the valuables mined by the god to his great treasure horde. As time passed, however, they wandered from realm of Ashk-Naz in search of treasures for themselves. Becoming lost, they sought to return and ever since have tunneled into the earth, seeking to reach the depths where they were born.

During the First Age, dwarves and gnomes ranged far and wide through the western side of Islay. Both were the first to feel the wrath of Gorus and Serpen, jealous of their wealth, and were all but exterminated. The remainder, driven back to Naz-Al, aroused their cousins to wrath and joined the other races against the Triad when it spread eastward.

Many were lost in defeating the Triad, and dwarven territories in Modia and Hocwrath were never reclaimed. Today Naz-Al is little changed from the First Age, and few indeed are the humans or elves who have seen firsthand the wonders its inhabitants have wrought within the deep parts of Jewel.



Capitol: Orlon.

Government: Hereditary monarchy, passing to eldest son.

Sovereign: Dork (16th level rogue).

Deities worshipped: Bradidallum the Gnome-mother (Good goddess); Ashk-Naz (Indeterminate god); Klaggolloth the Twist-tongue (Evil god), and others.



Sarvia. Sarvia borders Hocwrath. Andor, Arwin, the Elflands and Avalon. It is a hilly land, filled with many forests and streams, much like Avalon to the south. However, Sarvia is far less benign than its neighbor. Here, the vampire sucks life from the living, the werewolf howls, the great snow wolves bring down the lone traveller, and the feared ogre witch Baba Yaga flies her broom across the night sky.

In the First Age, Sarvia had no name and was sparsely populated. With the rise of the Triad, some of its people endured the Triad's occupation while o-

thers retreated with the Avalonians to Talon, forming a band of warriors under the warlord Georgevich Sarvis. Many of Serpen's denizens disappeared into the mountains and forests of Sarvia during the rout of the Triad forces, becoming a threat to the inhabitants. Vowing to rid the land of their menace, Georgevich became overlord, or *Czar*, and his warriors guardians of the land. Ever since, the cossack horsemen serving the Czars and his Dukes have shown a disdain for the descendants of those they consider collaborators. This disdain is thought by some to be the origin of Gypsies--serfs who took to wandering in order to escape cossack mistreatment.

Today Sarvia is similar to Torrencia, and its cossacks have patterned themselves after Torrencia's knights. However, internal strife between the nation's dukes, known as *Boyers*, and the continuing pest of monsters results in Sarvia's being far less at ease than Torrencia to the east. Possessing as they do an elite position of authority, Sarvian cossacks, acting as police, militia and army in one, are often disliked by the peasantry.

Capitol: Tarym.

Government: Hereditary monarchy passing to eldest son.

Sovereign: Alexandrov the XI (13th level cossack).

Deities worshipped: Tova the Earth Mother (Good goddess); Mosk the Scythe-wielder (Indeterminate god); Baba Yaga the Hunchback Fairy (Evil goddess), and others.

Torrencia. The largest nation upon Islay, Torrencia's military is matched only by Krella. The very distance separating the two is likely all that has prevented war between them, but both nations have settled into accepting that each was destined to dominate its portion of Islay.

In the First Age, Torrencia, then known as the Eastern Wastes, was comprised of various scattered barbarian tribes. One of the warlords of these tribes, Norden Rodd, engaged in trade with elves and dwarves near his lands and through them learned of the Triad's intent to carve up Islay, including the Eastern Wastes, into three portions for themselves. Passing word to the warlord Torrence, with whom he had an alliance, the two sent messengers to the scattered tribes, arranging for a meeting at which the various chieftains were told they were considered slaves by those from the west. Enraged by the act, the tribes banded together under Torrence and marched to Talon, anxious to face those who thought so little of them.

Unprepared for the fierce barbarians from the east, the Triad's armies were temporarily stymied in their attack on the city. Even so, Torrence and his army were eventually driven into Talon along with the other defenders.

With the defeat of Gorus, Torrence and his barbarians led the rout against the Triad, then fell to sacking Hocwrath and Modia, returning home with vast amounts of treasure and captives. From that point, a split developed in the nation, with most tribes remaining under the dominion of Torrence. Others from the far north returned to their homes, considering their pact of alliance over.

Torrencia to the south developed into a civilized nation, its 15 barbarian chieftains becoming counts over the ensuing centuries, and their warriors knights. The Scandians to the north were isolated from this process of maturation and kept to their ancient traditions. Today the vikings of Scandia have no love for their "Civilized" cousins to the south and entertain no dealings with them.

Because of its stability, Torrencia is a respected nation, offering much to adventurers. Of particular interest is the province of Nordenrodd, bordering the Sea of Dellendryll. The renowned Inn of Nordenrodd within the town of the same name is considered a jumping-off point for adventurers heading west into the Elflands, north into Naz-Al, or northeast into the orc forests, where much of Serpen's orc army fled during the rout. Within the lower nation, quite a bit of land is available for setting up baronies (with permission, of course), and the large cities provide much opportunity for investment.

The 14 Counts--and one Countess--include: Count Ashwell (Good); Count Averond (Indeterminate); Count d'Bourbon (Evil); Count d'Charlaine (Indeterminate); Contessa de Castille (Evil); Count Lyttlecott (Indeterminate); Count Lindenoak (Indeterminate); Count Nashar (Indeterminate); Count Nordenrodd (Good); Count Ribadaneira (Indeterminate); Count St. Germaine (Evil); Count Secluna (Evil); Count von Alpenschloss (Indeterminate); Count von Eissen (Evil); Count York (Good).

Apart from its Counts, a number of Dukes and Duchesses, all of whom are members of the Royal Family, lord over large areas of land known as the Principalities.

Capitol: Torrence.

Government: Hereditary monarchy passing to eldest son.

Sovereign: Lawrence VII (10th level knight).

Deities worshipped: Tarn of the Long Sword (Good god); Quentin of the Great Lance (Good god); Alaina the Healer (Good goddess); Barthol the Oath-keeper (Good god); Priscilla the May Queen (Indeterminate goddess); Thomas the Wine-bibber (Indeterminate god), and others. The Vikings of Scandia worship the traditional Norse myths.



Planes of existence

The "Normal" world is on what is called the *Nexus*. The existence of other planes, however, is well known, and it is thought that there may be limitless dimensions beyond this realm of existence.

Some of the known dimensions include:

The Astral plane. The Astral plane borders the Nexus and the higher planes of existence, wherein dwell the gods. Some mortals often shift their spirit to the Astral plane as a means of psychically traveling from one place to another. Needless to say, many disembodied entities may be encountered within the Astral plane, including devils and demons.

The Ethers. The Ethers border the Nexus and Nether planes, and appear as a misty realm of shadow. Few native denizens exist there, but many restless spirits wander its borders. Because the Ethers are said to exist largely as a curtain between dimensions, some ethereal creatures, especially spirits, are able to manipulate its fabric to exist partially on the Nexus as well, floating effortlessly through solids in a non-corporeal form. A few humans with spells permitting similar effects often use the Ethers as a means of quick travel.

Creatures within the Ethers do not age.

The Nether planes. These encompass the planes of Hell, the realm of devils and their demonic servants. Many unspeakable terrors dwell within these hated planes, along with the tormented souls of those who followed a path of Evil.

Within the Hells, there is much internal strife and division between the various lords. It is for this reason that two devil-worshipping necromancers may *exorcise* each other's Nether minions.



The Realm of Faerie. This is the magical realm of Brigit, which exists out of time and space. Here, in what is thought to be a shadow of the Nexus, faerie creatures build their lairs and time stands still. Bordered by twilight, many believe that this realm is ultimately the source of all magic power.



CHAPTER TEN

Monsters

All monsters follow a standard outline as shown hereafter.

Armour rating. Most monsters have an armour rating of 0. Many, due to their small size, camouflage, or other factors, are even harder to strike. But some have higher ratings and are easier to hit. This is often because of the monster's bulk, or because of natural armouring or armour scraps that may be worn. These factors also permit the monster a degree of damage absorption equal to its AR. This absorption applies to any non-spell damage, but to balance that bonus a successful hit by a character always inflicts at least one point of damage. Also, monsters with a positive AR apply appropriate bonuses to poison resistance rolls. (But note that poison, as a general rule, will not affect creatures of *large* or *extra-large* size unless they receive a massive amount.)

Tactical move. This is the *tactical* speed of the monster per phase. Naturally, most monsters can *charge*—i.e. increase their speed to 10 times that of normal for brief periods (generally 1-3 minutes).

Level. This primarily represents the number of dice rolled to generate Stamina points. Some monsters have a range of levels possible. Orcs, for example, while usually level 1 monsters, can range even higher at the GM's option. Stamina points are normally determined by rolling a D10 for each indicated level. However, some especially large or small creatures may use different Stamina dice to reflect their size. A fairy, for example, might possess D4 Stamina dice while a dragon has D12s. In such cases, an appropriate Stamina die will be (bracketed).

A shortcut for the GM when generating Stamina points is to tag the figure at exactly half the maximum possible for a monster of that level.

Also, should a GM desire a formula to see if a monster loses morale and retreats, the method of doing so is roll against twice the creature's level on a D20. A score above that—or a natural 20—means a loss of morale.

BAR. This is the monster's *base attack roll*, or the number or less it needs to strike AR 0. The first number is for using the D30 combat table; next is the D20 score; and finally the D100 combat table. A given number can be bettered in the case of monsters that are higher in level than the basic creature of that sort.

BP/SP ratio. This figure shows how many of the monster's indicated Stamina points are to be considered Body points. A monster having a BP/SP ratio of 1/4, for instance, means that one of every four of its normal Stamina points are actually Body points. More specifically, a 13 Stamina point monster with this ratio would be considered to have exactly 3 Body and 10 true Stamina points. (If the creature had 16 "Stamina" points, four equal divisions could be made, and thus it would have 4 Body points and 12 true Stamina points.) However, use of this formula can be somewhat of a hassle, and a GM may not want to bother with constant checking of the BP/SP ratio, nor mental math work when he is using several different monsters. A shortcut is to use a combined Body/Stamina point rating. That is, Body points are not considered when rolling the Stamina dice. However, attacks that would inflict Body damage—such as missile weapons—are handled by inflicting double damage (as Stamina points are lost in a 1 to 1 ratio with Body points it will be recalled). Thus, a 20 Stamina point monster struck by an arrow fired from a recurved bow would suffer 1D6 points of damage multiplied by two. This still gives a monster a slight advantage but is workable. Naturally, against monsters so cumbersome that they lack Stamina points (i.e. a BP/SP ratio of 1/1), damage would be treated normally.

Some monsters—spirits, for example—have no Body points. Such creatures usually require an attacker use BF 1 or better weapons in order to harm them.

If using "Normal" character races in an encounter—elves, dwarves, humans, etc.—a handy formula is for the GM to assume flat Body points of 10.

Creatures with any positive BP/SP ratio always have at least 1 Body point.

Average Body/Stamina. This lists the average Body and Stamina points of a typical monster. The first number is the monster's Body points; the second is the Stamina listing; and the (bracketed) figure represents the monster's average wound potential for groups using a combined Body/Stamina point rating. In the case of monsters that either lack Body points or have a BP/SP ratio of 1/1, only a combined total of Body and Stamina is given.

Last of all, note that beasts whose weight-bearing limits are based on their "Stamina points" actually are based on a combined total of Stamina and Body.

Average stat. This indicates the usual range of a monster's stats for purposes of detailed resistance rolls. (Because Appearance and Charm play no part in combat, they are not considered.) Once more, a GM may want to avoid

constantly checking the monster descriptions to note stats. In such a case, there is a shortcut, requiring that he memorize three numbers: 5, 10, and 15. These are flat scores representing *below-average*, *average*, and *above-average* resistance roll targets for quick handling. In a given instance, the GM makes a ruling into what category a creature's stat would fall within and rolls against the target number. Example: a witch casts *beguile* at an ogre, suggesting he let her go so she can fetch some treasure for him. The GM knows ogres are relatively stupid, and so he assumes a *below-average* IQ, making the resistance roll against the target number of 5. Thus, a 5 or lower on a D20 indicates a successful IQ roll. At the same time, an ogre has a good Con, and so the GM would use a 15 as the target number against a poisoned arrow.

Monsters are presumed to have a Luck rating of 6, although this applies only to resistance rolls. They should not be allowed the option of expending Luck to guarantee survival except in special cases.

In the case of throwaway GMCs, the GM can presume average stats of 10 for convenience.

Optional game variant: GMs wishing to drop the concept of using stats to determine resistance rolls may instead presume that the target number of any resistance roll is 5, to which a bonus factor of 1 is applied for each level of the monster. The table on page 157 is offered for this method of resistance roll determination.

Special stat. This category is for especially high or low stats a monster might have. Most of the time, however, no adjustments apply to attack or damage rolls by virtue of high or low stats; this is considered in the range of possible damage, or in other ways.

