

ASTONISHING SWORDSMEN & SORCERERS OF HYPERBOREA™

A Role-Playing Game of Swords, Sorcery, and Weird Fantasy



PLAYERS' MANUAL



*Being a Compilation of Volumes I, II, and III of
Astonishing Swordsmen & Sorcerers of Hyperborea*

TALANIAN & BAGGLEY

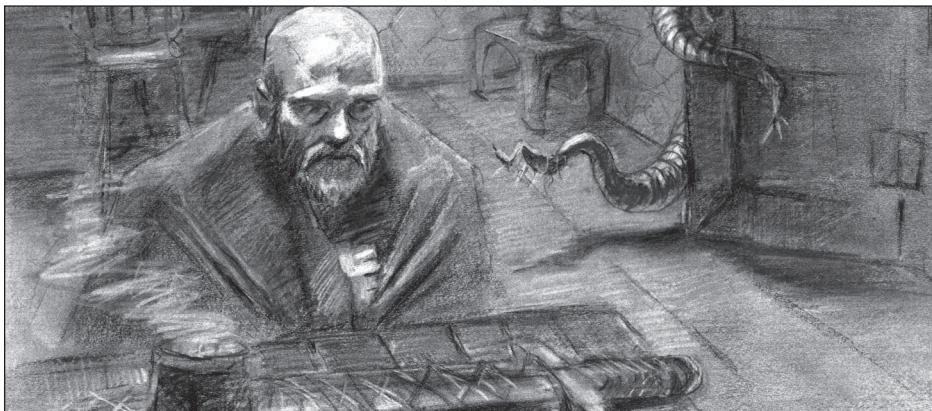


ASTONISHING SWORDSMEN & SORCERERS OF HYPERBOREA



VOLUME I: SWORDSMEN & SORCERERS

ASTONISHING SWORDSMEN & SORCERERS OF HYPERBOREA™



A Role-Playing Game of Swords, Sorcery, and Weird Fantasy

VOLUME I: SWORDSMEN & SORCERERS

Written by JEFFREY TALANIAN
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With Foreword by Stuart Marshall

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This game's milieu are inspired by the fantastic literature of Robert Ervin Howard, Howard Phillips Lovecraft, and Clark Ashton Smith. Other inspirational authors include Edgar Rice Burroughs, Fritz Leiber, Abraham Merritt, Michael Moorcock, and Jack Vance. Game rules and conventions are informed by the original 1974 fantasy wargame and miniatures campaign rules as conceived by E. Gary Gygax and Dave Arneson.

DEDICATION

Dedicated in fond memory to E. Gary Gygax

SPECIAL THANKS

Thanks are due to Stuart Marshall, both for his pioneering role in the Old School Renaissance, and for his kind referral to Jeff that set me on this nigh interminable path two years ago; to Jeff Talanian, for entrusting me with his baby, for indulging my inner grammar geek, for making me remember 8th-grade geometry, and for expanding my vocabulary in new and “surprizing” ways; and to Kara Jackman, my favourite librarian, for her invaluable research assistance.

Special thanks and highest esteem are accorded the late Gary Gygax, for reasons obvious (the very foundation of the RPG hobby, upon which our humble endeavour has been built) and less obvious: that it's okay to “write up” to one's audience, to challenge the reader. Thank you, good sir, for making my 12-year-old self look up words like *puissant*, *sans*, and *weal*, for your gracious affability, and for 30 years of gaming enjoyment.

David Prata
March 2012

Thanks to my wife, Elena, and my parents, Gale and Bob, for their unyielding love and support; and special thanks to Jeff Talanian, my friend.

A while back, I emailed Barry Moser, an American artist, to pass on how much I was inspired by his work. I thought it appropriate to include his response here for all who are interested in pursuing the creative as a career:

All good wishes for a successful career. And, if I may, never underestimate the power of luck. Especially when that power is generated by the omnipresence of hard, consistent, and daily work—never in competition with others, but always in competition with your self and your last work, which, if you are working well and sincerely, will never be good enough. God help you if it ever is. Work well. —Barry

Ian Bagglely
May 2012



Thank you to my wife, Erica, for her constant love and support; to my parents, Bob and Pat, for their love and encouragement; to my dear friend, Jimmy Curran, for introducing me to the world’s most popular fantasy role-playing game; and to my gaming group, the “Knights of Next Tuesday”, for countless hours of fun, gaming, and camaraderie.

To my fellows, special thanks to Ian Bagglely, whose rare combination of talent, hard work, and dedication are demonstrated in each illustration found in this game; to Dave Prata, whose tireless and meticulous editing efforts seemingly effected his untimely demise, but thank goodness for a resurrection that redefined “Life-in-Death”; to Andreas Claren, whose exemplary patience, flexibility, and attention to detail gave realization to the Hyperborea map; to Chuck Lang, for creating a painting that inspired the very conception of this game; to Jim Kramer, for his willingness to go back to the drawing board time and time again; to Antonio Eleuteri, Morgan Hazel, Joe Maccarrone, Benoist Poiré, and Matthew J. Stanham for their invaluable candour, advice, and contributions; and to all the “Friends of North Wind Adventures” who supported the publication of this game.

Astonishing Swordsmen & Sorcerers of Hyperborea would not be possible without the trailblazing efforts of Stuart Marshall and Matt Finch, whose design, development, and publication of *OSRIC™* categorically paved the way for this and countless other traditional gaming publications. I commend Stuart and Matt for their courage and innovation.

I have dedicated this game to E. Gary Gygax, the “Father of Role-Playing Games”, whom I had the pleasure of knowing for an all-too-brief time. Gary was a boyhood idol of mine, an inspiration, a mentor, and eventually a friend. I will always remember Gary with great fondness, and I will forever cherish the honour and privilege to have learnt from him. Thank you, Gary!

Jeff Talanian
April 2012

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FOREWORD

A few years ago I had the immense pleasure and privilege of editing a volume called OSRIC. It met with a certain success, and since then, my important contributions to the hobby of old-school pen and paper fantasy roleplaying games have all been in the field of forewords. I am not a modest man, so I always find it gratifying to be asked to write a foreword; but it's also an important duty that I take seriously. This is my chance to give you, reader, a quick pen portrait of this game. Of the various forewords I have written, this is one of those that gave me the most satisfaction, because in these paragraphs I have the chance to introduce you to something quite special.

In Chicago, in May 1923, a man called Jacob C. Henneberger set up a magazine called *Weird Tales*. It ran until September 1954 (and was revived a few times since). During its golden age in the 1930s, *Weird Tales* published fiction by H. P. Lovecraft, Clark Ashton Smith, and Robert E. Howard, among many others. It created the genre of weird fiction almost singlehandedly, and it inspired a legion of writers such as August Derleth, Frank Belknap Long, Robert Bloch, E. Hoffman Price, and Fritz Leiber, all of whom went on to write for *Weird Tales* themselves. These people in turn were among the key influences on a young man called E. Gary Gygax, who in his later life worked with a young writer called Jeff Talanian.

This game is, of course, called *Astonishing Swordsmen and Sorcerers of Hyperborea*, but one might equally think of it as *Weird Tales: The Roleplaying Game*. It is a return to some of the literary roots of the hobby, to the thrill and the wonder of weird fiction. You will find the pages that follow are overflowing with references to that golden age of *Weird Tales*: the Picts and the Atlanteans, the Amazons and the barbarians, of Howard; the Colour out of Space and the Plateau of Leng, from Lovecraft; and Hyperborea itself is, of course, a name familiar from Smith, though he did not invent it.

So the game that you are about to read represents the union of the hobby's most time-honoured ruleset (expressed in Jeff Talanian's admirably clear and workmanlike prose) with some of its vintage literary antecedents. The

ruleset does contain certain innovations, mostly better to represent the literary sources, but I suspect that the game's target audience will tend to find large parts of rules that follow quite familiar. What is new (to games, if not to fiction) is the flavour of Jeff Talanian's Hyperborea, in which he synthesises his vision of the rich atmosphere, the heady wonders, of the golden age of *Weird Tales*. The occasional touch of forgotten Atlantean technology, the odd Fungus from Yuggoth, contrasted with the decadent dusky beauties and the clean-limbed blond Vikings of the world's youth, all serve to differentiate Hyperborea from more conventional fantasy worlds.

I've seen far too many of these cookie-cutter fantasy worlds now. They all seem to have the Sandy Desert and the Green Forest and the Black Mountains, arranged in a plain rectangular shape with white space at the edges; and they all seem to have a Halfling County and an Elf Wood for the non-human characters to come from. Not so in Hyperborea. There are dwarfs, but they're not suitable to be player characters at all. In this world, player characters are human. There are no dragons here either. This game is Dungeons & Elder Things.

If you are anything like me, you will find that it has a strong appeal. This is no world of epic, heroic fantasy. Weird fiction was always on a smaller and more personal scale. In heroic fantasy, you're trying to save the world. In weird fiction, you're mostly just trying to prize the gem out of the statue of the spider-god's eye socket. Success is survival with increased wealth.

Play in this strange dimension is going to be spectacularly good fun, but be careful. Don't travel Hyperborea too recklessly. Speak softly and carry a Vorpal Sword, because here be Shoggoths.

—Stuart Marshall

INTRODUCTION

Astonishing Swordsmen & Sorcerers of Hyperborea (AS&SH) is a role-playing game of adventure played with paper, pencil, dice, and imagination. Participants include one referee and one or more players. The referee prepares and presents the adventure material, including the circumstances, challenges, quests, and mysteries faced, and the players create player characters (PCs), including *fighters, magicians, clerics, and thieves*.

The heroes of an *AS&SH* game delve dungeons filled with horrifying monsters, lethal traps, and bewildering puzzles; they explore savage wilderness frontiers and hostile borderlands; they probe ancient ruins and investigate cursed tombs; they match steel against sorcery, and sorcery against steel; and they plunder for gold, gems, and magical treasure.

Hyperborea is the default campaign setting for *Astonishing Swordsmen & Sorcerers of Hyperborea*. This “flat earth” realm is hemmed in by the mystical *boreas* (“North Wind”), and under the scarlet light of a bloated, dying sun, its roiling seas spill eternal over the world's rim. Hyperborea is in a perpetual state of decay, populated by disharmonious men, hostile monsters, and weird, alien beings.

Hyperborea is an adaptable campaign setting that can be used independently or in conjunction with other settings, published or home-brewed; indeed, Hyperborea might be just beyond the North Wind of any campaign setting.

Required Materials:

- ★ Dice: 4-sided (d4), 6-sided (d6), 8-sided (d8), 10-sided (d10), 12-sided (d12), and 20-sided (d20)
- ★ Pencil: standard or mechanical
- ★ Paper: lined and graph (4 or 5 squares per inch recommended)

Optional Materials:

- ★ Miniature figures (metal or plastic)
- ★ Grid mat (paper or vinyl, one-inch squares or hexagons)

HOW TO PLAY A ROLE-PLAYING GAME: A role-playing game is a collaborative and interactive experience shared amongst two or more persons. Traditionally, the game's participants are in actual proximity to one another (seated at a dinner table or the like), but modern communications technology allows individuals to game together even if separated by vast distances. A gaming session may last two or more hours and can continue into subsequent sessions of play, not unlike the episodic flow of a television series. The referee presents the adventure scenario, including any pertinent background information, intelligence, and rumours that may be learnt by the player characters.