In the case of certain powerful creatures, GMs may wish to treat some stats as high as 25 for purposes of resistance or stat rolls. Another option for him is to do away with the idea of making some stat rolls on percentile dice. Instead, special stat rolls could be made on a D30. Example: A human knight wants to force his way through a barred doorway. The GM rightly insists the player roll under the knight's Strength on a D100. A 50' drake attempting a similar action could logically make a Strength roll on a D30 to perform the same action.

Attacks. This tells the number and sort of attacks a monster has.

Dmg. This shows how much damage the attacks inflict.

Ethics. This indicates the general ethics of the monster.

Size. This reveals the size of the monster. Since publication of the first QA game manual, the size listings have been streamlined as follows: *small* (under 3'), *medium* (3'-10' tall), *large* (11'-30'), *extra-large* (31'+).

Special note. This category covers any special abilities of the monster—withering, spell immunity, etc. This optional category can also show any particular character profession a monster might possess. (Tree sprites, for example, function as druids.) However, unless they are being used as an alternate campaign race, monsters, regardless of profession, use the monster combat table to determine their BAR.

Common knowledge. This is the knowledge that some of the public might know or believe about a particular monster. Comparable information is also imparted by a successful *trivia* roll.

Detailed knowledge. This is more specific knowledge which might be possessed by a bard or sorcerer with the proper *fields of knowledge*. Others might, through first-hand experience, know comparable information.

A special note regarding druids *banishing* a colony of animals: A "Colony" is defined as a group of creatures which instinctively have a coordinated manner of movement and/or behavior (such as a flock of birds moving in perfect unison), or which are broken down into *workers*, *breeders*, *queens*, etc. The level of a normal colony (for purposes of *banishing*) is treated as five levels higher than that of a single member. It may occasionally be necessary for a GM to do some mental math work to figure the effective level against which the druid must contend in order to *banish* a colony. Note, however, that some creatures over 5th level, while they meet the criteria for being considered a colony, are not treated as such because of their high level and/or IQ. Optionally, the GM may allow a *banishing* roll against these, ruling that the druid each turn may affect one or more creatures in the group whose total levels do not exceed her own. Colonies, by virtue of their numbers, usually attack en masse at a combat value equal to level of the colony itself.

Banshee

Armour rating: 0(-5)
 Tactical move: 20'
 Level: 8
 BAR: 18/11/57
 BP/SP ratio: 0/1
 Average Body/Stamina: (40)
 Average stat: 12
 Special stat: N/A
 Attacks: 1 withering touch, or fear
 Dmg: 1D6
 Ethics: E
 Size: M
 Special note: Magic weapon needed to hit; immune to *exorcism* and Type A & H spells; withers Stamina

Common knowledge: Banshees are ghost women whose wailing foretells doom.

Detailed knowledge: Banshees are the spirits of women cursed for holding back information in life that could have saved an innocent. In death they now bemoan their unrest and foretell doom to the living. Their name literally means "Woman of the wood", and the outdoors are usually where the spirit is encountered. When the banshee appears, she emits a horrid wail, causing those failing IQ rolls to flee in terror for 2D4 minutes. Others may take what action they desire, although the monster if attacked may respond with a withering touch that transfers 1D6 Stamina points to itself.

If not attacked, the banshee will vanish on phase 6 of the following turn. Shortly thereafter, the group or person will become involved in an encounter invariably far more deadly a threat than the banshee itself—a drake; devil; group of withering undead, etc. If, however, the banshee is slain, the encounter will be avoided. Thus, a banshee should be employed by the GM only with prior thought.

Blob

Armour rating: 0
 Tactical move: 0 or 5'
 Level: 3+
 BAR: 16/9/45
 BP/SP ratio: 1/1
 Average Body/Stamina: (15)
 Average stat: 6
 Special stat: N/A
 Attacks: 1 or 4
 Dmg: 2D6
 Ethics: I
 Size: M or larger
 Special note: See below

Common knowledge: Blobs are gelatinous creatures lairing in caves and dungeons. They often inflict acid damage, and are only affected by certain attack forms.

Detailed knowledge: Blobs abound in abandoned underground areas, and are perhaps the ultimate annoyance to adventurers. Some are mobile, and they can be of any color (a few can even camouflage with their surroundings), but the damage they inflict and the means to harm them often vary, and are determined by random die roll on the tables following.

Damage	Harmed only by
1—acid squirt (10' range)	1—anything
2—pseudopod	2—blunt weapons
3—cold-damage pseudopod	3—edged weapons
4—acid cloud (20' AoE)	4—electricity
5—four pseudopods	5—fire
6—metal-corrosive pseudopod	6—cure (disease) spell

Blood bees

Armour rating: N/A
 Tactical move: 10'
 Level: 5 as a whole (1 point each)
 BAR: 17/10/50
 BP/SP ratio: 1/1

Average Body/Stamina: (1)
 Average stat: 2
 Special stat: Ag-20
 Attacks: 1 group of stings each phase
 Dmg: 1D4
 Ethics: I
 Size: S
 Special note: Not *banishable* by druids

Common knowledge: Blood, or vampire bees, suck blood from the living.

Detailed knowledge: Blood bees resemble normal bees, although they are somewhat larger. They are feared for the fact that whole swarms will attack and sting living creatures, drawing their blood into a storage sack within the bee's abdomen to later be rendered into royal jelly.

When swarms of blood bees attack, they descend upon all creatures within a 40' circle, preferring humanoids. Thereafter, numerous bees attack each phase, inflicting a total of 1D4 points with each hit. And while blood bees have but 1 Body point, they attack in such numbers that killing them en masse is possible only through spells such as *energy blast*. *Greater slumber* also renders them inert without a resistance roll.

After all their targets are dead or else have escaped, the bees return to their hive, where the blood stored is made into royal jelly. This jelly is greatly prized, and 2D6 doses may be found in a hive. If eaten, the jelly restores all lost Stamina points. If instead rubbed onto wounds, a dose of the jelly heals all normal Body damage.

Bull dog

Armour rating: 0
 Tactical move: 15'
 Level: 5 (D4 SD)
 BAR: 17/10/50
 BP/SP ratio: 1/1
 Average Body/Stamina: (10)
 Average stat: 6
 Special stat: St-15
 Attacks: 1 butt and 1 bite
 Dmg: 1D8/1D10
 Ethics: I
 Size: S or larger
 Special note: *Banishable* by druids; jaws lock if it rolls 5 or more below its target number to hit

Common knowledge: Bull dogs are horned dogs inhabiting deserts.

Detailed knowledge: Bull dogs are aggressive carnivores who prefer lairing in caves located in dry, hot areas, including deserts. The typical male is solitary, while females may occasionally be found with 1D4 pups (value 100 gd each). The beast has two attacks, the first of which is a butt with its bull-like horns, followed up by a vicious bite. When biting, if the monster rolls 5 or more points below the score needed to hit, its jaws lock in a death grip. Thereafter, the dog cannot butt, although it inflicts bite damage automatically at the beginning of each turn of combat until either it or its prey is dead.

Centaur

Armour rating: 0
 Tactical move: 15'
 Level: 1+
 BAR: 15/8/40
 BP/SP ratio: 1/1
 Average Body/Stamina: (5)
 Average stat: 15
 Special stat: AG 7
 Attacks: 1 strike or kick
 Dmg: As per weapon, or 1D6
 Ethics: G
 Size: M
 Special note: Allowable as character race

Common knowledge: Centaurs are horse-like beings from Avalon with the upper torso of a human. They range in size from mere ponies to that of a great warhorse.

Detailed knowledge: Avalonian legend asserts that in ages past there lived a man and woman named Cullen and Anyria, a childless couple whose greatest joy lay in raising horses. So great was the pair's devotion to their steeds, that even the Queen of Fairies was touched. One day, as Cullen and Anyria rode through the forest, a transformation came upon them, and the two

CHAPTER TEN-Monsters

ever after roamed the forests of Avalon as centaurs. Since then, their descendents have multiplied. And while most centaurs prefer isolation, a handful have taken up the path of adventuring, functioning best as woodsmen or druids. If forced to fight, centaurs can employ weapons, or make a kick with their hindquarters. If used as a character race, stat details follow:

St:	1D12 + 8
Ag:	5D4
Cn:	1D12 + 8
IQ:	5D4
Ch:	5D4
Ap:	1D12 + 8
Lk:	2D6

Dancing star

Armour rating: 0(-5)
Tactical move: 20'
Level: 4+
BAR: 16/9/47
BP/SP ratio: 1/3
Average Body/Stamina: 6/14 (20)
Average stat: 7
Special stat: Ag-20; St-15
Attacks: 3 whips
Dmg: 1D6/1D6/1D6
Ethics: I
Size: M
Special note: 90% likely to ambush

Common knowledge: Dancing stars are carnivorous, star-shaped creatures dwelling within caverns. Able to become invisible, their whip-like arms spell death for those passing near. Most stand about seven feet tall.

Detailed knowledge: This bane to adventurers is so named because it resembles a giant starfish with a lumbering, but fast gate. It lairs within natural caverns, disappearing against the stone through its chameleon-like abilities. When a creature passes near, the star launches out or drops from a cavern roof, *ambushing* 90% of the time. Its arms then lash out in whip-like fashion, inflicting 1D6 points of damage each strike until its prey is slain. The monster then feasts, preferring bones and marrow over meat.

Demons & devils

Armour rating: 0 (base)
Tactical move: 10' (base)
Level: 1+
BAR: Variable
BP/SP ratio: Variable
Average Body/Stamina: Variable
Average stat: 15+
Special stat: As determined by GM
Attacks: 1 or more
Dmg: Variable
Ethics: E
Size: S or larger
Special note: See below

Common knowledge: Demons and devils are inhabitants of the Hells. Their appearance on the Nexus is usually traceable to powerful spellcasters who summon them.

Detailed knowledge: The Hells are indeed home to these powerful monsters. Of the two, demons are the weaker, ranging from small imps to 20th level gargantuans. True devils are overlords of the hells, being no less than level 10 monsters with extra powers. As the gods, these monsters are forbidden to directly interfere in the affairs of mortals. However, those who summon them override this universal constant, permitting them to work their evil on the Nexus, albeit under the "Authority" of a mortal. Wise summoners will not treat the more powerful of these creatures as servants, but will instead bargain for their aid. All devils and demons of level 10 or greater have true names that can aid in their summoning.

Demons/devils have the following benefits in common:

99% *trivia* skill.

500' *heat sight*.

Immunity to Type A spells not specifically meant for them.

Shift between the Ethers, Astral and Nether planes at will.

Exist without need of oxygen.

In creating demons or devils, the following steps should be followed:

1. Roll percentile dice to note the monster's size. (True devils are no smaller than *medium* size.)

01-20:	S (under 3' tall)
21-85:	M (3'-10')
86-98:	L (11'-30')
99-00:	XL (31'+)

2. Roll percentile dice to note the monster's form.

01-60:	Humanoid
61-90:	Reptilian (or GM choice)
91-00:	Nebulous/non-corporeal

3. Roll 1D20 to note the monster's level, adjusting the roll by size, to a minimum of 1st and a maximum of 20th level. (True devils, remember, are no less than level 10 monsters, and the GM may roll a D10, adding 10, to fix their level.)

S:	-10
M:	None
L:	+10
XL:	+15

4. Roll percentile dice to note the base damage it inflicts with physical attacks, applying adjustments to the roll based on size as illustrated.

01-20:	1D6
21-40:	2D6
41-65:	3D6
66-85:	4D6
86+:	5D6

Size--

S:	-40
M:	0
L:	+20
XL:	+50

5. Roll 1D6 to note the number of extra powers for demons; roll 1D8 to note the number of extra powers for devils.

6. Roll percentile dice to note the type of extra powers, applying adjustments to the roll based on the monster's form as shown hereafter. (Duplications may be rerolled or combined if the GM prefers.)

01-15:	Function as spellcaster of equal level. (Those with this power know all normal spells allowed the profession, and may teach one to a summoner for proper remuneration.)
16-25:	Immune to 1st-3rd rank spells.
26-30:	Immune to 1st-4th rank spells.
31-33:	Possess.
34-37:	Cast random spell at will.
38-40:	Regenerate 1D10 points of Body and Stamina damage on phase 1 of each turn.
41-50:	10%-90% spell immunity (i.e. there is a percent chance that magic spells of one or more types-B, C, etc.-determined by the GM will not affect the monster). An exception is the spell <i>Nether bolt</i> .
51-55:	1D10 point AR bonus.
56-58:	Permanent wither. (Roll to note type)
	01-60 Stamina
	61-80 Con
	81-00 Strength
59-65:	Normal wither (See above)
66-70:	Only hit by BF 1 or better weapon.
71-73:	Only hit by BF 2 or better weapon.
74-75:	Only hit by BF 3 or better weapon.
76-80:	<i>Demon flame</i> (i.e. surrounded by a fiery umbra inflicting 2D6 Stamina damage to creatures within five feet, and 1D4 Body points to those who touch it. Melts all non-magical weapons striking it while making the demon immune to even magical fire damage.)
81-85:	4-armed (and thus four attacks).
86-90:	1D4 points of damage absorption potential
91-98:	Winged (50' movement rate).
99-00:	Special talent of GM's choice

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Form—

Humanoid:	No adjustment
Reptilian (or GM choice):	+10
Nebulous:	-15

The prince of all devils and demons is **Asmodeus**, a level 30 monster.

Dog (Guard)

Armour rating: 0
Tactical move: 20'
Level: 5 (D4 SD)
BAR: 17/10/50
BP/SP ratio: 1/2
Average Body/Stamina: 5/5 (10)
Average stat: 10
Special stat: IQ--4
Attacks: 1 bite
Dmg: 1D10
Ethics: I
Size: S

Common knowledge: Guard dogs are hounds trained to kill.

Detailed knowledge: Guard dogs are trained to obey simple vocal, whistle or gesticular commands—"attack"; "stop"; "guard", etc. They may be of any breed and cost between 100-300 gd, depending on how many types of commands can be followed.

Dragger

Armour rating: 5
Tactical move: 10'
Level: 4+
BAR: 16/9/47
BP/SP ratio: 1/1
Average Body/Stamina: (20)
Average stat: 20
Special stat: IQ/AG--7
Attacks: 1
Dmg: 3D4/turn after being swallowed
Ethics: I
Size: M or L
Special note: 90% likely to *ambush*; take minimum damage from blunt weapons; can be *bound* by earth priests

Common knowledge: Draggers are rock monsters some seven feet long that eat people. They are noted for their ability to swim through rock, and their chameleon-like camouflage that renders them nearly invisible.

Detailed knowledge: A creature native to the earth, draggers are usually encountered in natural caverns. They are boulder-shaped creatures whose limb-like appendages permit them to move through solid stone unhindered.

The dragger typically "floats" in a section of flooring, camouflaging its presence by creating an illusion of stone in a 10' square area centered on itself. Anything stepping upon the hidden dragger risks being swallowed by the creature's gaping maw. If its initial attack fails, the dragger will submerge beneath the ground to a place of safety, returning to its lair 10-40 minutes later. But if the attack succeeds, the dragger's target will have one or more appendages (usually feet) trapped within the creature's mouth. On the following turn, the dragger will momentarily loosen its grip as it attempts to draw the victim deeper within itself. At this time, the prey may attempt escape, indicated by a successful Agility roll, to which a bonus factor of 1 is applied for each person assisting. Should the roll fail, the prey will be swallowed into the dragger's gullet.

On the third turn, the dragger will submerge into the ground to enjoy its meal safe from harm. Should the creature be slain, the captured prey can be freed in 1D4 minutes, suffering 3D4 points of damage per turn from the dragger's corrosive digestive juices.

Draggers can digest virtually anything except gems, and any treasure of theirs will consist of gems possessed by previously swallowed victims.

The only spells that affect them are: *Magic/elemental dart*; *earthquake* (which causes the dragger to depart for 10D6 minutes, releasing any prey not already swallowed); and *stoneform*, which fully heals the creature.

Dragon

Armour rating: 5
Tactical move: 30' (on ground) or 500' (flying)

Level: 10+ (D12 SD)
BAR: 20/12/62
BP/SP ratio: 1/1
Average Body/Stamina: (60)
Average stat: 20
Special stat: Ag--2
Attacks: 2 claws/1 bite/1 tail whip; or breathe fire
Dmg: 5D6/5D6/8D6/3D6; or breathe fire for 1D10 points per level
Ethics: Any
Size: XL
Special note: Immune to poison and forces similar to its breath

Common knowledge: Dragons are extinct flying lizards that breathe fire.

Detailed knowledge: Rare even in the First Age, true dragons are now thought to be entirely extinct. As drakes, they can move no faster upon the ground than twice their normal speed. At will, they may breathe fire (or another elemental force of the GM's choosing) affecting in a 180 degree arc all creatures within 40'. Or, they may direct a cone of fire up to 100' in length ending in a 20' circle. In doing either, however, the dragon momentarily exposes itself, and all characters in melee with the beast may automatically strike it. When breathing, the damage equals 1D10 points for each level of the beast, doubled with a successful attack roll.

The scales of a dragon are desirable for the fact they can be made into a set of partial plate that grants the wearer half damage to forces similar to its breath.

Drake

Armour rating: 3
Tactical move: 20'
Level: 10+
BAR: 19/12/62
BP/SP ratio: 1/1
Average Body/Stamina: (50)
Average stat: 20
Special stat: IQ--8/Ag--3
Attacks: 2 claws/1 bite or breathe fire
Dmg: 3D6/3D6/5D6 or 1D6 per level
Ethics: I or E
Size: XL
Special note: Immune to poison and forces similar to its breath

Common knowledge: Drakes are wingless dragons that breathe fire.

Detailed knowledge: Drakes are some of the most powerful adversaries characters might face. Common in the First Age, only a handful remain. Drakes, as mentioned, lack the ability to fly. Their enormous size, however, permits them an excellent movement rate, although in *charging* they merely double their speed. At will, drakes are able to breathe fire (or another elemental force of the GM's choice) affecting in a 180 degree arc all creatures within 20' of it. Or, the drake may direct a cone of fire up to 80' in length ending in a 10' circle. (As a dragon, the beast may automatically be struck by those in melee with it when it breathes, and damage is doubled with a successful attack roll). Drakes have no scales and the leather of their wings is highly desirable to fashion armour from as it grants the wearer half damage to forces similar to its breath.

Elemental

	Earth	Air	Fire	Water
Armour rating:	2	0(-5)	0(-3)	0
Tactical move:	10'	500'	20'	50'
Level:	5+	5+	5+	5+
BAR:		17/10/50		
BP/SP ratio:	1/1	0/1	0/1	1/1
Average Body/Stamina:		(25)		
Average stat:	15	15	15	15
Special stat:	IQ--8	IQ--8	IQ--8	IQ--8
Attacks:	1	1	1	1
Dmg:	6D6	3D6	4D6	2D6
Ethics:	I	I	I	I
Size:		M or larger		
Special note:	A	B	C	D

Common knowledge: Elementals are sentient creatures of elemental substance.

Detailed knowledge: Little different from above. Elementals are spirit-manifestations of the four elements, and can appear as humanoids, in the case of earth elementals, or nebulous. Often they are summoned by magicians, although they cannot venture more than 100' from the sort of elemental substance that gave birth to them. Other pertinent data follows.

A. Earth elementals are immune to all Type A spells not specifically meant for use against them. They also take half damage from weapons made of natural or refined materials found in the earth--iron, steel, etc. The monster attacks with its large fists, or it may hurl boulders (100' range).

B. Air elementals are immune to all non-magical missiles, but they sustain double damage from fire. These monsters attack by forming a whirlwind that inflicts buffeting damage to all within 100' (no attack roll required).

C. Fire elementals attack by lashing out with a flaming pseudopod, or by hurling a small fireball with a 10' area of exposure (an Agility roll is permitted for half damage). The greatest danger to fire elementals is the spell *air steal*. If caught within its area of exposure, the monster is permitted an Agility roll to escape--otherwise, it is slain. Vials of water thrown at the monster inflict 2D6 damage. Fire attacks from outside sources heal them.

D. Water elementals are invisible within their element until they launch an attack with a pseudopod. Optionally, those on land may envelop victims equal in size to themselves, inflicting drowning.

Elementals occasionally merge, thereby creating some unusual effects. An air and water elemental merging, for instance, can create a waterspout or typhoon.

Fetch

Armour rating: 0(-5)

Tactical move: 20'

Level: 1

BAR: 15/8/40

BP/SP ratio: 0/1

Average Body/Stamina: (5)

Average stat: 12

Special stat: Ag--20

Attacks: 0

Dmg: 0

Ethics: Any

Size: M

Special note: Sees invisible creatures; naturally invisible; only harmed by spells that damage undead; immune to Type A spells

Common knowledge: Fetches are whispering spirits haunting ruins and other abandoned places. When seen, they appear as hooded shades.

Detailed knowledge: Fetches are spirits bound to the Nexus until they atone for a misdeed in an earlier life by performing some service. This can entail anything from being helpful, to leading a party of adventurers into a trapped area as bidden by an earthly or demonic master.

Fetches are extremely common and during the night of Allhallows Eve roam the world, seeking to atone for their past actions. This is almost the only time they are clearly visible. They otherwise are sometimes glimpsed moving in the shadows or out of the corner of one's eye. Always, the spirit is not to be seen if the person consciously looks for it.

Witches and necromancers commonly summon fetches of like ethics through a 5th rank spell, and once a fetch has served a summoner, it is free to go on to what awaits it.

Fetches can speak with a whispery voice. At their desire, they may restrict those able to hear them to selected party members.

Ghoul

Armour rating: 0

Tactical move: 20'

Level: 4+

BAR: 16/9/47

BP/SP ratio: 1/2

Average Body/Stamina: 10/10 (20)

Average stat: 12

Special stat: N/A

Attacks: 2 claws

Dmg: 1D6/1D6 + poison

Ethics: E

Size: M

Special note: Poison claw; immune to Type A spells and poison

Common knowledge: Ghouls are undead devourers of bodies who dwell in ruins or graveyards.

Detailed knowledge: Ghouls are Evil humanoids cursed with a state of unlife for their sins while alive. Awakening in their graves, the gnarled creatures come forth and derive nourishment from the bodies of the dead. The "blood" coursing through their veins is a toxin that causes Strength loss upon creatures ingesting it through wounds. And as a ghoul's hands are typically raw and scraped, an amount of this venom permeates its claw-like hands, forcing those scratched by the monster to make Con rolls or lose 1D6 points of Strength. The effect lasts one hour.

Ghouls cannot abide the light of day, suffering a point of damage for each minute they are exposed to the sun. Thus, they will typically "rest" or hide in their graves during the day, emerging only at night.

Giant

Armour rating: 3

Tactical move: 30'

Level: 8+

BAR: 18/11/57

BP/SP ratio: 1/1

Average Body/Stamina: (40)

Average stat: 20

Special stat: IQ--ranging from 5 to 15

Attacks: 1 club or hurl rock

Dmg: 1D20+5

Ethics: Any

Size: L to XL

Common knowledge: Giants are tall humanoids inhabiting wild places.

Detailed knowledge: Giants are rare in the world, and none know from whence they come. While there are various sorts, all prefer isolated areas in which to dwell, shunning contact with other races. Their ethics vary from Good to Evil, with most Indeterminate. The lower the IQ of a giant, however, the more prone it is toward Evil. Their weapon of choice is a tree trunk used as a club. They otherwise may hurl boulders at targets up to 300' distant.

Glow moss

Armour rating: N/A

Tactical move: 0

Level: 0

BAR: N/A

BP/SP ratio: N/A

Average Body/Stamina: N/A

Average stat: 1

Special stat: N/A

Attacks: 0

Dmg: 0

Ethics: I

Size: Any

Common knowledge: Glow moss is an underground growth that emits a feeble light permitting some races to see in the dark.

Detailed knowledge: Glow moss is a grey colony of moss abounding in caves, mines and other subterranean places. Quickly growing, it has a relatively short lifespan and is constantly dying off to be replaced by new growth. In this process, the decaying cells of the moss emit a luminosity that the eyes of underground-dwellers amplify as a means of "seeing" up to 100' distant (or half this in the case of dwarves). In most cases, surface-dwellers gain no benefit from the dim light, though some colonies exist which emit brightness equal to candlelight.

Liche

Armour rating: 0(-8)

Tactical move: 5'

Level: 15+ (D6 SD)

BAR: 22/15/75

BP/SP ratio: 1/1

Average Body/Stamina: (45)

Average stat: 12

Special stat: IQ--20

Attacks: 1

Dmg: By weapon or spell

Ethics: I or E

Size: M

Special note: Functions as necromancer or sorcerer of equal level; immune to poison and Type A spells

Common knowledge: Liches are undead spellcasters of extremely high level.

Detailed knowledge: Liches are typically necromancers of level 15 or higher, who cheat death through lichedom. The process of becoming a liche involves the spellcaster's binding his life-essence into his own heart. Thereafter, his material body decays in death, although his life-essence keeps it animate. From that point, the liche may advance no further in skill level, although it may continue to exist for centuries, until its bones at last crumble to dust. (Often, liches nearing this point of "death" depart for the Ethers in search of a means to prolong its existence while it seeks a way to continue safely dwelling on the Nexus.) Its soul remains bound to its remains, however, and may know no rest until its heart is itself destroyed. Because of the creature's life-essence remaining in its heart, liches are susceptible to destruction through the necromancer spell *five fingers of death*.

Liches cannot abide the brightness of the sun and prefer darkness in which to dwell. Their vision, even in magic darkness, is equivalent to that of normal sight in twilight.