The game progresses as a sort of dialogue betwixt the referee and the players. The referee describes the places explored: an ancient tower, a ruined city, a dungeon complex, or perhaps a hoary wilderness. Also encountered are men and monsters—friendly and hostile alike. The players react to the referee's descriptions by explaining how their characters (individually or as a team) respond to each development. This may involve combat, ability use, diplomacy, problem solving, trickery, or evasion. The referee considers and judges the results of all such actions by using a combination of the rules and no small amount of logic, reason, and fairness. Collaboration, cooperation, and creativity in the face of adversity are hallmarks of an enjoyable role-playing game experience.

DICE CONVENTIONS

Astonishing Swordsmen & Sorcerers of Hyperborea makes use of dice to resolve many in-game situations. The six basic die types (d4, d6, d8, d10, d12, and d20) cover a variety of distribution ranges used during game play, but they do not account for every possibility. The following conventions resolve other distribution ranges:

- ★ *To determine a percentile (d%)*: Roll a 10-sided die twice (2d10), or use one d10 and one d20. One die represents the *tens*; the other represents the *ones*. So, if the first roll is a 2 and the second is a 4, the result is 24%.
- ★ *To determine a range of 1–2*: Try a 6-sided die (d6), in which results of 1–3 = 1, 4–6 = 2.
- ★ *To determine a range of 1–3*: Try a 6-sided die (d6), in which results of 1–2 = 1, 3–4 = 2, and 5–6 = 3.

Other cases will occur in which a number range is modified; e.g., a *magic missile* spell that inflicts 2–5 points of damage. To resolve this range, roll a d4, and add 1 to the result (1d4+1). The most obvious situations occur when a single die type is rolled multiple times; e.g., a *fireball* that causes 6–36 points of damage is simply a 6d6 roll.

N.B.: The 20-sided die (d20) included with this set is numbered 0–9 twice. To determine a range of 1–20, one may mark the sides with differently coloured crayons, such that (for instance) red digits = 1–10, whilst blue digits = 11–20. Alternatively, roll a 6-sided die (d6), and modify the d20 result as follows: 1–3 = ±0, 4–6 = +10.

“NATURAL” DIE ROLLS: References are made throughout this text to “natural” die rolls (e.g., a “natural 1” or a “natural 20”). These oft refer to special effects realized when a given number is rolled, sans modifiers.

For example, if a player rolls 15 on a d20, and his character enjoys a +5 cumulative bonus (due to attributes, sorcery, and/or circumstantial adjustments), he has effectively scored a 20; however, this is not a “natural 20” and thus would not qualify for any special effect that requires such.

CHARACTER CREATION

The first thing a player must do is generate or “roll up” a character. Use a character sheet or a piece of lined paper to record your character. The following steps provide a guideline for character creation. These steps follow the order of the chapters in the first two volumes of this work. Novice players are encouraged to turn back to this section to confirm each step of the process has been observed.

1. **ATTRIBUTES:** Generate your character’s physical and mental attributes.
2. **RACE:** Select race, or simply choose “common” (an admixture of races).
3. **PHYSIQUE:** Determine gender, height, weight, age, and appearance.
4. **CLASS:** Select character class (or subclass), and note all special abilities.
5. **ALIGNMENT:** Select character alignment or “ethos”.
6. **OTHER STATISTICS:** Roll for hit points; record fighting ability and saving throw.
7. **BACKGROUND:** Determine character name, personality, background, and secondary skill(s).
8. **MONEY AND EQUIPMENT:** Roll starting gold; buy armour, weapons, and gear; note armour class..
9. **SPELLS (spell casters only):** Determine starting spells.

ATTRIBUTES

All player and non-player characters (NPCs) have six major attributes: *strength (str)*, *dexterity (dex)*, *constitution (con)*, *intelligence (int)*, *wisdom (wis)*, and *charisma (cha)*. Attribute scores range from 3 to 18, barring any magical enhancement, curse, or other modifier.

GENERATE ATTRIBUTES: Five methods are recommended for generating attribute scores. Consult your referee to determine which methods are available; purists may allow *Method I* alone, but *Method III* is perhaps the most popular. Be sure to have a pencil and scrap paper ready when generating attribute scores.

- ★ **Method I:** Roll 3d6 for each attribute in order of *strength*, *dexterity*, *constitution*, *intelligence*, *wisdom*, and *charisma*. These are your character’s attributes.
- ★ **Method II:** Roll 3d6 for each attribute in order of *strength*, *dexterity*, *constitution*, *intelligence*, *wisdom*, and *charisma*. Repeat these steps, producing three sets of scores. Choose the set that best suits the type of character you would like to play.
- ★ **Method III:** Roll 4d6 and discard the lowest die result. Generate six scores using this method. Assign scores to attributes as desired.
- ★ **Method IV:** Roll 3d6 three times for each attribute in order of *strength*, *dexterity*, *constitution*, *intelligence*, *wisdom*, and *charisma*. Select the best result for each attribute.
- ★ **Method V:** Roll 2d6+6 for each attribute in order of *strength*, *dexterity*, *constitution*, *intelligence*, *wisdom*, and *charisma*. These are your character’s attributes.

Attribute Adjustment: An attribute can be raised 1 point if another is reduced 2 points. An attribute cannot, however, be raised to 18; only the luck of the dice should produce such exceptional results.

STRENGTH (*str*): An evaluation of muscularity, power, and force. Strength also represents how well the character can make use of physical might. Strength is the prime attribute of fighters.

Table I.1.: Strength

Strength Score	“To Hit” Modifier (Melee)	Damage Adjustment (Melee / Hurling)	Test of Strength	Extraordinary Feat of Strength
3	-2	-2	1:6	0%
4-6	-1	-1	1:6	1%
7-8	±0	-1	2:6	2%
9-12	±0	±0	2:6	4%
13-14	±0	+1	3:6	8%
15-16	+1	+1	3:6	16%
17	+1	+2	4:6	24%
18	+2	+3	5:6	32%

Strength Table Defined:

“To Hit” Modifier (Melee): A modifier applied to melee or “hand-to-hand” combat “to hit” rolls.

Damage Adjustment (Melee / Hurling): A modifier applied to damage inflicted with melee and hurled weapons. It can also apply to bows (long and composite long) if the draw weight is adjusted to meet the shooter’s strength.

N.B.: Unless *damage reduction* (see **EQUIPMENT**, *armour*) mitigates results, any hit, regardless of a damage adjustment penalty, causes at least 1 *hit point* (hp) of damage.

Test of Strength: The chance-in-six to force open a stuck or locked door, carry a fallen comrade over one’s shoulder, or perform similar tasks that require muscle power. If the situation is appropriate, multiple attempts may be made. The referee may adjust tests of strength by ±1 based on circumstance, character ability, or other factors.

Extraordinary Feat of Strength: The probability of success for strength feats of heroic stamp, such as bending the bars of a jail cell, breaking manacles, lifting a portcullis, or powering a massive boulder off a pinned comrade. **N.B.:** If strength is a prime attribute, the character gains a +8% bonus. This applies to fighters, barbarians, berserkers, cataphracts, paladins, rangers, and warlocks.

DEXTERITY (*dex*): An evaluation of elusiveness, speed, agility, balance, and the ability to physically react to hazardous conditions. Dexterity also covers manual manipulation of mechanical (and sometimes magical) devices. Dexterity is the prime attribute of thieves.

Table I.2.: Dexterity

Dexterity Score	“To Hit” Modifier (Missile)	Defence Adjustment	Test of Dexterity	Extraordinary Feat of Dexterity
3	-2	-2	1:6	0%
4-6	-1	-1	1:6	1%
7-8	-1	±0	2:6	2%
9-12	±0	±0	2:6	4%
13-14	+1	±0	3:6	8%
15-16	+1	+1	3:6	16%
17	+2	+1	4:6	24%
18	+3	+2	5:6	32%

Dexterity Table Defined:

“To Hit” Modifier (Missile): A modifier applied to missile attacks (propelled or hurled).

Defence Adjustment: Agility and elusiveness can modify *armour class* (AC): Low dexterity can raise (worsen) AC, whilst high dexterity can lower (improve) AC (see **OTHER STATISTICS**, *armour class*). This modifier also applies to all *avoidance* saving throws (e.g., breath weapons, ray guns, some traps) and any spell or spell effect saving throw that involves dodging (e.g., *entangle*, *fireball*, *lightning bolt*).

Test of Dexterity: The chance-in-six to jump a 10-foot pit, snag a grappling hook on a building ledge, hastily tie a bowline, or perform similar tasks that require agility or finesse. The referee may adjust tests of dexterity by ± 1 based on circumstance, character ability, or other factors.

Extraordinary Feat of Dexterity: The probability of success for dexterity feats of heroic stamp, such as escaping bonds, turning a somersault in the midst of combat, or walking a tightrope. **N.B.:** If dexterity is a prime attribute, the character gains a +8% bonus. This applies to thieves, assassins, barbarians, bards, illusionists, legerdemainists, monks, and scouts.

CONSTITUTION (con): An evaluation of energy, fitness, health, stamina, and vitality. Constitution also represents the body’s ability to withstand trauma.

Table I.3.: Constitution

Constitution Score	Hit Point Adjustment	Poison Adjustment	Trauma Survival	Test of Constitution	Extraordinary Feat of Constitution
3	-1	-2	45%	1:6	0%
4-6	-1	-1	55%	1:6	1%
7-8	± 0	± 0	65%	2:6	2%
9-12	± 0	± 0	75%	2:6	4%
13-14	+1	± 0	80%	3:6	8%
15-16	+1	+1	85%	3:6	16%
17	+2	+1	90%	4:6	24%
18	+3	+2	95%	5:6	32%

Constitution Table Defined:

Hit Point Adjustment: A modifier applied to the number of hit points a character receives per *hit die* (HD) rolled. Regardless of modifiers, a character always receives at least 1 hp per roll. This modifier also impacts daily healing (see **VOL. III, DAMAGE**, *healing*).

Poison Adjustment: A modifier applied to saving throws versus poison and radiation, though not other *death* saving throws.

Trauma Survival: The likelihood of surviving a system transformation of shocking degree, such as paralysis or petrification. It also represents the chance one has of being resurrected from death.

Test of Constitution: The chance-in-six to sprint more than 40 yards, toil in bitter cold, swim for an hour, or perform similar tasks that require endurance and fitness. The referee may adjust tests of constitution by ± 1 based on circumstance, character ability, or other factors.