Medusa

Armour rating: 0
Tactical move: 10'
Level: 6+ (D6 SD)
BAR: 17/10/52
BP/SP ratio: 1/3
Average Body/Stamina: 6/12 (18)
Average stat: 16
Special stat: N/A
Attacks: 1 bite + gaze
Dmg: By weapon, 4D6 poison bite, spell or gaze
Ethics: E
Size: M
Special note: Can function as spellcaster of equal level

Common knowledge: Medusae are horrible-looking females whose gaze turns one to stone.

Detailed knowledge: It is said by Krellan sages that medusae were once priestesses who angered the gods by their vanity, becoming cursed with a visage so horrible that those looking them directly in the eye must make an Agility roll or turn to stone! Only one character at a time is subject to this attack, which is automatically made during the monster's combat phase unless those battling it are averting their gaze (and suffering an attack roll penalty of 3) from phase 1. The range of the gaze attack is 30'. Assuming the monster's gaze is somehow reflected back at itself, the medusa must make an Agility roll or turn itself to stone. If the monster's head is taken from it, the power is retained for three attempted uses before it crumbles to dust.

Medusae prefer lairing in ancient temples and appear either as humanoids or semi-humanoids with a snake-like underbody. Apart from its gaze, a medusa may use its hair of asps to bite an enemy in melee with it. This venom is some of the deadliest known, inflicting 4D6 Strength loss to those failing Con rolls, half otherwise. Its venom reserves last as long as the monster is alive.

Medusae often employ bows to attack from range.

Mummy

Armour rating: 2
Tactical move: 5'
Level: 6+
BAR: 17/10/52
BP/SP ratio: 1/1
Average Body/Stamina: (30)
Average stat: 6
Special stat: St/Con--18
Attacks: 1 punch
Dmg: 2D6
Ethics: I
Size: M
Special note: Immune to Type A & H spells and poison; take double damage from fire

Common knowledge: Mummies are undead guardians of ancient Arwinian tombs.

Detailed knowledge: Mummies are slaves or sinners transformed into undead guardians of ancient Arwinian (Karnaki) holy places. The process of

creating them has long been lost, but a few scattered necromancers of the Karnaki gods might yet have knowledge of the secret. It is known that the rare tanna herb is distilled into a broth which when placed upon the lips of the mummy binds its spirit to the remains and awakens it. Thereafter, the creature follows the commands of its creator.

Nt

Armour rating: 5
Tactical move: 5'
Level: 10+
BAR: 19/12/62
BP/SP ratio: 1/1
Average Body/Stamina: (50)
Average stat: 20
Special stat: Ag--2
Attacks: 1 strike or cast *plant grab* spell
Dmg: 1 point per level of nt
Ethics: I
Size: XL
Special note: Cannot charge; take triple damage from fire; immune to Type A spells

Common knowledge: Nts are speaking trees.

Detailed knowledge: The origin of nts is believed traceable either to the witch spell *create nature guardian* or to *faerie acorns* brought here from the Realm of Faerie. Every so often, the magic of the acorns is such that one of the oaks springing forth is gifted with sentience. These sentient trees are able to move about at a slow rate, and often change their location to guarantee isolation from encroaching civilization, for nts greatly desire to be left alone to enjoy the sun. If threatened, they use their branches to attack those within 20'. In addition, they may invoke a *plant grab* spell having a 100' area of exposure. Since they are native to the Realm of Faerie, nts are immortal, and ancient specimens of immense size are known to exist within the Forest of Brigit. So large are these nts, that the "trees" sprouting from some wooded mountains are believed to be mere branches of the greater creature sleeping beneath a warm blanket of topsoil.

Ogre

Armour rating: 0
Tactical move: 10'
Level: 6+
BAR: 17/10/52
BP/SP ratio: 1/1
Average Body/Stamina: (30)
Average stat: 6
Special stat: St--18; Con--20
Attacks: 1
Dmg: 1D12+3
Ethics: E
Size: M

Common knowledge: Ogres are small giants of hostile disposition.

Detailed knowledge: Ogres are humanoids some 7'-9' in height. They prefer dwelling in caves located in hilly terrain and often band together in groups of three or more families. Possessed of an insatiable hunger, ogres spend much of their time in search of food, utilizing crude weapons such as clubs or spears to bring down prey. The size of their weapons grants a damage range of 1D12 points. If forced to use their fists, the creatures inflict 1D6+3 points with a successful punch.

Orc

Armour rating: 0 or 1
Tactical move: 15'
Level: 1+
BAR: 15/8/40
BP/SP ratio: 1/3
Average Body/Stamina: 1/4 (5)
Average stat: 12
Special stat: IQ--7
Attacks: 1
Dmg: As per weapon
Ethics: E
Size: M

Common knowledge: Orcs are hostile humanoids inhabiting the wild places of the world. Evil and aggressive, they possess a cunning that has permitted them to survive well in a hostile world. The typical orc is stocky, standing about five feet tall, with twisted green features and fang-like teeth.

Detailed knowledge: Orcs were originally human zombies of a sort, into which Goth, father of necromancy, bound spirits from the Nether planes in hope of creating a quick-breeding race of mutant warriors. Whether or not the race could have evolved into a more intelligent species through Goth's continued influence is debated. But with the Triad's demise, scattered bands of orcs were driven to all parts of Ilay, seeking refuge in deep places or isolated woods. Hunted incessantly, the orcs have nonetheless thrived and proven themselves to be amazingly adaptive to all sorts of environments.

Orc communities consist of tribes numbering 20 or more members. And despite their low IQs, they are cunning and versatile, and well able to fashion effective, if crude, weaponry.

Pegasus

Armour rating: 0
Tactical move: 20' (on land)/400' (flying)
Level: 5
BAR: 17/10/30
BP/SP ratio: 1/3
Average Body/Stamina: 8/17 (25)
Average stat: 12
Special stat: IQ--15
Attacks: 1 kick
Dmg: 2D6
Ethics: I
Size: M
Special note: Can carry 10 lbs per SP; hourly travel rate is 30 miles

Common knowledge: Pegasi are flying horses that inhabit isolated places.

Detailed knowledge: These winged steeds are said by some to have been created by the Krellan god Jupiter. Rarely seen, they roam the lands of Hocwrath, Krella or Naz-Al, favoring caves upon high mountains as lairs. Their rarity results in their being valued at 300 gd per SP, but catching one is difficult. Most desirable are pegasi eggs near hatching, and young pegasi. Since training an adult is difficult, potential buyers eagerly pay upwards of 1,000 gd for an egg and 5,000 gd for a foal.

Red devil dog

Armour rating: 0
Tactical move: 50'
Level: 4
BAR: 16/9/47
BP/SP ratio: 1/2
Average Body/Stamina: 10/10 (20)
Average stat: 12
Special stat: St--15
Attacks: 1 bite or breath
Dmg: 2D6 or 3D6
Ethics: E
Size: M

Common knowledge: These fire-breathing red hounds come from the Hells. They resemble large red hounds with glowing eyes.

Detailed knowledge: Incorrectly referred to as *barghests* by some, red devil dogs do originate from the Nether planes, and it is thought their presence on Jewel can be traced to conjuration on the part of necromancers or sorcerers long ago. Since then, the dogs have multiplied and typically roam in packs of 2D4 individuals. For obvious reasons, they prefer lairing in isolated areas, attacking lone travelers and small groups. While possessing a vicious bite, they are most feared for their ability to twice daily breath fire in a cone extending 10' and ending in a base of equal width.

Rock lobster

Armour rating: 5
Tactical move: 5' (in water)/10' (on land)
Level: 6+
BAR: 17/10/52
BP/SP ratio: 1/1
Average Body/Stamina: (30)
Average stat: 8

Special stat: St/Con--20
Attacks: 2 claws
Dmg: 3D6/3D6
Ethics: I
Size: XL

Common knowledge: Rock lobsters are some 20' in diameter, with stone shells that makes harming them difficult. They are able to sink boats with their claws, thereafter devouring the crew.

Detailed knowledge: Rock lobsters prefer to dwell in warm, shallow waters or sometimes beneath sandy beaches. All have incredibly long life spans, numbering into the centuries, and exhibit a tendency to remain dormant for years at a time. This dormancy on the sea floor results in heavy marine growth upon their shells, accounting for its natural armouring. Every few years, the lobster will stir from its undersea lair and seek nourishment or mating. Sailors are often the targets of lobster hunger, and the creatures are able to swamp small craft to get at their prey. They otherwise can be awakened through natural phenomena such as storms and earthquakes, or by more than 1,000 lbs. of creatures walking upon the sand above them.

Scorpion (giant)

Armour rating: 2
Tactical move: 20'
Level: 8+
BAR: 18/12/62
BP/SP ratio: 1/2
Average Body/Stamina: 20/20 (40)
Average stat: 15
Special stat: IQ--6
Attacks: 2 claws/1 tail sting
Dmg: 1D8/1D8/1D6 + poison
Ethics: I
Size: L

Common knowledge: Giant scorpions are found in desert places. Their sting is deadly.

Detailed knowledge: Giant scorpions reside in arid climates, particularly in Arwin. The creatures typically build large ground burrows, lying under the sand until prey of suitable size comes near. In battle, the scorpion employs its two claws and its deadly tail. Those struck by the tail sustain 4D6 Stamina loss, halved with a Con roll.

Sea witch

Armour rating: 0
Tactical move: 15' (10' in water)
Level: 5+ (D6 SD)
BAR: 17/10/50
BP/SP ratio: 1/4
Average Body/Stamina: 6/19 (25)
Average stat: 12
Special stat: IQ--16
Attacks: 1
Dmg: As per weapon or spell
Ethics: E
Size: M
Special note: Function as witch of equal level

Common knowledge: Sea witches are Evil spellcasters who dwell beneath the sea.

Detailed knowledge: The origin of these baneful creatures is unknown, though ancient Krellan legend asserts they were Vestal virgins who consorted with the sea god Neptune and were cursed by their goddess with hideous features. Still others along the shores of Torrenia's Salt Sea believe the Evil creatures are sea demons who spend their time grinding salt from magic devices in order to poison the ocean.

Able to survive either on land or beneath the water, sea witches prefer a diet of humans they catch through sorcery, often employing a *damself* spell as a means of luring prey to their clutches. In their undersea lairs, the hags are typically served by aquatic denizens drawn to the area through their use of *capture essence* upon the sea floor.

Shade

Armour rating: 0
Tactical move: 15'
Level: 2
BAR: N/A
BP/SP ratio: 0/1
Average Body/Stamina: (10)
Average stat: 12
Special stat: N/A
Attacks: 0
Dmg: 0
Ethics: Any
Size: M
Special note: BP 1 or better weapon needed to hit; immune to spells that do not harm undead or non-corporeals; can pass through solids. (At the GM's option, shades may have some other minor powers)

Common knowledge: Shades are restless spirits of the dead who haunt the living.

Detailed knowledge: Shades are the earth-bound spirits of those who for some reason cannot pass on to the next plane without the aid of mortals. Often, this is because the creature died without proper burial, or because its last request was not honored. It is possible 20% of the time for a shade to mentally communicate with a group, explaining how they may help lay it to rest. Otherwise, the spirit will attempt to convey as best it can what aid it desires, and it may even take to haunting characters in an attempt to get its way, "hanging around" until it receives help.

All shades brought forth through the 4th rank necromancer spell *summon shade* can mentally communicate with their summoner within a range of 200'.

Skeleton

Armour rating: 0(-3)
Tactical move: 20'
Level: 2
BAR: 15/8/42
BP/SP ratio: 1/1
Average Body/Stamina: (10)
Average stat: 5
Special stat: Ag--17
Attacks: 1
Dmg: As per weapon
Ethics: I
Size: M
Special note: Immune to Type A & H spells and non-magical missiles

Common knowledge: Skeletons are animated bones that are immune to arrows and other non-magical missiles.

Detailed knowledge: Normal monster skeletons are created by necromancers to act as minor guardians. Their lack of vital organs renders them immune to missiles of a non-magical nature, although they suffer double damage from blunt weapons.

While they have no "eyes", skeletons, like most undead, can sense living creatures. Thus, they are treated as though they possess sight, although they are unhindered by darkness.

Snake

Armour rating: 0(-5)
Tactical move: 10'
Level: 1+ (D4 SD)
BAR: 15/8/40
BP/SP ratio: 1/3
Average Body/Stamina: 1/1 (2)
Average stat: 3
Special stat: Ag--16
Attacks: 1 bite or spit (20' range)
Dmg: 1 point + poison
Ethics: I
Size: S or larger

Common knowledge: Snakes are reptiles with a poison bite.

Detailed knowledge: Little different from above. Their venom affects either Strength, Agility, Con, or Stamina as determined by the GM. The degree of toxicity is also chosen by the GM: 1D6; 2D6; 3D6; or 4D6 points, with a Con

roll allowed for half or no damage as the GM prefers. Spitting cobras do no damage with their spittle but blind characters failing Agility rolls for 1D4 hours. Naturally, they may bite, affecting a stat normally from their venom. As noted, the poison bite of a creature is usable up to three times a day before its poison reserves are expended.

Strangle tree

Armour rating: 0
Tactical move: 3'
Level: 5+
BAR: 17/10/50
BP/SP ratio: 1/1
Average Body/Stamina: (25)
Average stat: 12
Special stat: Ag--2
Attacks: Strangulation
Dmg: 2D8/phase after creature can no longer hold breath
Ethics: E
Size: L to XL
Special note: Cannot charge; take triple damage from fire

Common knowledge: Strangle trees are created by witches. Those resting beneath are choked to death by its branches.

Detailed knowledge: Strangle trees are brought about by an Evil witch or druid's use of the *create nature guardian* spell. In casting that spell, an Evil spirit from the Nether planes is bound into a tree of some sort. Thereafter, any creatures who might pose a threat to their creator become susceptible to strangulation by the monster if they pass near. Often, strangle trees will be left near trails or other places intruders might camp. Its preferred mode of attack is to lower its branches upon sleeping characters for an automatic hit, although the tree is certainly capable of attacking anyone walking within range of its branches (generally within a 20' radius). Those slain by the monster are then dragged beneath the ground by its powerful roots. It is from the tree's buried victims that treasure may be garnered.

Inflicting more than 15 points of damage will free one from a strangulating branch, but only full damage upon the trunk kills the monster.

Tree sprite

Armour rating: 0
Tactical move: 30'
Level: 5+ (D6 SD)
BAR: 17/10/50
BP/SP ratio: 1/4
Average Body/Stamina: 3/12 (15)
Average stat: 12
Special stat: N/A
Attacks: 1 spell
Dmg: By spell
Ethics: I
Size: M
Special note: Function as druid of equal level; invoke *chameleon* and *beguile* spells at will

Common knowledge: Often called *rowan fairies* or *dryads*, tree sprites are mischievous forest fairies who sometimes kidnap people.

Detailed knowledge: Tree sprites are the soul of some forests created by deities, or those subjected to long-term exposure to *capture essence*. Appearing as attractive human or elven females, tree sprites normally dwell within pockets of the faerie realm constructed within large trees. Every so often, a male child or adult passing through their forest captures their interest, and the sprite will seek to lure him into her tree through a *beguile* spell. The sprite's new playmate/companion thereafter remains with her for up to several years, and is then released when the sprite tires of him. Through this process, the person learns knowledge comparable to that known by the sprite, excluding spellcasting ability.

Destruction of the sprite's tree while she is inside permanently seals her within the Realm of Faerie, while burning the forest itself slays her.

Troll

Armour rating: 0
 Tactical move: 10'
 Level: 5+
 BAR: 17/10/50
 BP/SP ratio: 1/1
 Average Body/Stamina: (25)
 Average stat: 9
 Special stat: St/Con--19
 Attacks: 1
 Dmg: 1D12+4
 Ethics: E
 Size: M
 Special note: See fully in any sort of darkness

Common knowledge: Trolls are hunchback giants of small (9') size.

Detailed knowledge: Trolls appear as gnarled hunchback humanoids. Their origin is traced by some to Goth, who is said to have mated ogres with some sort of Nether creature, resulting in trolls. Brash and intimidating, trolls often extort tolls or other goods from weaker species.

Giant cave trolls are an especially large species of troll, being level 8+ monsters. These denizens prefer roaming during hours of darkness.

Both sorts of trolls wield giant clubs as weapons.

Unicorn (female)

Armour rating: 0
 Tactical move: 30'
 Level: 4
 BAR: 16/9/47
 BP/SP ratio: 3/4
 Average Body/Stamina: 15/5 (20)
 Average stat: 14
 Special stat: N/A
 Attacks: 1 kick or stab
 Dmg: 2D6/1D8
 Ethics: I
 Size: M
 Special note: Carries 20 lbs per SP; immune to poison and disease

Common knowledge: Unicorns are immortal magical horses from the Elflands.

Detailed knowledge: Unicorns are native only to the Elflands, and are greatly desired for their swiftness and intelligence. However, the exclusively white female unicorns are shy and difficult to capture. Also, they will only allow female riders of Good ethics.

Above all, the steed is renowned for its horn. Mere possession of it imparts magical immunity to all poison or disease, and it may be employed to create an *elixir of youth*, for unicorns, as everyone knows, are immortal, and some yet live which were foaled in the First Age.

Unicorn (male)

Armour rating: 0
 Tactical move: 25'
 Level: 6
 BAR: 17/10/52
 BP/SP ratio: 3/4
 Average Body/Stamina: 23/7 (30)
 Average stat: 17
 Special stat: N/A
 Attacks: 1 kick or stab
 Dmg: 3D6/2D6
 Ethics: I
 Size: M
 Special note: Carries 20 lbs per SP; immune to poison or disease; radiates *disenchantment*

Common knowledge: See above.

Detailed knowledge: Male, or black, unicorns are easily distinguishable from a distance. They will allow any rider of their choosing, and possess the same immunities to poison and disease had by females. In addition, their golden horns radiate *disenchantment*. This last power is lost should the unicorn be slain.

Black unicorns are highly territorial and prone to fighting other males. On those extremely rare occasions that two riders of such steeds meet, at least one rider must make a *horsemanship* roll to keep them apart.

Vampire (normal)

Armour rating: 0
 Tactical move: 10'/30' (wolf)/15' (flying)
 Level: 5+
 BAR: 17/10/50
 BP/SP ratio: 1/4
 Average Body/Stamina: 6/19 (25)
 Average stat: 18
 Special stat: St--20
 Attacks: 1
 Dmg: 1D6+5 (fist), or by weapon +5
 Ethics: E
 Size: M
 Special note: Magic weapon needed to hit; *mesmerizing* stare; can function as adventuring profession of equal level; immune to Type A spells and poison; cast no reflection

Common knowledge: Vampires are the most powerful of undead, sucking blood from the living and turning into bats or wolves at will. They fear the cross and other deity symbols.

Detailed knowledge: Vampires are a corporeal undead that feed off the blood of the living. Said to trace their origin to succubus demons, vampires sleep in coffins during the day, then rise at night to seek victims of the opposite sex upon which to feed. Those they find usually are subjected to the stare of the monster, which has the effect of inflicting a *mesmerizing* (see the rank 3 necromancer spell) if an IQ roll is failed. The monster then bites the victim's neck, sucking nourishment. Each such feeding lowers the victim's Con by one point, and upon its reaching 0, the hapless person dies. (Restoration of the lost Con points otherwise occurs at a rate of one point per week.) Prior to this, the victim becomes enslaved, treating the vampire as lord and master. He can also be summoned mentally from a distance of up to one mile per level of the monster.

Within 24 hours after dying, the victim arises as a vampire under the will of his or her slayer. Any vampires created by these servants are ultimately bound to the head of the vampire line.

All vampires back away from a cross or other deity symbol if it is presented to them. However, this protection is lost if the creature is attacked. Vampires cast no reflection.

Daylight is death to a vampire, and one unable to reach a coffin in which to sleep sustains 1D4 Body points of damage per minute of exposure to the sun's light.

The only way to slay a vampire in melee is by driving a stake through its heart or the necromancer spell *five fingers of death*. Even rendering the creature to 0 Body points through combat does nothing more than force it to depart the area. All damage is healed after a day's sleep.

At will, vampires may assume the form of bats or wolves, often using this as a quick means of traveling from one place to another.

If battling with a fist, this is not considered a hand-to-hand attack.

Vampire (Lilithian)

Armour rating: 0
 Tactical move: 10'
 Level: 10+
 BAR: 19/12/62
 BP/SP ratio: 1/4
 Average Body/Stamina: 12/38 (50)
 Average stat: 12
 Special stat: St--20
 Attacks: 1
 Dmg: 1D6+5 (fist), or by weapon +5
 Ethics: E
 Size: M
 Special note: Exist in daylight in addition to the powers of normal vampires; can function as adventuring profession of equal level; unbothered by deity symbols if they make an IQ roll; immune to *exorcism*; have reflections

Common knowledge: Lilithian vampires are legendary undead who can exist in daylight.

Detailed knowledge: The rarest of all undead, Lilithian vampires trace their origin to the demoness Lilith, dying under her bloodsucking lips. Lilith

CHAPTER TEN: Monsters

herself is said to be the Queen of succubi, and in the First Age she had a considerable following amongst Serpen's necromancers and sorcerers, who sacrificed powerful enemies to her. A handful of these victims are said to have arisen as vampires of extraordinary power, able to function fully even in daylight. They also have reflections. No verifiable accounts of Lilithian vampires exist today, and it is thought that—thankfully—all were slain in the Triad's fall.

Persons slain by these monsters return as normal vampires.

Wight

Armour rating: 0
Tactical move: 10'
Level: 5+
BAR: 17/10/50
BP/SP ratio: 1/2
Average Body/Stamina: 12/13 (25)
Average stat: 12
Special stat: IQ-6
Attacks: 1 claw
Dmg: 1D6 + wither Strength
Ethics: I
Size: M
Special note: Withers Strength; immune to Type A spells and poison.

Common knowledge: Wights are undead tomb guardians, able to wither Strength.

Detailed knowledge: Wights are a corporeal undead bound into guardianship of a tomb by necromancers, or earth priests. Unlike other undead, wights remain at rest unless the area of their guardianship is penetrated. The creatures then arise to defend the remains they are given charge over, slashing out with their talon-like hands. This delivers 1D6 points of damage, and additionally the monster withers a point of Strength. This has the effect of regenerating one point of damage it has suffered, although its Stamina is not upped above normal maximum.

Wolf (snow)

Armour rating: 0
Tactical move: 30'
Level: 4
BAR: 16/9/47
BP/SP ratio: 1/2
Average Body/Stamina: 10/10 (20)
Average stat: 12
Special stat: IQ-8
Attacks: 1 bite
Dmg: 2D6
Ethics: I
Size: M
Special note: 50% like to ambush in snowy conditions; can be *banished* by druids

Common knowledge: Snow wolves are vicious hounds in Sarvia and other lands who devour lone travelers.

Detailed knowledge: Snow wolves are large, white canines that roam snow-covered lands in packs of four or more individuals. They undeservedly have a bad reputation, for they naturally shun man. Only in times of food scarcity will the wolves attack humanoids, and then only if they move to protect other animals in their group. However, in instances where spellcasters or monsters have such creatures under their control, the wolves make excellent guardians of their lands, fearlessly attacking intruders.

Because of their white fur, the wolves are difficult to spot in areas of snow or fog, *ambushing* 50% of the time in such conditions. The fur pelt of a snow wolf is prized, being valued at 10-100 gd if undamaged by sword or spell damage (otherwise, value is quartered). If made into a robe or body cloak, it provides excellent camouflage for a character in snow or fog, making him 25% likely to be unnoticed, or adding a like bonus to *concealment* rolls. Three pelts are needed for this.

Snow wolf pups are worth 10-40 gd on the open market.

Wraith

Armour rating: 0(-5)
Tactical move: 20'
Level: 5
BAR: 17/10/50
BP/SP ratio: 0/1
Average Body/Stamina: (25)
Average stat: 12
Special stat: N/A
Attacks: 1
Dmg: 1D6 Stamina wither
Ethics: E
Size: M
Special note: Immune to Type A & H spells; only harmed by magic or silver weapons; 40% likely to ambush; partially invisible; can *possess*; withers Stamina

Common knowledge: Wraiths are withering spirits.

Detailed knowledge: Wraiths are the angry souls of those who died before inflicting revenge upon someone. Unable to rest, they wander places near where they died, bemoaning their inability to gain satisfaction. Wraiths normally are invisible, but their presence can be felt by those in the same room. When it attacks, the monster loses its invisibility, appearing as a shadowy figure. The creature has a single withering attack which draws 1D6 points of Stamina from living beings. Wraiths are able to *possess* victims to achieve their ends.