Extraordinary Feat of Constitution: The probability of success for constitution feats of heroic stamp, such as climbing, rowing, running, or swimming for several hours. This feat might also apply to performance in spite of nourishment deprivation, or remaining alert and awake for an extended period. **N.B.:** If constitution is a prime attribute (berserkers only), the character gains a +8% bonus.

INTELLIGENCE (*int*): An evaluation of knowledge, linguistics, literacy, problem-solving ability, and reasoning. Intelligence also represents the capacity to understand and manipulate mechanical (and sometimes magical) devices. Intelligence is the prime attribute of magicians.

Table I.4.: Intelligence

Intelligence Score	Languages	Magician's Bonus Spells Cast per Day	Magician's Chance to Learn New Spells
3	Illiterate	N/A	N/A
4–6	Illiterate	N/A	N/A
7–8	±0	N/A	N/A
9–12	±0	—	50%
13–14	+1	One level 1	65%
15–16	+1	One level 2	75%
17	+2	One level 3	85%
18	+3	One level 4	95%

Intelligence Table Defined:

Languages: Most player characters begin play knowing how to speak, read, and write the Common tongue and, if applicable, their native or vulgate tongue. Characters of low (3–6) intelligence are illiterate, and characters of above average (13–18) intelligence begin play with additional languages that they can speak, read, and write. For language options, see **BACKGROUND**, *language*.

Magician's Bonus Spells Cast per Day: Magicians (and some subclasses) of high intelligence can cast bonus spells each day, in addition to their normal allotment. Bonus spells are subject to the magician's spell level ability. For example, a 1st-level magician of 16 intelligence can cast an extra level 1 spell per day, but he does not gain his bonus level 2 spell until he attains 3rd level.

Magician's Chance to Learn New Spells: When a magician (or a member of certain subclasses) gains a level of experience, he automatically acquires a new spell. But sometimes, outside of level gains, the opportunity to learn a new spell arises (see **VOL. II, SPELLS**, *acquiring new spells*). This percentage roll is made to determine the success of such acquisitions.

WISDOM (*wis*): An evaluation of common sense, insight, judiciousness, perception, prudence, and understanding. Wisdom also represents one's emotional, intellectual, psychological, and spiritual willpower. Wisdom is the prime attribute of clerics.

Table I.5.: Wisdom

Wisdom Score	Willpower Adjustment	Cleric's Bonus Spells Cast per Day	Cleric's Chance to Learn New Spells
3	–2	N/A	N/A
4–6	–1	N/A	N/A
7–8	±0	N/A	N/A
9–12	±0	—	50%
13–14	±0	One level 1	65%
15–16	+1	One level 2	75%
17	+1	One level 3	85%
18	+2	One level 4	95%

Wisdom Table Defined:

Willpower Adjustment: A modifier applied to saving throws associated with mind control, including *charm person*, *fear*, *hold person*, illusions, possession, and *suggestion*; i.e., any spell that would force or compel the character to do something or see something he otherwise would not.

Cleric's Bonus Spells Cast per Day: Clerics (and some subclasses) of exceptional wisdom can cast additional spells per day. The cleric does not gain bonus spells of a level he is not yet able to cast; e.g., a 4th-level cleric of 18 wisdom does not gain his bonus level 3 spell until he attains 5th level, but he can cast his bonus level 1 and 2 spells each day.

Cleric's Chance to Learn New Spells: When a cleric (or a member of certain subclasses) gains a level of experience, he automatically acquires three new spells. But sometimes, outside of level gains, the opportunity to learn a new spell arises (see **VOL. II, SPELLS**, *acquiring new spells*). This percentage roll is made to determine the success of such acquisitions.

CHARISMA (*cha*): An evaluation of outward appearance, leadership, personality, persuasiveness, and social graces. Charisma affects how others view the character and how potentially hostile men and monsters might react to him.

Table I.6.: Charisma

Charisma Score	Reaction / Loyalty Adjustment	Maximum Number of Henchmen	Undead Turning Adjustment
3	-3	1	-1
4-6	-2	2	-1
7-8	-1	3	±0
9-12	±0	4	±0
13-14	+1	6	±0
15-16	+1	8	+1
17	+2	10	+1
18	+3	12	+1

Charisma Table Defined:

Reaction / Loyalty Adjustment: Despite the player's ability to role-play conversations or parley with otherwise neutral or unfamiliar parties, his character may exude body language and mannerisms that will either help or hinder his ability to negotiate or gain favour. If the referee requires a *reaction roll*, the player character's reaction / loyalty adjustment is applied as a modifier (see **VOL. III, THE ENCOUNTER**, *reaction*). The reaction / loyalty adjustment likewise impacts leadership in warfare (see **VOL. III, WARFARE AND SIEGE**). Finally, this modifier also affects *loyalty checks*, when a hireling's loyalty is tested (see **VOL. III, ADVENTURE**, *loyalty and morale of hirelings and henchmen*).

Maximum Number of Henchmen: The number of henchmen a player character can attract and maintain under his direct authority. Hirelings are not included. Henchmen are classed individuals typically devoted or apprenticed to player characters of 6th level or greater (see **VOL. III, ADVENTURE**, *henchmen*).

Undead Turning Adjustment: A modifier applied to *turn undead* attempts made by clerics and certain subclasses. When making a d12 roll to determine success or failure, apply the listed modifier (see **VOL. III, COMBAT ACTIONS**, *turn undead*).

RACES

Nine “pure” races of man are extant in Hyperborea, plus two notable hybrid races. Otherwise, racial admixtures and men of indeterminate ancestry are considered “common” stock. For purposes of game play, choosing a specific player character race is not necessary; when in doubt, simply select a “common” man or woman. Selecting a specific race can be an enjoyable role-playing device. You might also create a character whose pedigree includes two or three strains; e.g., the son of an Amazon woman and a Viking man can make for an interesting character.

COMMON: Men of mixed or indeterminate ancestry, with variable height, build, complexion, hair colour, and eye colour.

AMAZON: A race renowned for its caste of tall and robust warrior-women, with light to olive complexion, black to auburn hair, and blue or hazel eyes.

ATLANTEAN: Medium-build men of glaucous complexion, black or blond hair, aquiline features, and pale grey or yellow eyes. Sexually incompatible with the other races of man.

ESQUIMAUX: Squat, narrow-eyed tribesmen of jaundiced complexion.

HYPERBOREAN: Extremely tall men (c. 7-foot males, 6½-foot females) of milk-white skin, golden hair, and violet eyes; some females have blue-black hair. Reputed to live 200 or more years. Also reputed to be sexually incompatible with the other races.

IXIAN: Tall, narrow-shouldered, hook-nosed men of dusky grey skin and beady black eyes. Their women are raven-haired beauties with emerald eyes.

KELT: Barrel-chested men of red, brown, or auburn hair. Kelts are of fair and oft-freckled complexion, their eyes blue, green, or hazel.

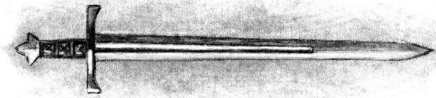
KIMMERIAN: Large-boned men of fair to weather-bronzed skin, black hair, steel grey eyes, and thick, blue-black beards.

Kimmeri-Kelt: The by-blows of Kimmerian and Kelt unions. The Kimmerian dark hair is a dominant trait; likewise the Keltic freckled complexion.

PICT: Compact, broad-shouldered men with long torsos and short legs. Typically they have green eyes and dense, wavy, orange-red hair. Pictish women are usually petite, no taller than five feet. The men are ruddily complexioned, but the women are almost always fair-skinned, both sexes being heavily freckled.

Pict (Half-Blood): The by-blows of Pictish men and Tlingit women. They tend to be leaner and more swarthy complexioned, with straight, black hair and brown or hazel eyes.

VIKING: A robust, fair-skinned race of men with blond or red hair and blue or hazel eyes. Their women are lean and strong-boned, many as physically gifted as the strongest Amazon women.



Other Races: With referee approval, other racial strains might exist in small quantities, arriving through the *boreas* from Earth’s past or future, or perhaps from other worlds. Remnants of past migratory races (largely considered extinct) might persist in small numbers: Angles, Saxons, Moors, Greeks, Romans, Lapps, and Yakuts, to name a few.

N.B.: For more extensive historical and cultural information on the extant races of Hyperborea, refer to **VOL. VI, THE RACES OF HYPERBOREA.**

PHYSIQUE

Players may choose or randomly determine character gender. Physique may be selected or randomly rolled. You may have an exact idea about your character's physique, or you might enjoy the challenge of working with whatever fate the dice have in store for you.

HEIGHT AND WEIGHT: First, determine character height by rolling 3d6. Height will establish average weight, which might be adjusted by a subsequent d10 roll. The below table assumes a "common" or mixed racial heritage character; height and weight of specific racial groups may vary (see below).

Table I.7.: Height and Weight

3d6 Result	—Man—		—Woman—	
	Height	Average Weight	Height	Average Weight
3	5'0"–5'2"	110 lbs.	4'8"–4'10"	90 lbs.
4	5'2"–5'4"	120 lbs.	4'10"–5'0"	100 lbs.
5	5'4"–5'6"	130 lbs.	5'0"–5'2"	110 lbs.
6	5'6"–5'8"	145 lbs.	5'2"–5'4"	120 lbs.
7–8	5'8"–5'10"	160 lbs.	5'4"–5'6"	130 lbs.
9–12	5'10"–6'0"	175 lbs.	5'6"–5'8"	140 lbs.
13–14	6'0"–6'2"	190 lbs.	5'8"–5'10"	150 lbs.
15	6'2"–6'4"	205 lbs.	5'10"–6'0"	160 lbs.
16	6'4"–6'6"	220 lbs.	6'0"–6'2"	170 lbs.
17	6'6"–6'9"	235 lbs.	6'2"–6'4"	185 lbs.
18	6'9"–7'0"	250 lbs.	6'4"–6'6"	200 lbs.

To determine weight variability, roll a d10:

- ★ If the d10 result = 1–3: Less than average weight (–5% to –20%; roll 1d4x5 to determine).
- ★ If the d10 result = 4–7: Average weight.
- ★ If the d10 result = 8–0: Greater than average weight (+10% to +40%; roll 1d4x10 to determine).

Height and Weight of Racial Divisions:

- ★ For **Amazon men**, use the standard procedure.
- ★ For **Amazon women**, reroll any 1 results on the 3d6 height determination.
- ★ For **Atlanteans**, use the standard procedure.
- ★ For **Esquimaux**, roll 4d6 for height determination and drop the highest die result.
- ★ For **Hyperboreans**, do not roll 3d6 to determine height; rather, roll 1d6 using the height results of 17–18 on the table (1–2 = 17; 3–6 = 18). For Hyperborean weight, do not roll a d10; simply assume an automatic *less than average* result.
- ★ For **Ixians**, roll 4d6 for height determination and drop the lowest die result.
- ★ For **Kelts**, use the standard procedure.
- ★ For **Kimmerians**, roll 4d6 for height determination and drop the lowest die result.
- ★ For **Kimmeri-Kelts**, use the standard procedure.
- ★ For **Picts** and **half-blood Picts**, reroll any 6 results on the 3d6 height determination.
- ★ For **Vikings**, roll 4d6 for height determination and drop the lowest die result.