Zombie

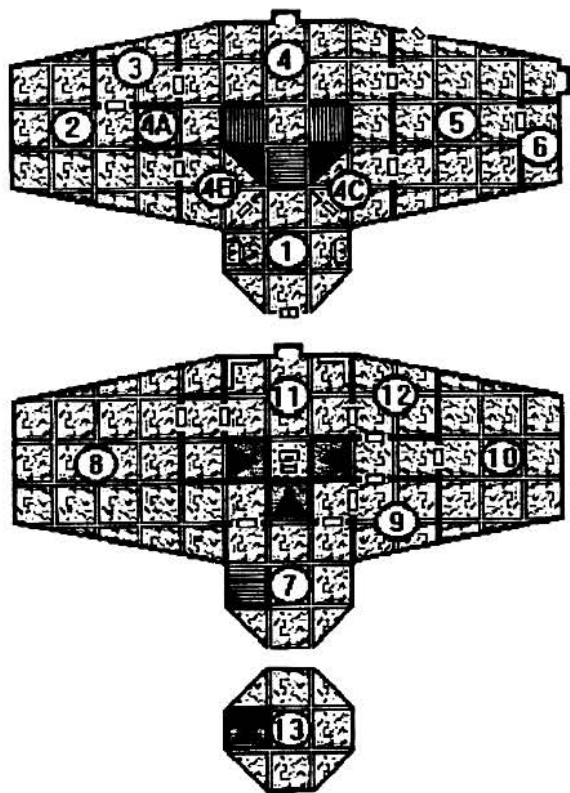
Armour rating: 0
Tactical move: 5'
Level: 3
BAR: 16/9/45
BP/SP ratio: 1/1
Average Body/Stamina: (15)
Average stat: 15
Special stat: IQ-4
Attacks: 1
Dmg: 1D8
Ethics: I
Size: A
Special note: Immune to Type A spells; suffer 1D4 points of damage from salt thrown at them (vials of salted water are treated as acid)

Common knowledge: Zombies are human remains animated into mindless servitors by necromancers.

Detailed knowledge: Zombies are remains animated by the rank 3 necromancer spell *awaken dead*. They are typically employed as minor guardians or servants, for they lack the IQ to handle more than the most menial of tasks.

Witch's Tower--An introductory adventure for QA. Reprinted from the Faerie Tales™ module anthology

Long ago, the Evil witch Celline lorded over the inhabitants of the small town of Grass Vale. In time, she came into conflict with Aramis, a Good witch of equal power, and the forces of the two fought a climactic battle in Celline's mountain tower. Aramis was the winner, slaying Celline and walling up her remains in the upper level of the tower. For many years, the people of Grass Vale lived in relative security. But recently, villagers have been disappearing, and talk is that Celline's ghost may be responsible. What's actually been happening is that a winged siren has made its home in Celline's abandoned tower and has been raiding outlying farms for food, carrying off several hapless victims. In hope of ending the curse upon their town, the villagers have begged the player characters to explore the tower and put an end to Celline once and for all. Play opens with the group having arrived at her mountain tower a few leagues from town.



It will take two days after leaving town to reach the mountain atop which stands the tower. A weed-covered trail, long unused, beckons. The building itself is a granite structure three storeys in height, with slit windows too small to permit penetration, and is fronted by an octagonal tower. The whole is part of a larger complex of storage buildings and stables, most of which have fallen into decay over the years from weather and neglect. Those approaching the tower over the carpet of tall grass now covering the area will detect no signs of recent passage by any unusual creatures. Near the entrance, however, will be observed a mass grave marked only by a cairn of stones. Ingress to the tower may be had through a set of oaken doors at the front, or through a back door to the kitchen (which must be forced as though under a *shut portal* spell). As the walls of the tower are very smooth, those attempting to climb them halve their climbing percentage.

1. Entryway. Shaped into the wooden doors is a skull and crossbones, the universal sign of danger. The doors are locked. However, a trickster may pick the lock, which will also deactivate the golems just inside. Within will be noted an old chandelier lying upon the floor of the octagonal chamber beyond. Two wooden statues of knights will also be seen standing against the east and west walls. These are actually small **Wood golems**: AR 0; TM 5;

Level 5; BAR 17/10/50; BP 20 (each); Avg stat 6; Spl stat St-20; Attacks 1 punch; Dmg 2D6; Ethics 1; Size M; Spl note--*suffer 1 extra damage point per die from fire attack*. If the door is forced open, they will draw weapons and creakily move toward the intruders. These were once creations of Celline, taken over by Aramis, who rendered them inoperative through her magic (after sustaining some damage by Aramis' forces). After the fighting was over, the triumphant Aramis altered the orders of the constructs, leaving them to resume their guardianship of the tower. As their purpose now is to deter rather than harm, the two guardians will shut the door and return to their posts if the intruders depart.

2. Barracks. Dust now covers 10 bunks, lockers and a pot bellied stove that are set about this room, which served as quarters for Celline's human men-at-arms. If searched, a total of 25 gd in various coinage will be found scattered throughout the men's rotted personal effects.

3. Captain's quarters. A bed, wardrobe and pot bellied stove are contained in this room, where Celline's lieutenant was quartered. The signs of a struggle here are apparent, as all is in disarray. The door of the wardrobe is broken inward from the force of someone's being pushed against it, and the bed has collapsed in a heap. A search of the wardrobe will reveal some old clothes along with a rusted set of human-size partial plate. Of greater interest is a small copper chest beneath the collapsed bed. The chest has a magical trap upon it. Anyone failing to use the proper key to the lock, or missing a *lockpick* roll, releases a single *magic dart* (D4+1 dmg) upon the box's being tampered with. Inside will be found:

15 pm
20 gd
12 sr
An *elixir of healing*

4. Dining hall. A long table stands below a chandelier in the center of this hall, with seats for up to 13 diners. To the south, a pair of double doors permit entry to stairs leading to the second level of the tower, while to the north is a large fireplace now choked with the webbing of normal spiders. Those drawing near to the hearth will note a scraping sound emanating from the flagstones within, and bursting out of the floor will emerge a large **Tunnel rat**: AR 0; TM 15; Level 5 (D4 SD); BAR 17/10/50; BP/SP 7/3 (10); Avg stat 6; Spl stat St-12; Attacks 1 bite; Dmg 2D4; Ethics 1; Size S.

The rat, which lairs beneath the tower with several others, will attack the nearest character. If the creature is slain, those examining the hearth will note the creature's small tunnel extending into the earth. While too small to be navigated by anything larger than a dog, the tunnel does lead to a nest of eight of the creatures. They have no treasure.

4A. Arms closet. Shelves line this small alcove, which once held arms and armour for Celline's troops. Only a few rusty spears now remain.

4B. Entryway. Upon the northeast wall of this entryway hangs a dusty silk tapestry. If cleaned, a scene of a maiden fleeing from a wizard by turning into a falcon and flying away will be revealed. The tapestry has a value of 25 gd.

Next to a door in the western wall stands a rusty set of decorative plate armour.

4C. Entryway. This is a twin of 4B, although the outline of a tapestry once hanging on the wall shows it was removed at some point.

5. Kitchen. Shelves, racks of rusty cutlery and other items associated with the preparation of food may be found within this chamber. To the north, a door leads outside. It is both barred from within and has bundles of wood stacked against it to discourage anyone's entering from that way. To force it open from the outside, one must roll beneath his Strength on percentile dice. At the northeast, a fireplace and cauldron will be found, and next to it a door leads to a storage room. To the south are several small tables for the troops' mess use. If anyone makes a successful roll to find secret panels, a loose flagstone in the southwest corner of the room reveals another tunnel rat burrow.

6. Storeroom. Inside this chamber will be found the empty remnants of flour sacks along with a number of meat hooks. At the south of the chamber is a small hand mill for grinding flour. Those walking upon the floor of this room will attract the attention of a young **Tunnel rat**: AR 0; TM 15; Level 5 (D4 SD); BAR 17/10/50; BP/SP 5/2 (7); Avg stat 6; Spl stat St-12; Attacks 1

bite; Dmg 2D4; Ethics I; Size S. This smaller version of the denizen in Room 4 will emerge from a loose flagstone at the north of the room, attacking any handy character.

Second level

7. **Music room.** Though Evil, Celline, like many in Islay, was a lover of music, and had a special music room in her tower. Scattered about the chamber are a full-size harp (value 200 gd, and 100 lb equivalent bulk), violin, harpsichord (value 750 gd), and upon a shelf rests a wooden box containing a hand-carved flute (value 20 gd). A few crumbly score sheets lay on a small table next to a wing chair facing the southern window.

Two sets of doors are set into the northern wall. Those to the northwest are made of brass and are *witch-knocked*. No keyhole or handle is evident, although a flat square plate will be noted at the center of the portal. Originally, the enchanted door was set to open at the touch of celline's palm upon the plate. An identical door is to be found at the northern entrance to Room 8.

To the southwest, stairs begin leading up to the tower's uppermost storey. Just several feet up, however, they are sealed off by a foot-thick wall of stone. Stone formed into the wall are a skull and crossbones along with two messages. The first, in Torrencian, reads **BEWARE**. The second, in Avalonian, is a bit more complete, reading **HERE IS THE RESTING-PLACE OF EVIL. DISTURB IT NOT**.

8. **Laboratory.** Safely sealed off from the remainder of the tower behind two sets of *witch-knocked* doors is the laboratory. Beakers, burners, flasks and the assorted tools of the alchemist still rest upon shelves and within boxes. Numerous types of components are also here, and a group managing to gain entrance may find a ready source to replenish spell ingredients (assume a 50% chance that 1D4 uses of a common spell ingredient are available in the lab).

Celline and her apprentice conducted many experiments here, their last being the construction of a *permanized* straw golem, which lies atop a large work table at the center of the lab. Upon a lectern before the pumpkin-headed mass of sticks and straw rests a scroll listing several control and command words. The characters' unfamiliarity with magic make it extremely risky to attempt the awakening and control of the monster, although they may try. Speaking the word *awaken* while holding the scroll will cause a feral light to glow in the sunken sockets of the scarecrow's eyes, and the creature will jerkily sit up, awaiting the bidding of its new master. Each 10 minutes of activation, however, results in a cumulative 10% chance of the creature's running amok and attacking its master.

Straw golem: AR 0; TM 15; Level 3; BAR 16/9/45; BP 15; Avg stat 6; Spl stat Ag-18; Attacks 2 punches; Dmg 1D6/1D6; Ethics I; Size M; Spl note--takes double damage from fire.

9. **Bath.** A copper tub, now green with age, stands within this room, along with a brass boiler for heating a tank of water. A funnel leading to a drain pipe is set into the southwest corner of the room.

10. **Winged siren's lair.** This was once the chamber of Celline's apprentice. The rich, feminine decor of the room has been transformed into a chaotic jumble of broken furniture, water damage, and scattered bones of the winged siren's victims. Weeks earlier, the creature discovered the tower, entering here through the unlocked eastern window. Since then, it has used the large chamber as a lair, padding it with an assortment of bushes and small trees for comfort. Characters have a normal chance of *ambushing* the monster, unless they make noise or first explore Room 12. In the former case, the creature will immediately activate its song of *mesmerizing*, forcing the heroes to make IQ rolls or drop their weapons and stand helplessly while they are attacked for Body damage. In the latter, the monster will leave its lair through the door, attacking the heroes, who are prepared for an assault in another direction.

Winged siren: AR 0; TM 40; Level 6; BAR 17/10/52; BP/SP 15/15 (30); Avg stat 12; Attacks 2 claws/1 bite or sonic attack; Dmg 1D8/1D8/1D4 or special; Ethics E; Size M; Spl note--mesmerizing *sonic attack*.

The winged siren's treasure consists of two *plaques of skill-raising* which will be found in the mess of its lair, inside a victim's purse.

11. **Library.** This was a functional, though not lavish, library. Small bookcases line the walls to either side of a fireplace. A perusal of the books reveals only a few unimportant works. A desk stands in the alcove to the south, and a search will turn up a few leaves of parchment and a bottle of dried ink. Of more immediate interest to explorers is an open secret compartment in the southern wall. Spell books and other important items were kept here. They were removed by Aramis years ago.

12. **Conjuration room.** A ghastly stench emanates from what was once a conjuration room. The odor is so strong that anyone entering the hallway will immediately note the stench. Beyond the door lay the fouled remains of the winged siren's earlier victims, placed there by the monster. Beneath them will be found a *circle of conjuration* scribed onto the floor. The chamber is otherwise empty save for several brass candle holders and a small brazier.

13. **Celline's chambers.** Entry to the tower's uppermost level will be difficult, for one must pass through the elemental *wall of stone* that seals off the stairway. Those who do will find Celline's remains lying near the top of the stairway. And one might presume that the incantrix would exist within the chamber as a wraith, spectre or other powerful undead. Such is not the case, although Celline yet haunts the tower chamber where she exists in the form of a **Poltergeist**: AR 0; TM 40; Level 1; BAR 15/8/40; BP 5; Avg stat 12; Attacks 1; Dmg 1D4; Ethics E; Size M; Spl note--*BF 1 weapon needed to hit; invisible*. Each turn, the poltergeist will hurl any handy small object--candlestick, a cup, book, etc.--at someone in her room, with a successful hit indicating that searching has been disrupted that turn. If a full 10 minutes of searching (on the part of one person--or five minutes on the part of two, and so on) can be had, the following treasure will be found:

20 pm; 75 gd; 200 sr (in a sack on a closet shelf).

A ring of instruments (mandolin) (in a case under the bed).

A magical comforter, enchanted to keep one sleeping under it warm (on the bed). This item has a value of 1,000 gd, and is helpful to those adventuring in cold climates.

Those who bury Celline's remains will dispel the haunting.