OTHER PHYSICAL TRAITS: Decide hair colour, eye colour, complexion, notable scars, birthmarks, or other characteristics and traits. However, should a player select a specific race, his character's complexion, hair colour, and eye colour should correspond to heredity (see **RACES**).

AGE (Optional): Most player characters begin play as *young adults*, unless some other arrangement is approved by the referee. Age can modify physical and mental attributes, though never above a score of 18 or below a score of 3. Players should consult their referee to determine whether they may select a starting age beyond *young adult*. The referee is advised to disallow players from selecting a *young adult* just on the cusp of the *adult* age grouping simply to take advantage of attribute modifiers. Furthermore, if *adult* is the starting age, the referee should not allow for an immediate bonus attribute point. Instead, this might occur at some other appropriate juncture; e.g., if a player elects to create a 23-year-old fighter, the referee might judge that the bonus point for *adult* age is gained at age 28.

Player Character Starting Age = 16–19 (1d4+15)

Table I.8.: Age Groupings

Race	Young Adult	Adult	Middle-Aged	Old	Ancient
Hyperborean	14–20	21–100	101–125	126–150	151–250
All Others	14–20	21–44	45–60	61–85	86–120

Age Groupings Defined:

Young Adult: No modifiers apply; this is the starting point for most PCs.

Adult: Add 1 point to any attribute, as selected by the player.

Middle-Aged: Subtract 1 point of strength, 1 point of dexterity, and 1 point of constitution; add 1 point of intelligence and 1 point of wisdom.

Old: Subtract 2 points of strength, 2 points of dexterity, and 1 point of constitution; add 1 point of wisdom.

Ancient: Subtract 1 point of strength, 1 point of dexterity, and 1 point of constitution; add 1 point of intelligence and 1 point of wisdom.

All age modifiers are cumulative.

N.B.: A player might attempt to artificially age his character in order to obtain a desired attribute modifier. This is in poor taste, and the referee should rule against it. If, for example, a *young adult* character should be *hasted* (q.v.) multiple times in order to be aged (a side effect of the spell), the referee might impose stunted physical and mental growth (i.e., a delay to modification), or even require a *trauma survival* check (see **ATTRIBUTES, constitution**).

CLASSES

Four principal character classes exist in *Astonishing Swordsmen & Sorcerers of Hyperborea*:

- ★ *Fighter:* a swordsman, bowman, or other warrior type
- ★ *Magician:* a sorcerer who memorizes arcane formulæ and casts spells
- ★ *Cleric:* an armed and armoured mystic sorcerer
- ★ *Thief:* a nimble swordsman possessed of numerous specialized skills

Utilizing only the four principal character classes is recommended when introducing young or inexperienced players to *AS&SH*. A game with but these four classes is also easier for a novice referee to manage. Furthermore, veteran gamers oft deem the four principal classes as more gratifying compared with a dozen or more subclasses; indeed, the classes of *fighter*, *magician*, *cleric*, and *thief* suitably cover the gamut of archetypes portrayed by such literary sword-and-sorcery masters as R. E. Howard and F. Leiber.

Each character class is presented up to the 12th level of experience. This is the default maximum level of experience attainable; however, the referee is at liberty to expand play to any level, extrapolating from and building upon the rules as desired.

Class Terms and Definitions:

Attribute Requirements: Minimum attribute score(s) required to select class; subclasses have more than one.

Prime Attribute(s): The attribute(s) best associated with the character class; if 16 or greater, the character gains a +10% bonus each time *experience points* (XP) are awarded. Subclasses have two prime attributes; both must be 16 or greater to gain the same benefit. **N.B.:** Characters with prime attributes in *strength*, *dexterity*, and *constitution* gain a +8% bonus to the respective extraordinary feat (see **ATTRIBUTES**, *strength*, *dexterity*, and *constitution*).

Hit Die Type: The die used to generate hit points (see **OTHER STATISTICS**, *hit dice*). Also, hit die type impacts healing from injuries (see **VOL. III, DAMAGE**, *healing*).

Alignment: The allowable *alignment(s)* (q.v.) of the character class.

Armour Allowed: The armour types usable without compromising class abilities.

Shields Allowed: The shield types usable without compromising class abilities.

Favoured Weapons: The weapon types with which the character is proficient. Unlisted weapon skills may be learnt as experience levels are gained (see **WEAPON SKILL**).

Saving Throw Modifiers: Adjustments to specific saving throw categories, reflecting the strengths and proclivities of individual classes and subclasses.



FIGHTER: The fighter is the archetypal warrior. He may be a trained infantryman, horseman, crossbowman, longbowman, halberdier, or pikeman. Perhaps he is a former arena gladiator, or a loyal knight who serves a feudal lord. Some fighters will crusade as instruments of death, whilst others will freelance: mercenaries who live by dint of steel. The most dastardly of fighters operate as brigands, pirates, or reavers, and the most esteemed fighters are men of courage and valour, natural leaders and exemplars. Regardless of his roots, the fighter is renowned for his strength, versatility, and fearlessness in battle.

Table I.9.: Fighter

	Level	Experience Points	Hit Dice	Fighting Ability
<i>Attribute Requirements:</i> Strength 9 <i>Prime Attribute:</i> Strength <i>Hit Die Type:</i> d10 <i>Alignment:</i> Any <i>Armour Allowed:</i> Any <i>Shields Allowed:</i> Any <i>Favoured Weapons:</i> Any <i>Saving Throw Modifiers:</i> Death +2, Transformation +2	1	0–1,999	1d10	1
	2	2,000–3,999	2d10	2
	3	4,000–7,999	3d10	3
	4	8,000–15,999	4d10	4
	5	16,000–31,999	5d10	5
	6	32,000–63,999	6d10	6
	7	64,000–127,999	7d10	7
	8	128,000–255,999	8d10	8
	9	256,000–383,999	9d10	9
	10	384,000–511,999	9d10+3	10
	11	512,000–639,999	9d10+6	11
	12	640,000+	9d10+9	12

Fighter Class Abilities:

Attack Rate: 1/1 melee attack rate from 1st to 6th levels; 3/2 melee attack rate from 7th to 12th levels. *Weapon mastery* (q.v.) can further increase attack rate.

Heroic Fighting: From 1st to 6th levels, when combating opponents of 1 HD or less, double normal melee attacks per round (2/1, or 3/1 if wielding a *mastered* weapon). This ability becomes *super-heroic fighting* at 7th level: when combating opponents of 2 HD or less, double normal melee attacks per round (3/1, or 4/1 if wielding a *mastered* weapon).

Weapon Mastery: Mastery with two weapons (+1 “to hit”, +1 damage, increased attack rate, etc.). Additional weapons may be mastered at 4th, 8th, and 12th levels. For more information, refer to **WEAPON SKILL**, *weapon mastery*.

Grand Mastery: When a fighter achieves the 4th level of experience and thus gains his next *weapon mastery*, he may elect to focus his training on an already mastered weapon. With this weapon the fighter becomes a *grand master* and so gains an additional +1 “to hit” and damage. A fighter may achieve *grand mastery* with but one weapon; therefore, delaying *grand mastery* until 8th or even 12th level may be wiser. For more information, refer to **WEAPON SKILL**, *grand mastery*.

Stronghold: At 9th level, a fighter who builds a stronghold, castle, or fortified manor and establishes a 10- to 20-mile radius of control becomes eligible to attract a body of men-at-arms, 0th-level fighters of 1d8 hp each. Here follows a typical troop:

- ★ **40 infantrymen** (*chain mail, small shields, light crossbows, long spears, short swords*)
- ★ **40 halberdiers / pikemen** (*splint armour, halberds or pikes, hand axes*)
- ★ **40 longbowmen** (*studded armour, longbows, short swords*)
- ★ **20 cavalrymen** (*chain mail, lances, light crossbows, horseman’s flails, light warhorses*)

Attracted units include one officer, a 5th-level fighter responsible for the unit and for communication betwixt the lord and his men. If the reputation of the lord is favourable, further troops may be attracted; indeed, the fighter lord might attract hundreds of soldiers. Men-at-arms receive 10 gold pieces (gp) per month for their service, plus 200 gp for the officer. Common inhabitants of the fighter’s domain provide 5 silver pieces (sp) in taxes per person per month.



MAGICIAN: The magician is the archetypal sorcerer: the conjurer, dweomercræfter, enchanter, evoker, and thaumaturge. He may be a guild apprentice trained by masters of sorcery, or he might learn his craft from an heretical hedge wizard who dwells beyond the outskirts of civilization. Regardless of his education, the magician learns to harness eldritch forces from otherworldly dimensions. He accomplishes this through the memorization of strange and oft-forbidden incantations and formulæ, accompanied by the use of peculiar components, verbal recitations, and weird gestures. The magician is the most powerful and versatile of sorcerers, rightly feared and renowned by even the mightiest of men and monsters.

Attribute Requirements: Intelligence 9

Prime Attribute: Intelligence

Hit Die Type: d4

Alignment: Any

Armour Allowed: None

Shields Allowed: None

Favoured Weapons: Dagger, dart, quarterstaff, sling

Saving Throw Modifiers: Device +2, Sorcery +2

Table I.10.: Magician

Level	Experience Points	Hit Dice	Fighting Ability	Casting Ability	Spell Levels					
					1	2	3	4	5	6
1	0–2,499	1d4	0	1	1	—	—	—	—	—
2	2,500–4,999	2d4	0	2	2	—	—	—	—	—
3	5,000–9,999	3d4	1	3	2	1	—	—	—	—
4	10,000–19,999	4d4	1	4	3	2	—	—	—	—
5	20,000–39,999	5d4	2	5	3	2	1	—	—	—
6	40,000–79,999	6d4	2	6	4	3	2	—	—	—
7	80,000–159,999	7d4	3	7	4	3	2	1	—	—
8	160,000–319,999	8d4	3	8	4	4	3	2	—	—
9	320,000–479,999	9d4	4	9	5	4	3	2	1	—
10	480,000–639,999	9d4+1	4	10	5	4	4	3	2	—
11	640,000–799,999	9d4+2	5	11	5	5	4	3	2	1
12	800,000+	9d4+3	5	12	5	5	4	4	3	2

Magician Class Abilities:

Magician’s Familiar: To summon a singular animal (typically a bat, cat, owl, rat, or raven) of 1d3+1 hp to function as a familiar. So long as the familiar is within 120 range (feet indoors, yards outdoors), the magician can see and hear through the animal (though the sight is a narrowly focused “tunnel vision”, and sounds reverberate thinly and metallically); can add its hp total to his own; and can memorize one extra spell of each spell level he is able to cast (e.g., a 5th-level magician gains bonus spells of levels 1, 2, and 3). The familiar fights only in self-defence; if it dies, the magician takes 1 hp damage per level and cannot summon another for 1d4 months.