Monsters used in this adventure

Poltergeist

Armour rating: 0

Tactical move: 40'

Level: 1

BAR: 15/8/40

BP/SP ratio: 0/1

Average Body/Stamina: (5)

Average stat: 12

Special stat: N/A

Attacks: 1

Dmg: 1D4

Ethics: I or E

Size: M

Special note: BF 1 weapon needed to hit; invisible

Common knowledge: Poltergeists are mischievous spirits.

Detailed knowledge: Poltergeists are the restless spirits of some who are frustrated over their earthly demise and refuse to pass on to the realm of the dead. These spirits haunt the area where they died, and are extremely jealous of the living who invade "their" territory. In response, the poltergeist may hurl small objects which inflict 1D4 points of damage, the object being to drive the living away. Apart from *exorcism*, poltergeists may sometimes (75% chance) be dispelled by burying their earthly remains, assuming this has not been done previously.

Rat (tunnel)

Armour rating: 0

Tactical move: 15'

Level: 5 (D4 SD)

BAR: 17/10/50

BP/SP ratio: 1/3

Average Body/Stamina: 3/7 (10)

Average stat: 6

Special stat: St-12

Attacks: 1 bite

Dmg: 2D4

Ethics: I

Size: S

Special note: Can be *banished* by druids; 90% chance of *ambushing* under certain conditions

Common knowledge: Tunnel rats are underground rodents some 2'-3' long. Known for constructing hidden tunnels, the creatures often *ambush* those stumbling into areas frequented by them.

Detailed knowledge: Tunnel rats are vicious predators that lair beneath or to the side of dungeon, cavern or sewer areas. Though not overly intelligent, the rats are skilled tunnel builders, honeycombing passages through stone.

These passages, which can connect to larger tunnels or caverns employed by other creatures, are often camouflaged by a loose section of stonework that allow the creatures to rush out and *ambush* prey. The rats are otherwise encountered in normal tunnels while hunting or scouting.

After slaying and rendering their victim(s) into smaller pieces, the rats remove the remains to a central complex where the young are raised, replacing the hidden tunnel entrance for future use. And while there may be dozens of these rodents in a given area, tunnel rats usually roam about in packs of six or fewer individuals.

Winged siren

Armour rating: 0
Tactical move: 40'
Level: 6+
BAR: 17/10/52
BP/SP ratio: 1/2
Average Body/Stamina: 15/15 (30)
Average stat: 12
Special stat: N/A
Attacks: 2 claws/1 bite or song
Dmg: 1D8/1D8/1D4 or special
Ethics: E
Size: M
Special note: *Mesmerizing song*

Common knowledge: Winged sirens are bird-like humanoids whose call lures men to their death.

Detailed knowledge: Found mostly in the wilds of Krellia, winged sirens resemble hideously ugly human females with an underbody resembling a bird of prey. These baneful creatures are among the most selfish known in Islay,

taking delight in destroying or fouling whatever crops or foodstuffs they do not entirely consume. While not overly powerful in combat, winged sirens possess a powerful sonic attack which forces those within 50' of it to make IQ rolls, applying bonus or penalty factors of 1 for each two levels of difference between they and the siren. Those failing remain transfixed, unable to act, which subjects them to possibly being carried off to its nest. The effects last for as long as the siren sings, and one full turn thereafter. During this time, any attacks by the monster on the one so affected automatically succeed and inflict Body damage.

Conventions used.

In this adventure, the following format is used to describe the monsters. Example: **Tunnel rat:** AR 0; TM 15; Level 5 (D4 SD); BAR 17/10/50; BP/SP 5/2 (7); Avg stat 6; Spl stat St-12; Attacks 1 bite; Dmg 2D4; Ethics I; Size S.

First is the name of the monster (**Tunnel rat**).

Second is the monster's armour rating (AR).

Third is the monster's *tactical movement* (TM).

Fourth is the creature's level.

Fifth is its *base attack roll* (BAR), showing what it needs to hit AR 0 on the D30/D20 or D100 combat tables.

Sixth is the monster's Body and Stamina points (BP/SP).

Seventh is the value of the monster's average stats.

Eighth is any especially high or low stats the creature may possess.

Ninth is the number and types of attacks made by the creature.

Tenth is the range of damage inflicted (Dmg).

Eleventh is the monster's ethics—Good, Indeterminate or Evil.

Twelfth is the monster's size—small, medium or large.

Any special details of the monster would be listed after its size.

Quest of the Ancients™ writers guidelines

About the company

Unicorn Game Publications is just about the smallest game manufacturer around, and we like it that way. In fact it consists of little more than Vince Garcia, who wrote *Quest of the Ancients*. Apart from him, the company is comprised of a group of friends and freelance writers who enjoy role-playing games and think of UGP as an outlet to share the writing end with the gaming community as a whole. Most of us are ex-hippies, musicians, Viet Nam vets and other assorted '60s people. Because of that, we take a laid back approach to things. And while that's not a sure formula to make us rich, it does make for a fun work environment, which permits writers and artists to do their best work free of hassle.

Getting on our list

If you would like to be placed on a special list of **freelance module designers**, please mail us a sample of fantasy-type modules you have written non-professionally for any game system; or list past works for companies we know. If you have a preference for certain types of work—low level, outdoor, epic quests, etc.—indicate that. You'll then be placed on a list for consideration on upcoming projects.

If instead you are more skilled at designing **monsters, spells or magic items**, we'll keep you in mind for our various monster and magic item supplements. If you're so talented that you can handle both, that's fine too.

Module writers with their own ideas

If you have a module idea, you should send a query letter. In it, address these points:

Any previous writing you've done for other game companies, magazines, etc. If possible, send a writing sample, and don't worry if your grammar or spelling aren't college level—we're more concerned with ideas than technique.

Your past gaming experience

Your adventure idea. Detail title, number and proposed level of PCs, and general scenario outline. Estimate length in single-spaced pages, including map space. Also, enclose a self-addressed stamped envelope.

I will contact you by mail or phone to let you know if I like the idea. I may ask for more details. But if I like your idea, you can get to work. Note, though, this doesn't mean I have agreed to accept it for publication. It only means that I am willing to look at it. I may turn it down, so be prepared for that! Make sure you enclose a signed release form with your submission or I must return it unread! Also, enclose that self-addressed stamped envelope!

What I'm looking for

I want fun-to-play adventure scenarios. I especially like to see interesting dungeon layouts and nice art (if you can draw). I like at least one gimmick in each adventure. By "gimmick" I mean an especially neat idea, twist or encounter that is out of the ordinary and catches one's attention. Example: Bill Mercer and I once wrote a module in which there was a room where a demon was trapped between dimensions, with only its head sticking through a conjuration circle. Depending on what was said to it, the party could free it to attack, free it to go home, or kill it helplessly. That was the gimmick—an unusual encounter that wasn't the usual see monster/kill same scenario.

Try and keep settings generic until Islay has been better developed: "Somewhere in the Forest of Brigt"; "A small mountain village in Avalon"; "Anyplace in the campaign world", etc.

I like the length of your adventure to run at least 10 typed pages, although this isn't written in stone. (Three single-spaced pages work out to about a page of printed text.) If you can handle a full-length 150-page module, that's fine. But extended works like that are really a pain, so don't get in over your head.

If possible, enclose a 5 1/4" high density IBM-formatted ASCII disc with your submission.

What I don't want to see

Do not base an adventure on fantasy books you've read or modules printed by other companies. Use your own ideas.

Never portray any profession (witches, assassins, etc.) as intrinsically Evil.

Never require all characters to be of Good (or Evil) ethics.

Don't include gratuitous violence or profanity.

Don't design GMCs above 14th level (excluding liches).

Don't blow the world up if the PCs fail in their mission.

Avoid overly lengthy room descriptions. Players quickly lose interest in a five-minute reading of module text, so keep things brief. You can provide more detailed information for the GM to use or not as he prefers within a room description following the text read to the players. Example don't do this:

You have entered a 30'x30' room. Against the center of the north wall lies a bed with a woolen comforter that looks as if it has recently been slept in. To the left of the bed is a table upon which is an unlit candle. Against the south wall is a large oaken wardrobe.

Do this instead--

You have entered a 30'x30' room. Against the center of the north wall lies a bed with a table to its left, while to the south stands a large oaken wardrobe.

If the group investigates the bed, they will find a woolen comforter still warm and ruffled, as if someone were recently lying on it. An unlit candle lies atop the table. The door to the oak wardrobe is shut, and if anyone opens it, they will discover an Orc: AR 1; TM 10'; Level 2; BAR 15/8/42; BP/SP 4/12 (16); Avg stat 12; Spl stat IQ 7; Attacks 1 broadsword; Dmg 1D8; Ethics E; Size M.

Game designers

If you'd like to try your hand at detailing one of the countries of Islay, you must be a good writer with excellent ideas. If we break the project down into separate works, a finished game pack will print out to at least 48 or 64 pages (150-200 typewritten pages, including map space). If we instead do one large book detailing Islay, length will be irrelevant. I recommend you do not consider this sort of work unless you are a professional writer.

A note on artistic freedom

To do their best work, writers do not need the pressure of dictatorial restrictions with respect to length. UGP wants to lead the way in letting writers set their own limits so as to produce with maximum creativity. Thus, except for a general suggestion about length, you can set your own boundaries. Make your adventure as long or as short as it needs to be in order to be done well. However, I don't want to see anyone S-T-R-E-T-C-H their module! You pros know what I'm talking about, and you know we all do it. Stretched works suffer in quality, so be aware—I will penalize the guilty!

A note on editorial license

Be prepared to see your brilliant writing altered so drastically that you won't recognize it. That's what editors are paid to do.

Artists

Artists are paid by royalty or prearranged flat fee. Usually, you will be provided with a piece of text we want illustrated, and you may then come up with your own ideas, incorporating any suggestions by myself or the author.

All potential artists, if we don't know your work, must submit a sample of pen & ink fantasy art (keep the originals). You'll then be placed on a list for future consideration. I may also send you a page of sample module text and request you do a rough illustration so I can get an idea of how you approach things.

Cover artists are paid a flat fee of \$300-\$500 dollars, or by prearranged royalties. To be considered for cover work, we must see photos of cover-type color artwork you have done. (If you've done cover art for existing modules or magazines, listing the titles and companies should suffice.)

Note that I like Hildebrandt-style artwork with detailed backgrounds best of all.

Unless a specific contract to the contrary is made, the company retains ownership and possession of any artwork it specifically commissions.

Acceptable page layout

1" margins top and bottom; 1/2" margins right and left, 12 pitch (or 10 point).

If your word processor allows, *italic* text to be read aloud. Also, *italic* magic items and spell names, unless the latter are listed as part of a GMC's memorization slots. If you can't use bold or italics, underline italics in red and bolds in black.

When listing monsters, write them as shown hereafter: The number and name of the monster(s) **bolded**; Tactical move; Level; BAR; Body points/Stamina points and the combined total of both (bracketed); Average stat; Any special stats; The number & type of attacks; The damage for each attack (note--(bracket) the damage potential if it is Body rather than Stamina damage); Ethics; Size; and finally any special details--spell immunity; magic use, etc. Example:

Orc: AR 1; TM 10'; Level 2; BAR 15/8/42; BP/SP 4/12 (16); Avg stat 12; Spl stat IQ-7; Attacks 1 broadsword; Dmg 1D8; Ethics E; Size M.

For more than one of the same monster, you can use this form (it's best, though, to give the group equal Body & Stamina unless you have a good reason not to).

(3) Orcs: AR 1; TM 10'; Level 2; BAR 15/8/42; BP/SP 4/12 (16)...2/8 (10)...1/4 (5); Avg stat 12; Spl stat IQ-7; Attacks 1 broadsword; Dmg 1D8; Ethics E; Size M.

If designing a new monster, detail it fully at the end of your adventure, using the format in *Monsters, Magic & Sorcery*.

If listing a relatively unimportant GMC with an adventuring profession, here is an outline you can use:

Jarl longhand, 3rd level human woodsman: AR 0(-1) w/small shield; Armour Absrp. 1 point (jerkin); TM 10'; BAR 14/7/35; BP/SP 10/12; Avg stat 10; Spl stat St-6; Attacks 1 broadsword; Dmg 1D8+1**; Ethics I; Size M; Woodsman skills--Cmflge 32%/Climb 55%/Track 32%/Herb 31%/Stlth 31%/Asn blow + 2.

If the GMC is important enough that his stats should be detailed, use this format:

Jarl longhand, 3rd level human woodsman: AR 0(-1) w/small shield; Armour Absrp. 1 point (jerkin); TM 10'; BAR 14/7/35; BP/SP 10/12; St 16 Ag 13 Cn 14 IQ 11 Ch 10 Ap 12 Lk 7; Attacks 1 broadsword; Dmg 1D8+1**; Ethics I; Size M; Woodsman skills--Cmflge 32%/Climb 55%/Track 32%/Herb 31%/Stlth 31%/Asn blow + 2

** If the person is using a BF 1 or better weapon, factor that into the person's BAR, and note that in the *attack and damage* section. Example: Gonzo, 3rd level human rogue: AR 0(-1) w/small shield; Armour Absrp. 1 point (jerkin); TM 10'; BAR 15/8/40; BP/SP 10/12; St 20 Ag 10 Cn 14 IQ 13 Ch 12 Ap 12 Lk 7; Attacks 1 BF 1 gladius; Dmg 1D6+6**; Ethics I; Size M

For tricksters, use these abbreviations: Asn blow (for assassin blow); Clmb (for climbing); Cnclmt (for concealment); Dsg (for disguise); Dtrp (for detrap); Fsttk (for fast talk); Info (for information); Stlth (for stealth); PP (for pickpocket);

Prfrmce (for performance); Lcpk (for lockpick); Trivia (for trivia)

Other abbreviations include: End Brsrk (for end berserker rage); Hsmnshp (for horsemanship); Parry (for parry); Net use (for net use); React bns (for reaction bonus); Smnshp (for seamanship) and Track (for tracking). For a sorcerer's field of knowledge, list the field--alchemy, demonology, etc.

However, avoid over-detailing unimportant GMCs with non-profession skills from Chapter 3 of QA. Most of the time they don't need any other skills apart from those offered by their profession.

If detailing a spellcaster, you can use this format:

Cassandra Evenstar, 5th level elven witch: AR 0; Armour absrp 1 point (bracers)*; TM 10'; BAR 15/8/40; BP/SP 10/10; Avg stat 10; Spl stat IQ-9; Attacks 1 BF 1 dagger; Dmg 1D4+1; Ethics G; Size M; Spells memorized/casting slots:

Rank 1: Alter animal; slumber/4

Rank 2: Cure wounds; Lirazel's tree house/2

Rank 3: Energy blast/1

Or this format if you wish to detail his stats:

Cassandra Evenstar, 5th level elven witch: AR 0; Armour absrp 1 point (bracers)*; TM 10'; BAR 15/8/40; BP/SP 10/10; St 10 Ag 11 Cn 12 IQ 19 Ch 14 Ap 13 Lk 9; Attacks 1 BF 1 dagger; Dmg 1D4+1; Ethics G; Size M; Spells memorized/casting slots:

Rank 1: Alter animal; slumber/4

Rank 2: Cure wounds; Lirazel's tree house/2

Rank 3: Energy blast/1

* If the person has no possible armour absorption, delete this category.

Payment

There are three methods of payment for module work, and a writer may choose the method he prefers:

Payment method 1. We pay you \$1 per page* of your work when we agree it is suitable for eventual publication; and that's it, we own it. This way's quickest, but you won't make much.

Payment method 2. We pay \$1.50 per page* within 70 days of publishing it; and that's it, we own it.

Payment method 3. You get paid on a royalty basis for up to two years (though you agree to surrender all publishing rights of the work immediately upon acceptance). At the end of a calendar year (December 31), we total up the gross revenues for a module in which your adventure appears. 10% of this amount is set aside for the writers and artists, and each printed, typeset page of text entitles the writer to one share of the pot, while artists are paid 1 to 4 shares depending on the size of their illustration. Example: we gross \$10,000 (wouldn't that be nice!) on a 100-page module in which a writer's text comes out to 10 pages. 10% of the gross revenues is \$1,000. Your 10 pages of module entitle you to 10 of the 100 possible shares, or \$100. (Note this does not include an artist's share, however. Assuming an artist provided a full page map or drawing, he would receive four shares of his own for that work.) These royalties apply for the first two years of a module's existence. After this period, the company stops paying royalties and considers its obligations to the writers and artists fulfilled.

In the case of monster or magic item submissions, payment is made only by royalties, with the writer getting 1 share of the royalty pot for each submission accepted. Artists generally gain 1 share per illustration unless special arrangements are made with the company.

* "Per page" refers to what you turn in from your word processor, and presumes, in our opinion, no stretched text or unnecessarily large maps. Note also that all work done for UGP is considered "Work made for hire."

Special note about royalties & re-use of material

Payments, royalties and writers' credits are made only for the original work in which they first appear. Subsequent use of the material in future products does not entitle the author or artist to additional gratuities. Why? Well, imagine if everyone who ever wrote a monster for a major game company with dozens of modules was given credit and royalties every time their monster was used in a module. The credit page would take up half the book, and the publisher would make no money. Thus, from a company's point of view, it is impractical to give credit and payment perpetually. While this might seem unfair, it's really the only way a game company can work. (If you don't believe me, start your own company and you'll see.)

So, please don't think we just want to exploit your talents unjustly.

What we're most interested in

Right now, UGP is most interested in adventure scenarios for 5th-10th level characters. We are also interested in new monsters and magic items. And, if it reaches us in time for the *Players' Pack*, we'd be pleased to see new spells and spell-songs, particularly for the sorcerer and male gypsy.

The release form

For us to consider anything done by you, you must include a signed release form. By signing it, you release us from any liability if we coincidentally use similar ideas without giving you the credit. All game companies require such release forms to protect themselves. The reason is, your new monster, magic item or scenario idea might be entirely original to you, but the company may have a similar idea it is already working on. By having a signed release form, the company

free itself from needless lawsuits. As an example, I once wrote a module which was based around some enchanted dolls and puppets. Another writer approached the same game publisher with a similar plot and had it turned down. To this day, he is certain they and I conspired to steal his idea. Actually, my module had been written a year before his was, and had been sitting around awaiting publication.

In the event the publisher had considered that writer's work without a release form, he could have sued in the belief he had a valid case. With the release form signed, the writer had no chance of winning any lawsuit, which his attorney would have told him, and thus the release form acts as a buffer against needless lawsuits. Believe me, though, no company can last long if it makes a practice of stealing work submitted for consideration. Word gets out quickly on that sort of thing.

That's about it. If you have any other questions, please write and we'll try to get an answer to you.

Release form

I offer the following *work* for consideration by UGP, the working title of which is: _____

I understand that this is made on a non-confidential basis to Unicorn Game Publications, and that its acceptance for consideration does not in whole or in part establish any relationship between myself and Unicorn Games Publications including, but not limited to:

Any acknowledgement of originality

Any financial obligation except as outlined hereafter

If Unicorn Game Publications decides to publish my submission, I relinquish all rights to it, and the method of payment I desire is checked below:

____ **Payment method 1.** I am paid \$1.00 per page* of my *work* when the company agrees it is suitable for eventual publication.

____ **Payment method 2.** I am paid \$1.50 per page* of my *work* within 70 days of publication.

____ **Payment method 3.** I am paid royalties for the first two calendar years** my *work* is in publication and available on the market. (If I am submitting a monster or magic item, I understand that I must check this box and accept I share of the royalty pot for each submission which is published by the company.) I understand that in all cases royalty shares that would otherwise go to a writer or artist who has declined royalties in favor of a flat fee shall revert to the company.

* "Per page" refers to what you turn in from your word processor, and presumes, in our opinion, no stretched text or unnecessarily large maps. Note also that all work done for UGP is considered "Work made for hire."

** "The first two calendar years" is defined thusly: The first calendar year is any portion of a year between the actual printing of a module and December 31. The second year is one full year, starting from January 1.

I further state that I have the legal right to sell the *work* offered, and my selling of them does not violate the rights of any third party.

I understand that Unicorn Game Publications shall be free to edit the *work* as it deems fit.

I am of legal age to enter into binding contracts, or I am the authorized representative of the author (circle appropriate category):

Parent Legal guardian

Name: _____

Address: _____

Phone: _____

Signature _____ SSN _____ Date _____

Feel free to photocopy this form

UGP
Box 4284
Fresno, Ca. 93728

BAR: ____/____/____

		STAT SCORE									
		1-5	6-7	8-9	10-14	15	16	17	18	19	20
		Adjustment									
		-20%	-10%	-5%	0	+5%	+7%	+10%	+12%	+15%	+20%
+/-		2	1	0	0	0	1	2	3	4	5

Profession skills

	Base	Imprv.	Adjust.	Final
1. _____	____/	____/	____/	____/
2. _____	____/	____/	____/	____/
3. _____	____/	____/	____/	____/
4. _____	____/	____/	____/	____/
5. _____	____/	____/	____/	____/
6. _____	____/	____/	____/	____/
7. _____	____/	____/	____/	____/

General skills

	Base	Imprv.	Adjust.	Final
1.			/	/
2.			/	/
3.			/	/
4.			/	/
5.			/	/
6.			/	/
7.			/	/

Total spell slots (profession 1)	1	2	3	4	5	6	7
Memorization slots	1	2	3	4	5	6	7
Casting slots	1	2	3	4	5	6	7

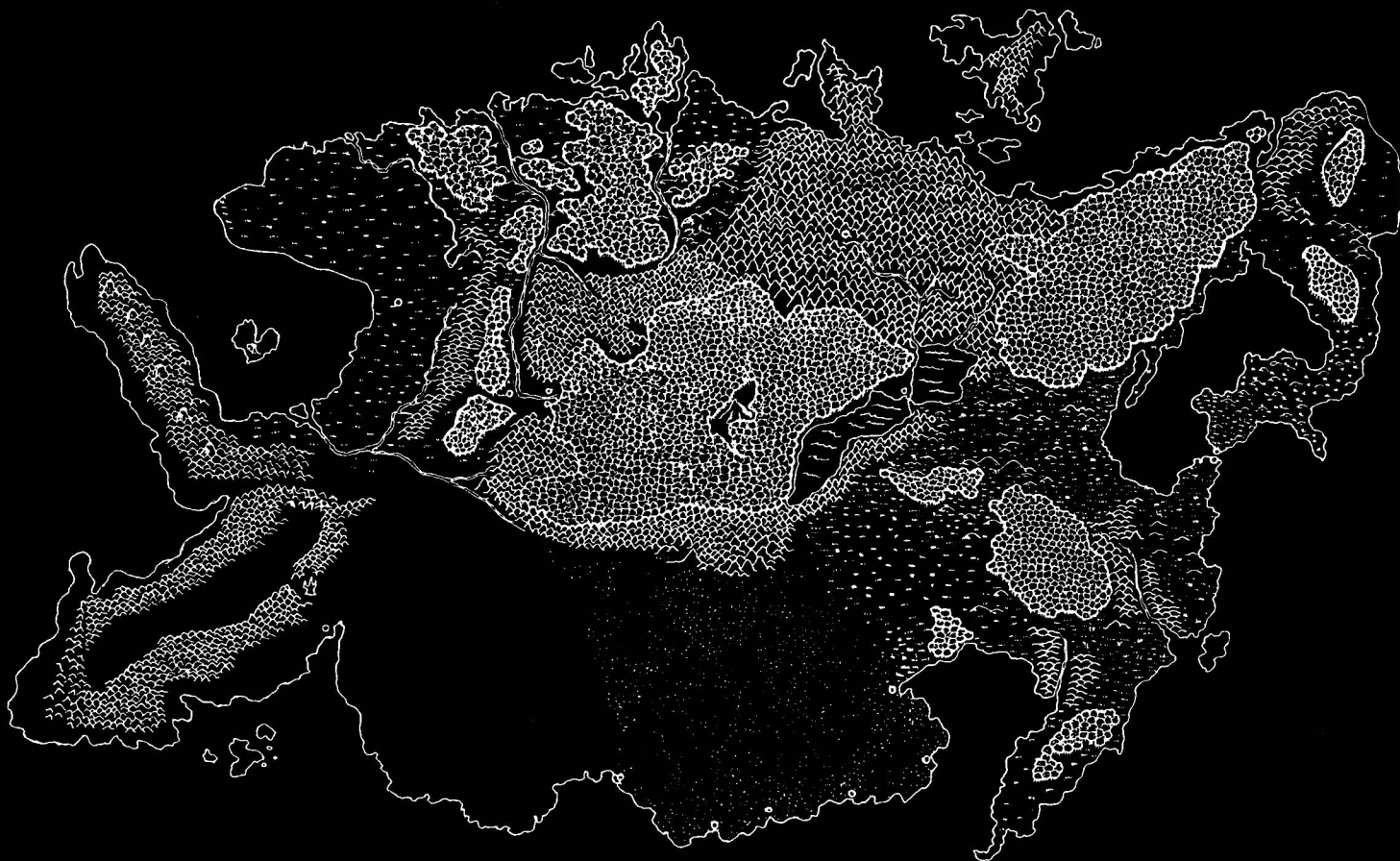
Total spell slots (profession 2) 1 2 3 4 5 6 7
 Memorization slots 1 2 3 4 5 6 7
 Casting slots 1 2 3 4 5 6 7

Spells memorized

[illegible]

Weapons & damage

[illegible][illegible][illegible]



Quest of the Ancients™

Adventure awaits! Within the pages of this time will be found everything you need to open a new door into fantasy roleplaying adventure. QA features:

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If you've enjoyed the author's past gaming articles, you'll love *Quest of the Ancients™*

Product No. 001

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