Read Magic: The ability to decipher unintelligible magical inscriptions or symbols placed on weapons, armour, items, doors, walls, and other media by means of the *sorcerer mark* spell (q.v.) or other like methods.

Scribe Scroll: To scribe a familiar spell onto a scroll, creating a single-use magical device, at a cost of 500 gp + 100 gp per spell level. Materials may include the finest vellum, paper, or papyrus; a fresh quill; and sorcerer’s ink, such as sepia. This involved process requires one week per spell level.

Sorcery: A magician casts spells that he memorizes from an arcane tome. He begins his career with a spell book that contains three level 1 spells, these drawn from the **Magician Spell List** (see **table II.2.**). Through personal research, magicians develop one new spell at each level gain; this spell is automatically learnt, with no need of a qualification roll. To learn a spell outside of level training, refer to **VOL. II, SPELLS, acquiring new spells**. Magicians of high intelligence cast a greater number of spells per day (see **ATTRIBUTES, intelligence**).

Alchemy: When a magician reaches 7th level, he may begin to concoct potions with the assistance of an alchemist (see **VOL. III, ADVENTURE, hirelings**). By 11th level, the magician may engage in this activity on his own. For details, see **VOL. V, MAGIC ITEM CREATION, manufacture of potions**.

Stronghold: At 9th level, a magician who builds a stronghold, castle, or tower and establishes a 5- to 10-mile radius of control becomes eligible to attract a small body of men-at-arms, 0th-level fighters of 1d8 hp each. Here follows a typical troop:

- ★ **12 infantrymen** (*chain mail, small shields, light crossbows, long spears, short swords*)
- ★ **12 halberdiers / pikemen** (*splint armour, halberds or pikes, hand axes*)
- ★ **12 longbowmen** (*studded armour, longbows, short swords*)

Attracted units include one officer, a 3rd-level fighter responsible for the unit and for communication betwixt the lord and his men. If the reputation of the lord is favourable, further troops may be attracted. Men-at-arms receive 10 gp per month for their service, plus 100 gp for the officer. Common inhabitants of the magician's domain provide 5 sp in taxes per person per month. Once control and reputation are established, the magician also attracts 1d3 apprentice magicians (0th-level), who petition him for learning.



CLERIC: The cleric is both a fighter and a sorcerer. He might be esteemed as a fighting chaplain or a holy knight, feared as an inquisitor and zealot, or condemned as a renegade and heretic. The cleric is an oath-bound supplicant to eldritch forces, otherworldly beings, and spiritual powers. These may include ancestral or animistic spirits, dæmons, or alien entities scarcely understood by even the sagest of men. The cleric learns the mystical power of sorcery through rites of service, spiritual endowment, and sacred mysteries unearthed. The cleric serves as a conduit betwixt the temporal and spiritual world, a warrior and a sorcerer without peer.

Attribute Requirements: Wisdom 9

Prime Attribute: Wisdom

Hit Die Type: d8

Alignment: Any, save Neutral

Armour Allowed: Any

Shields Allowed: Any

Favoured Weapons: Club (light, war), flail (horseman's, footman's), hammer (horseman's, war), mace (horseman's, footman's), morning star, quarterstaff, spear (short, long), spiked staff, sword (short, long, broad, bastard), whip

Saving Throw Modifiers: Death +2, Sorcery +2

Table I.11.: Cleric

Level	Experience Points	Hit Dice	Fighting Ability	Turning Ability	Casting Ability	Spell Levels					
						1	2	3	4	5	6
1	0–1,999	1d8	1	1	1	1	—	—	—	—	—
2	2,000–3,999	2d8	1	2	2	2	—	—	—	—	—
3	4,000–7,999	3d8	2	3	3	2	1	—	—	—	—
4	8,000–15,999	4d8	3	4	4	2	2	—	—	—	—
5	16,000–31,999	5d8	3	5	5	3	2	1	—	—	—
6	32,000–63,999	6d8	4	6	6	3	2	2	—	—	—
7	64,000–127,999	7d8	5	7	7	3	3	2	1	—	—
8	128,000–255,999	8d8	5	8	8	3	3	2	2	—	—
9	256,000–383,999	9d8	6	9	9	4	3	3	2	1	—
10	384,000–511,999	9d8+2	7	10	10	4	3	3	2	2	—
11	512,000–639,999	9d8+4	7	11	11	4	4	3	3	2	1
12	640,000+	9d8+6	8	12	12	4	4	3	3	2	2

Cleric Class Abilities:

Scribe Scroll: To scribe a familiar spell onto a scroll, creating a single-use magical device, at a cost of 500 gp + 100 gp per spell level. Materials vary; some clerics engrave thin tablets of stone, whilst others use vellum or parchment, a fine quill, and sorcerer's ink, such as sepia. Scribing a scroll requires one week per spell level and must be completed on consecrated grounds, such as a shrine, fane, or temple.

Sorcery: Clerics memorize and cast spells, but they do not maintain spell books; rather, they might bear the scriptures of their faith in prayer books, sacred scrolls, or tablets. They begin their careers with knowledge of three level 1 spells, sacred mysteries revealed upon initiation into a sect, cult, or religion. These spells are drawn from the **Cleric Spell List** (see **table II.3.**). Clerics develop three new spells at each level gain. Typically these are acquired via spiritual revelation, piecing together abstract theologies, or otherworldly favour. Such spells are automatically learnt, with no need of qualification rolls. To learn a new spell outside of level training, refer to **VOL. II, SPELLS, acquiring new spells**. Clerics of high wisdom cast a greater number of spells per day (see **ATTRIBUTES, wisdom**).

Turn Undead: Good clerics can exert control over the undead and some dæmonic beings, causing them to flee and/or cower. Evil clerics covet the submission and service of these foul creatures. In either case, the cleric must stand before the undead and boldly speak the commandments of his faith, displaying his holy symbol whilst doing so (see **VOL. III, COMBAT ACTIONS, turn undead**).

Stronghold: At 9th level, a cleric may establish a temple or shrine of his faith. This may be in a city, town, or village. To his temple the cleric will immediately attract followers (city: 2d10×10; town: 1d4×10; village: 6d4), commoners who support his cause, so long as he does not change his alignment or faith. If the temple is part of his stronghold, castle, or fortified manor and includes a 5- to 10-mile radius of control, the cleric is also eligible to attract a small body of men-at-arms, 0th-level fighters of 1d8 hp each. Here follows a typical troop:

- ★ **12 infantrymen** (*chain mail, small shields, light crossbows, long spears, short swords*)
- ★ **12 halberdiers / pikemen** (*splint armour, halberds or pikes, hand axes*)
- ★ **12 longbowmen** (*studded armour, longbows, short swords*)
- ★ **8 cavalrymen** (*chain mail, lances, light crossbows, horseman's flails, light warhorses*)

Attracted units include one officer, a 3rd-level fighter responsible for the unit and for communication betwixt the lord and his men. If the reputation of the lord is favourable, further troops may be attracted. Men-at-arms receive 10 gp per month for their service, plus 100 gp for the officer. Common inhabitants of the cleric's domain provide 5 sp in taxes per person per month. Once control and reputation are established, 1d6 initiate clerics (0th-level) of like faith arrive, petitioning the cleric for learning.



THIEF: The thief is a swift swordsman and nimble-fingered specialist. He might be a robber, pickpocket, racketeer, or spy; or perhaps a bandit, outlaw, or raider. Many thieves are member of a thieves' guild, the hierarchies of which oft span the urban underworld and beyond. From his guild, the thief learns a plethora of peculiar skills, and to his guild he must tithes an agreed percentage of his "earnings". The thief lives by his cunning, his wits, and his quick blade, and he is well versed in subterfuge and duplicity. Despite his notoriety, the thief's skills are ever in demand by dungeon-delving adventure seekers.

Table I.12.: Thief

	Level	Experience Points	Hit Dice	Fighting Ability
<i>Attribute Requirements:</i> Dexterity 9	1	0–1,499	1d6	1
<i>Prime Attribute:</i> Dexterity	2	1,500–2,999	2d6	1
<i>Hit Die Type:</i> d6	3	3,000–5,999	3d6	2
<i>Alignment:</i> Any, save Lawful Good	4	6,000–11,999	4d6	3
<i>Armour Allowed:</i> Light	5	12,000–23,999	5d6	3
<i>Shields Allowed:</i> Small	6	24,000–47,999	6d6	4
<i>Favoured Weapons:</i> Axe (hand), bow (short), club (light), crossbow (light), dagger, dart, flail (horseman's), hammer (horseman's), mace (horseman's), pick (horseman's), sling, sword (short, falcata, long, broad)	7	48,000–95,999	7d6	5
	8	96,000–191,999	8d6	5
	9	192,000–287,999	9d6	6
<i>Saving Throw Modifiers:</i> Device +2, Avoidance +2	10	288,000–383,999	9d6+1	7
	11	384,000–479,999	9d6+3	7
	12	480,000+	9d6+5	8

Thief Class Abilities:

Agile: +1 AC bonus when unarmoured and unencumbered.

Backstab: An attack from behind with a class 1 or 2 melee weapon (see **table I.43.**) with which the thief is skilled. If the target lacks vital organs (e.g., **automaton, skeleton, zombie**) or a discernible "back" (e.g., **black pudding, green slime, grey ooze, ochre jelly, otyugh, purple worm**), this ability is ineffective. The target must be unaware of the attack; this may be the result of *hiding* or *moving silently* (qq.v.). The attack is made at +4 "to hit". Weapon damage dice are multiplied according to the thief's level of experience (1st to 4th levels = x2; 5th to 8th levels = x3; 9th to 12th levels = x4). Other modifiers (strength, sorcery, etc.) are added afterwards.

Clandestine Tongue (Thieves' Cant): The secret language of thieves; a strange pidgin in which some words may be unintelligible to an ignorant listener, whilst others might be common yet of alternative meaning. This covert tongue is used in conjunction with specific body language, hand gestures, and facial expressions. Two major dialects of thieves' cant are used in Hyperborea: one by city thieves, the other by pirates; commonalities exist betwixt the two.

Detect Secret Doors: Find a secret door on a base 3-in-6 chance.

Stronghold: At 9th level, a thief who establishes suitable headquarters (building, dungeon, tower, etc.) will attract a band of reprobates: 1d12+12 thieves of 0th level (1d4 hp, each with a smattering of nascent thief skills) who serve without pay; in fact, they will tithe up to 50% of their earnings to him. The headquarters might be in a city, town, or village. If said headquarters are part of his stronghold, castle, or fortified manor, with a 5- to 10-mile radius of control, the thief is also eligible to attract a small body of men-at-arms, 0th-level fighters of 1d8 hp each. Here follows a typical troop:

- ★ **10 infantrymen** (*chain mail, small shields, light crossbows, long spears, short swords*)
- ★ **10 halberdiers / pikemen** (*splint armour, halberds or pikes, hand axes*)
- ★ **10 shortbowmen** (*studded armour, short bows, short swords*)

Attracted units include one officer, a 3rd-level fighter responsible for the unit and for communication betwixt the lord and his men. If the reputation of the lord is favourable, further troops may be attracted. Men-at-arms receive 10 gp per month for their service, plus 100 gp for the officer. Common inhabitants of the thief's domain provide 5 sp in taxes per person per month. **N.B.:** If the thief's headquarters are established in the vicinity of a thieves' guild, and the thief is not tithing an agreed percentage of all earnings to said guild, then he is guilty of subversion; severe repercussions are likely.



Progressive Thief Abilities: The following abilities progress as the thief advances in levels of experience. By 12th level, the thief has achieved his full potential in these abilities.

Climb: To ascend or descend sheer cliffs or walls without need of climbing gear. If vertical, the surface must be rough or with cracks. At least one check must be made per 100 feet of climbing. Failure indicates the climber has slipped and fallen at about the midway point of the check (see **VOL. III, DAMAGE, falling damage**).

Decipher Script: To translate texts otherwise not understood—maps are interpreted, instructions decoded, and so forth. Ancient and alien languages, however, may remain unintelligible, lacking any basis for comparison.

Discern Noise: To hearken at a door and detect the faintest of noises on the other side, perceive the distant footfalls of a wandering monster, or distinguish a single voice in a crowd. Six rounds (one minute) of concentrated listening are required to potentially achieve success.

Hide: To hide in shadows, camouflage oneself, or flatten one's body to a seemingly impossible degree—all whilst remaining still as a statue. Only the slightest of movement is permissible (unsheathing a blade, opening a pouch, etc.). Hiding is impossible in direct sunlight, or if the thief is actively observed.

Manipulate Traps: To find, remove, and reset traps both magical and mundane. Separate checks must be made to accomplish each facet of this skill: *find*, *remove*, *reset*. Also, a new trap may be built if the mechanism is simple and the parts available; anything more complex will require the assistance of an engineer. Thieves' tools are required when practicing this ability.

Move Silently: To move with preternatural quiet, even across squeaky floorboards, dry leaves, loose debris, and the like. This skill is executed at half the thief's normal movement rate.

Open Locks: To pick locks or disable latching mechanisms both magical and mundane. Thieves' tools are required. Picking or dismantling a lock may be attempted but once; if the attempt fails, the thief cannot try again until he has gained another level of experience. Most locks require 1d4 minutes to pick; complex locks might necessitate 3d6 minutes.

Pick Pockets: To filch items from a pocket, pouch, backpack, or garment using sleight of hand and distraction. Failure by a margin of 3 or greater indicates the attempt has been observed, though not necessarily by the victim. If successful, the referee determines what has been procured. If a thief attempts to pick the pocket of a higher-level thief (or legerdemainist), a penalty equal to the difference in levels must be applied to the check. This skill also covers the gamut of "sleight of hand" trickery the thief might employ to deceive onlookers.

Read Scrolls: To decipher and invoke magician (and magician subclass) scrolls. If the attempt fails, a backfire may result. A second d12 must be rolled, with a 3-in-12 chance of disaster.

Table I.13.: Progressive Thief Abilities

Thief Ability	Thief Level					
	1–2	3–4	5–6	7–8	9–10	11–12
Climb* (<i>dex</i>)	8:12	8:12	9:12	9:12	10:12	10:12
Decipher Script (<i>int</i>)	0:12	1:12	2:12	3:12	4:12	5:12
Discern Noise (<i>wis</i>)	4:12	5:12	6:12	7:12	8:12	9:12
Hide* (<i>dex</i>)	5:12	6:12	7:12	8:12	9:12	10:12
Manipulate Traps (<i>dex</i>)	3:12	4:12	5:12	6:12	7:12	8:12
Move Silently* (<i>dex</i>)	5:12	6:12	7:12	8:12	9:12	10:12
Open Locks (<i>dex</i>)	3:12	4:12	5:12	6:12	7:12	8:12
Pick Pockets* (<i>dex</i>)	4:12	5:12	6:12	7:12	8:12	9:12
Read Scrolls (<i>int</i>)	—	—	0:12	3:12	4:12	5:12

* Chance-in-twelve reduced by 4 if wearing medium weight armour; impossible in heavy armour.

Progressive Thief Abilities Table Defined: Roll a d12 to determine success or failure. If the result is equal to or less than the required number, the attempt is successful. The referee might modify the probability of success based on prevailing circumstances.

Attribute Modifiers to Progressive Thief Abilities: Each ability is associated with and potentially modified by an exceptional attribute, increasing by one (+1) the chance-in-twelve of success:

- ★ 16+ dexterity: *climb*, *hide*, *manipulate traps*, *move silently*, *open locks*, and *pick pockets*
- ★ 16+ intelligence: *decipher script* and *read scrolls*
- ★ 16+ wisdom: *discern noise*

Examples: A 5th-level thief with 16 dexterity has an 8-in-12 chance to *move silently*. A 5th-level thief with 16 intelligence may *read scrolls* at a 1-in-12 chance of success. **N.B.:** An ability with a base ratio noted as "—" is not yet functional; an ability with a base ratio noted as "0:12" is usable only if the associated attribute (intelligence in both cases) is 16 or greater, effecting a modified 1-in-12 chance of success.

SUBCLASSES

Subclasses are specialized alternatives, expansions, and amalgams of the four principal classes. In each instance, one of the four principal classes is considered the primary class from which the subclass is derived, even if the distinction is nominal. Always check with your referee before selecting a subclass; some may not be allowed for play, others possibly reserved for use as NPC classes.

FIGHTER SUBCLASSES

- ★ *Barbarian*: an outland warrior possessed of feral instincts
- ★ *Berserker*: a rampaging shock trooper renowned for unbridled battle rage
- ★ *Cataphract (Knight)*: a mail-clad horseman and warrior elite
- ★ *Paladin*: a champion who crusades for justice and Law
- ★ *Ranger*: a borderland fighter, frontiersman, and wilderness warrior
- ★ *Warlock*: a spell-weaving fighter who wields steel and sorcery interchangeably

MAGICIAN SUBCLASSES

- ★ *Illusionist*: a sorcerer who evokes phantasms and manipulates shadows and light
- ★ *Necromancer*: a sorcerer who practices black magic and communicates with the dead
- ★ *Pyromancer*: a sorcerer who manipulates the elemental power of fire
- ★ *Witch*: a sorceress who brews potions, divines portents, and lays curses

CLERIC SUBCLASSES

- ★ *Druid*: a mystic sorcerer empowered by ancestral, elemental, and animistic spirits
- ★ *Monk*: a warrior-priest who strives for physical and mental mastery
- ★ *Priest*: a chaplain mystic of prodigious spell casting capacity
- ★ *Shaman (Witch Doctor)*: a primal sorcerer who confers with ancestral and totem spirits

THIEF SUBCLASSES

- ★ *Assassin*: a thief who specializes in murder and intrigue
- ★ *Bard (Skald)*: a warrior, scholar, and weaver of enchanted lyrics and/or music
- ★ *Legerdemainist*: an adept thief who also commands the power of sorcery
- ★ *Scout*: a lightly armed explorer, intelligence gatherer, and stealth master

FIGHTER SUBCLASSES

BARBARIAN (Fighter): The barbarian is a savage warrior from the outlands of civilization. Some may have urbane origins but have degenerated to barbarism, whilst others descend from countless generations of savages. The barbarian bridges the instinctual gap betwixt man and beast, oft trusting in the conventions of the beast more than in his fellow man; indeed, he understands bloodshed, violence, and predation more readily than the politics and niceties of civilized life, though tribal laws and taboos prevail. Barbarians oft suffer wanderlust, travelling the length and breadth of Hyperborea's lands and seas. Ferocious and unforgiving, the barbarian is hardened by his stark and warlike lifestyle, though he may comport himself to some indistinct code of honour.

Attribute Requirements: Strength 13, Dexterity 13, Constitution 13

Prime Attributes: Strength, Dexterity

Hit Die Type: d12

Alignment: Chaotic (Good or Evil)

Armour Allowed: Any

Shields Allowed: Any

Favoured Weapons: Any

Saving Throw Modifier: +2 bonus to all saves (see *hardy* ability)

Table I.14.: Barbarian (Fighter)

Level	Experience Points	Hit Dice	Fighting Ability
1	0–2,999	1d12	1
2	3,000–5,999	2d12	2
3	6,000–11,999	3d12	3
4	12,000–23,999	4d12	4
5	24,000–47,999	5d12	5
6	48,000–95,999	6d12	6
7	96,000–191,999	7d12	7
8	192,000–383,999	8d12	8
9	384,000–575,999	9d12	9
10	576,000–767,999	9d12+4	10
11	768,000–959,999	9d12+8	11
12	960,000+	9d12+12	12

Barbarian (Fighter) Class Abilities:

Agile: +1 AC bonus when unarmoured and unencumbered.

Alertness: Reduces by one (–1) the party’s chance of being surprized on a d6 roll (see **VOL. III, COMBAT, surprize**).

Ambusher: When outdoors, increases to 3-in-6 the party’s chance to surprize, if the barbarian positions and prepares them accordingly. Furthermore, when traversing the wilds alone or with others of like ability, the barbarian’s surprize chance is 3-in-6 (see **VOL. III, COMBAT, surprize**).

Attack Rate: 1/1 melee attack rate from 1st to 6th levels; 3/2 melee attack rate from 7th to 12th levels. *Weapon mastery* (q.v.) can further increase attack rate.

Climb: To ascend or descend sheer cliffs or walls without need of climbing gear, if lightly armoured

or unarmoured, as a thief of equal level (see **table I.13**). If vertical, the surface must be rough or with cracks. At least one check must be made per 100 feet of climbing. Failure indicates the climber has slipped and fallen at about the midway point of the check (see **VOL. III, DAMAGE, falling damage**).

Draw Poison: To draw and spit poison from a snakebite or other venomous wound, such as a scorpion sting or spider bite. The attempt must be made within 2 rounds of affliction for a 3-in-6 chance of success, within 4 rounds for a 2-in-6 chance of success, and within 6 rounds for a 1-in-6 chance of success. Victims of envenomed blades or ingested poison are beyond the barbarian’s aid, as are those who perish before the poison is drawn.

Hardy: The indomitable will to prevail; +2 bonus to all saving throws.

Horsemanship: Many barbarians are exceptional horsemen, hailing from nomadic tribes that rely on their steeds in times of peace and war. Even the most stubborn of mounts will submit to the barbarian’s will. From the saddle of a tamed mount he can fight with melee weapons and discharge missiles.

Leap: Mighty thews enable leaps of 25 feet or greater (if unencumbered), bridging pits, chasms, and the like.

Move Silently: To stalk as a panther, moving with preternatural quiet as a thief of equal level (see **table I.13**). Must be lightly armoured or unarmoured. This skill is executed at half the barbarian’s normal movement rate.

Run: To sprint as swiftly as a tiger; base 50 movement rate (MV) when unencumbered and lightly armoured or unarmoured.

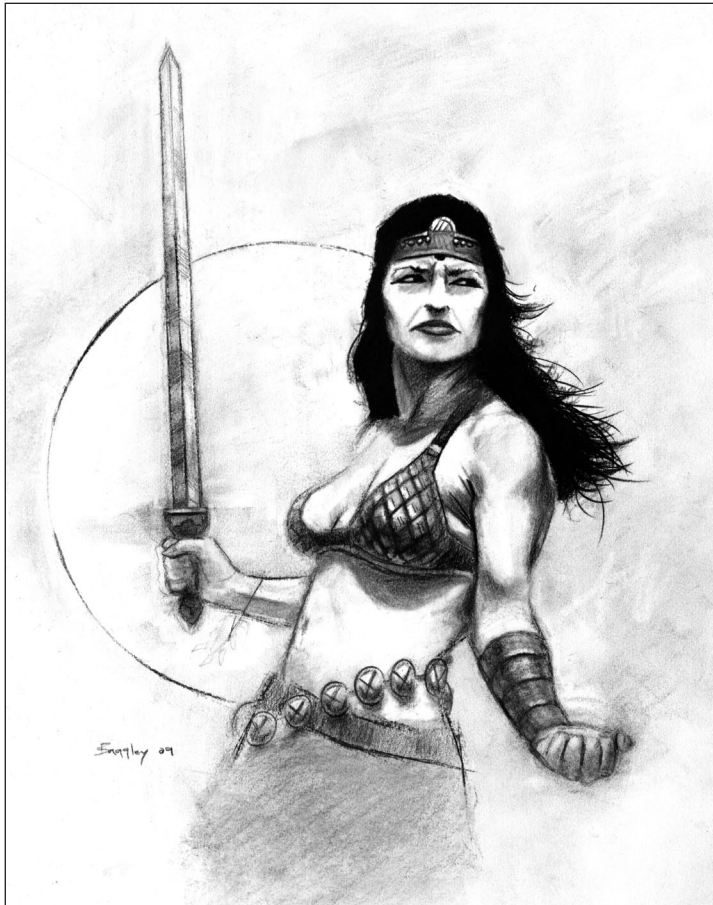
Sense Magic: Sorcery raises the hackles of animal fear and superstition; 4-in-12 chance of cognizing the presence of magic, if he noses for it. He might not discern the precise source straight away, merely that it is close at work. This ability does not function as the *detect magic* spell (q.v.) and usually does not apply to minor magical items and like dweomers.

Sorcerous Distrust: Suspicious of sorcery and those who wield it. Some barbarians may not tolerate the company of magicians, but they might esteem tribal shamans, druids, and the like. A barbarian may wield a magical weapon, and he might even gird himself in a magical belt and so on, but he is not likely to bedeck himself in all manner of dweomered amulets, cloaks, rings, and other trinkets; it is contrary to his nature. The extent of the barbarian’s sorcerous distrust is best established through individual role-play.

Track: To stalk prey, tracing physical signs and scenting as a predator. A barbarian can track at the below suggested probabilities:

- ★ *Wilderness:* A base 10-in-12 chance of finding, identifying, and following fresh tracks outdoors or in natural caverns. If the tracks are not recent, or have faded due to weather or other circumstances, the chance might be reduced to 8-in-12 or worse.
- ★ *Non-Wilderness:* A base 3-in-12 chance to discern tracks in a dungeon, castle, city street, or like setting. If the tracks are not recent, the chance might be reduced to 1-in-12 or worse.

Weapon Mastery: Mastery with one weapon (+1 “to hit”, +1 damage, increased attack rate, etc.). Additional weapons may be mastered at 4th, 8th, and 12th levels. For more information, refer to **WEAPON SKILL, weapon mastery**.



Wilderness Survival: Hunting, trapping, fishing, boating, shelter building, fire building (including tribal smoke signals), logging, woodworking, raft building, and so on. These are performed without need of a check; they are simply the barbarian's province. Under adverse conditions, the referee may assign a reasonable probability of success. Whether a chance of failure applies is at the discretion of the referee, as reflected by the prevailing conditions and abilities of the barbarian.

Tribal Leader: At 9th level, a barbarian can become a tribal leader. He may challenge and defeat the present leader of his tribe, or take control of a tribe that lacks proper leadership. In other instances, he might be selected by a council of elders, or perhaps leadership is bequeathed unto him. The barbarian might establish a fort with a 10- to 20-mile radius of control, or his tribe could be nomadic. At the outset, his tribe may number up to 200 individuals, half of whom are capable fighters: 0th-level barbarians of 1d8 hp each. These are considered fighters, though with a smattering of typical barbarian abilities. Here follows a typical troop:

- ★ **40 footmen** (*studded armour, small shields, long spears, battle axes*)
- ★ **40 longbowmen** (*studded armour, longbows, long swords*)
- ★ **20 horsemen** (*scale armour, lances, composite short bows, horseman's flails, light warhorses*)

Attracted units include one officer, a 5th-level barbarian responsible for the unit and for communication betwixt the barbarian lord and his men. If the reputation of the lord is favourable, further tribesmen may be attracted, up to hundreds. Of course, barbarian soldiers must receive pay for their service, which might include the finest furs and skins, game, steel, and other resources; officers are awarded the first pick of all such awards as granted by the lord. **N.B.:** It is possible for a barbarian to replace his *tribal leader* ability with the fighter's *stronghold* ability (see **CLASSES**, *fighter*), should he elect to become a leader of "civilized" men.

BERSERKER (Fighter): The berserker is a fierce fighter renowned for his unbridled battle rage, a shock trooper able to enter a frothing wrath that augments his strength and vitality. The most heroic berserkers can transmogrify into bestial monstrosities: quasi-bears, -lions, or -wolves. Savage and unpredictable, the berserker can be as dangerous to his allies as to his enemies. Like barbarians, some berserkers live as outlanders, whilst others might serve a king or feudal lord. In Hyperborea, Viking berserkers are notorious for brutally raiding, looting, and pillaging coastal villages from their swift longships.

Table I.15.: Berserker (Fighter)

Level	Experience Points	Hit Dice	Fighting Ability	Natural AC
1	0–2,499	1d12	1	8
2	2,500–4,999	2d12	2	8
3	5,000–9,999	3d12	3	7
4	10,000–19,999	4d12	4	7
5	20,000–39,999	5d12	5	6
6	40,000–79,999	6d12	6	6
7	80,000–159,999	7d12	7	5
8	160,000–319,999	8d12	8	5
9	320,000–479,999	9d12	9	4
10	480,000–639,999	9d12+4	10	4
11	640,000–799,999	9d12+8	11	3
12	800,000+	9d12+12	12	3

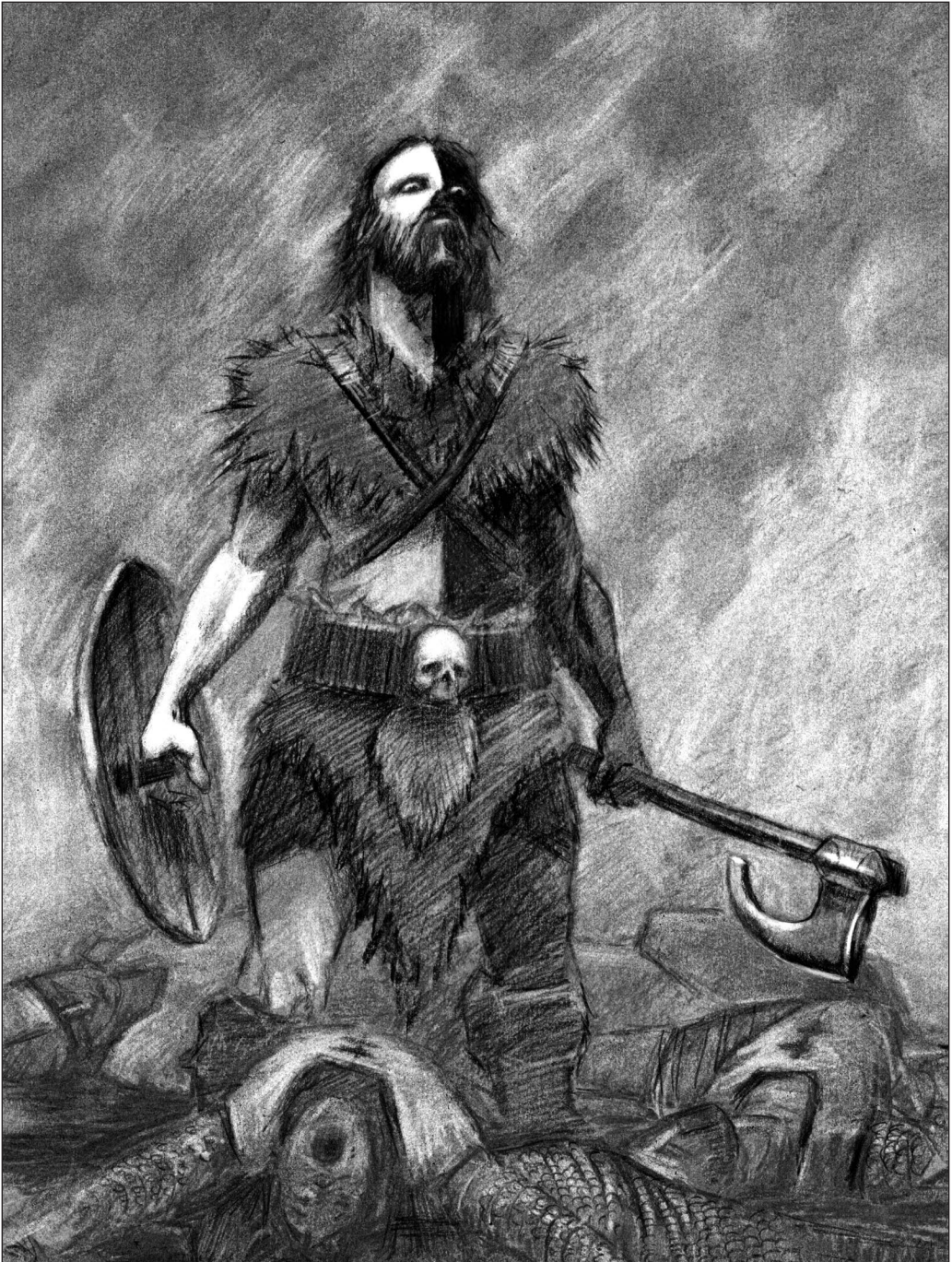
Attribute Requirements:
Strength 15, Constitution 15
Prime Attributes: Strength, Constitution
Hit Die Type: d12
Alignment: Chaotic (Good or Evil)
Armour Allowed: Any
Shields Allowed: Any
Favoured Weapons:
Any (but opposed to missile weapons)
Saving Throw Modifier:
+2 bonus to all saves (see *hardy* ability)

Berserker (Fighter) Class Abilities:

Attack Rate: 1/1 melee attack rate from 1st to 6th levels; 3/2 melee attack rate from 7th to 12th levels. *Weapon mastery* (q.v.) can further increase attack rate.

Berserk Rage: A furious battle lust, a feral madness harnessed. The berserker can work himself into a rage by pounding his chest, beating his weapons together, or biting his shield, or in some other manner as the player imagines. He can enter a rage at any time during a battle; this is especially likely if his blood has been drawn. Berserk rage can be entered once per day for every four levels of experience (1st to 4th levels = x1; 5th to 8th levels = x2; 9th to 12th levels = x3) and lasts for as many rounds as the berserker has points of constitution. Here follow the benefits and drawbacks associated with berserk rage:

- ★ *Berserk Attack Rate:* Melee attack rate of 2/1 (or 5/2 with *weapon mastery*).
- ★ *Enhanced Combat:* +2 “to hit” and +2 damage on all melee attacks.
- ★ *Fire Resistance:* Immunity to normal fire; saves vs. magical fire always successful.
- ★ *Frightening Aspect:* Fearsome to behold; enemy *morale checks* (q.v.) penalized by –2.
- ★ *Hit Point Burst:* Temporary hit points equal to one-half his constitution score, rounded up. These false hit points are deducted first when the berserker is hit. At the conclusion of the rage, any bonus hit points remaining are subtracted.
- ★ *Refusal to Fall:* Can fight to as low as –3 hp. Once the battle is over, the berserker collapses and begins to suffer the deleterious effects normally associated with negative hit points.
- ★ *Refusal to Surrender:* Cannot surrender, retreat, or withdraw from melee once the rage is begun; neither can he take actions unrelated to immediately damaging his foe.
- ★ *Unbreakable Willpower:* Immunity to *fear*, *charm*, and like sorcery that may affect the berserker’s willpower (cf. *emotion*).
- ★ *Uncontrollable:* Once all enemy combatants are vanquished, the berserker continues to attack or rend their slain forms until the rage ends. However, a 1-in-8 chance exists that he will attack any living creature within 30 feet of himself—including allies—for 1d6 rounds before coming to his senses.
- ★ *Exhaustion:* When the rage ends, the berserker is exhausted for 1d3 turns (10–30 minutes). During this period of lethargy, the berserker suffers a –2 penalty “to hit” and damage, and he is unable to run. The exhausted berserker is withdrawn and languid.



Climb: To ascend or descend sheer cliffs or walls without need of climbing gear, if lightly armoured or unarmoured, as a thief of equal level (see **table I.13.**). If vertical, the surface must be rough or with cracks. At least one check must be made per 100 feet of climbing. Failure indicates the climber has slipped and fallen at about the midway point of the check (see **VOL. III, DAMAGE, falling damage**).

Hardy: The indomitable will to prevail; +2 bonus to all saving throws.

Leap: Mighty thews enable leaps of 25 feet or greater (if unencumbered), bridging pits, chasms, and the like.

Thick Skin: Skin not unlike the hide of a bull, which toughens over time. The berserker has a natural AC 8 at 1st level, AC 7 at 3rd level, and so on (see **table I.15.**). Body armour does not “stack” with thick skin, but thick skin does provide a +1 AC bonus (1st to 6th levels) or +2 AC bonus (7th to 12th levels) to berserkers clad in light armour. The berserker’s thick skin also enables him to function in subfreezing temperatures (as low as 0°F) with little need of protection.

Weapon Mastery: Mastery with one weapon (+1 “to hit”, +1 damage, increased attack rate, etc.). Additional weapons may be mastered at 4th, 8th, and 12th levels. For more information, refer to **WEAPON SKILL, weapon mastery**.

Bestial Form: At 7th level, the berserker gains divine favour from his deity, or from an ancestral or animistic spirit, and he is blessed with ability to transmogrify into a bestial humanoid form whilst berserking. The bestial form is one typically associated with the berserker’s culture or ancestry. Once an animal type is selected, it cannot be changed. When the berserker transforms, his mighty thews bristle with fur, and his countenance elongates to a whiskered muzzle, like that of a furious bear, tiger, or wolf. He stands on two legs, but his hands become paw-like, with great claws or talons. The following adjustments apply:

- ★ x1.5 height, and x2 weight.
- ★ Half of any lost hit points are recovered. (Does not include false hp total from *hit point burst*.)
- ★ Can wield melee weapons and attack as normal (see *berserk attack rate* above), or can opt to claw / claw / bite for a base 1d6 / 1d6 / 1d8 damage. If both claw attacks strike a single opponent of size Medium or smaller (see **VOL. IV, BEAST AND MONSTER STATISTICS, size**), the berserker can automatically hug the victim for an additional 2d6 hp damage. Note that +2 bonuses “to hit” and damage still apply, per the *berserk rage* rules.
- ★ Bestial form used for *berserk rage* only; thus, it ends when the *berserk rage* ends.
- ★ Ability cannot be used if berserker wears armour; indeed, the transformation oft rips his clothes and snaps the buckles and fasteners of armour.
- ★ All benefits and detriments associated with *berserk rage* remain.

Summon Berserker Horde: At 9th level, a berserker can venture into the savage wilderness to release a bestial howl that attracts **50 wild berserkers** (see **VOL. IV, BEASTS AND MONSTERS: M, man, wild berserker**; note the ratio of sub-chiefs and chieftains). These feral warriors arrive over the course of 1d4 days and will follow their berserker lord until death, so long as their lives comprise violence, bloodshed, drink, and revelry. Providing food and shelter for the horde is the responsibility of the berserker lord. A berserker horde can be summoned but once (unless the referee permits otherwise); furthermore, introducing these wild men to civilization can prove disastrous. The berserker lord might establish a fort with a 10- to 20-mile radius of control, or his horde might be nomadic. In the former case, common inhabitants of the berserker’s domain provide 5 sp in taxes per person per month; however, members of the horde might well terrorize the commoners. **N.B.:** Berserkers of Good alignment will summon a horde of similar ethos.

CATAPHRACT (Fighter): The cataphract is an armour-clad soldier whose prowess from the saddle is without peer. He might be a mounted mercenary, an oath-bound knight, a savage steppe horseman, or a cavalryman in service to a provincial militia or to a despotic monarch. Some cataphracts esteem themselves “cavaliers”, comporting themselves to the precepts of charity, civility, honour, humility, love, and valour; others operate as rapacious free lances who subsist on tournaments and war. A cataphract is the equal of any fighting man afoot; mounted, none are better on all the bloody battlefields of Hyperborea.

Table I.16.: Cataphract (Fighter)

Level	Experience Points	Hit Dice	Fighting Ability
1	0–2,249	1d10	1
2	2,250–4,499	2d10	2
3	4,500–8,999	3d10	3
4	9,000–17,999	4d10	4
5	18,000–35,999	5d10	5
6	36,000–71,999	6d10	6
7	72,000–143,999	7d10	7
8	144,000–287,999	8d10	8
9	288,000–431,999	9d10	9
10	432,000–575,999	9d10+3	10
11	576,000–719,999	9d10+6	11
12	720,000+	9d10+9	12

Attribute Requirements:
 Strength 9, Dexterity 9, Wisdom 9, Charisma 9
Prime Attributes: Strength, Charisma
Hit Die Type: d10
Alignment: Any
Armour Allowed: Any
Shields Allowed: Any
Favoured Weapons: Any
Saving Throw Modifiers:
 Death +2, Transformation +2



Cataphract (Fighter) Class Abilities:

Attack Rate: 1/1 melee attack rate from 1st to 6th levels; 3/2 melee attack rate from 7th to 12th levels. *Weapon mastery* (q.v.) can further increase attack rate.

Honour: A cataphract who operates as a “cavalier” and enjoys the political and social benefits derived therefrom must comport himself to the same code of honour as a paladin (q.v.); failure to do so results in similar consequences.

Horsemanship: Trained in mounted combat from early youth, the cataphract can fight from the saddle, can urge his mount to nimble feats on the battlefield, and is experienced in close-ordered charges.

Mounted Charge: A thunderous mounted onset both feared and renowned. The cataphract’s lance charge from horseback is at +2 “to hit” bonus (+3 versus footmen) and treble damage dice (other modifiers added afterwards, such as strength, *weapon mastery*, etc.). The cataphract loses his dexterity bonus to AC whilst charging, or suffers a –1 AC penalty if no dexterity bonus applies. Mounted charge distance must be at least 60 feet, and the horseman’s path must be relatively straight; up to a 45° curve is allowed. The ground must be relatively flat and free of obstructions; the mounted charge cannot be performed in some terrain types, such as *bluffs*, *forest (heavy)*, *mountains*, or *swamp / marsh*. On an open field, two rounds are needed to prepare subsequent mounted charge attacks; thus, a mounted charge attack may be effected every third round.

Skilful Defender: To avail armour to its utmost. When clad in medium or heavy armour, the cataphract gains a +1 AC bonus from 1st to 6th levels, and a +2 AC bonus from 7th to 12th levels.

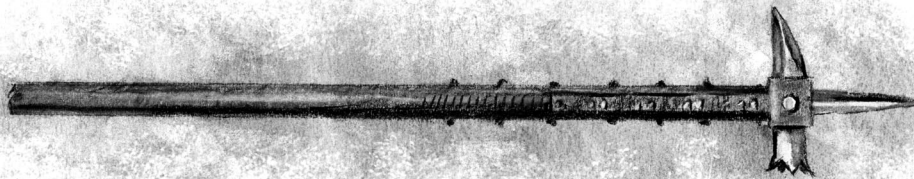
Unbreakable Willpower: Immune to the effects of magically induced *fear*.

Weapon Mastery: Mastery with the lance and one other weapon (+1 “to hit”, +1 damage, increased attack rate, etc.). Additional weapons may be mastered at 4th, 8th, and 12th levels. For more information, refer to **WEAPON SKILL**, *weapon mastery*.

Stronghold: At 9th level, a cataphract who builds a stronghold, castle, or fortified manor and establishes a 10- to 20-mile radius of control becomes eligible to attract a body of men-at-arms, 0th-level fighters of 1d8 hp each. Here follows a typical troop:

- ★ **40 infantrymen** (*chain mail, small shields, light crossbows, long spears, short swords*)
- ★ **20 halberdiers / pikemen** (*splint armour, halberds or pikes, hand axes*)
- ★ **20 longbowmen** (*studded armour, longbows, short swords*)
- ★ **60 cavalrymen** (*chain mail, lances, light crossbows, horseman’s flails, light warhorses*)

Attracted units include one officer, a 5th-level fighter or cataphract responsible for the unit and for communication betwixt the lord and his men. If the reputation of the lord is favourable, further troops may be attracted. Men-at-arms receive 10 gp per month for their service, plus 200 gp for the officer. Common inhabitants of the cataphract’s domain provide 5 sp in taxes per person per month.



PALADIN (Fighter): The paladin is a martial exemplar of the Lawful Good alignment. Whereas others fall into despair or are seduced by the malefic temptations of a decadent world, the paladin not only resists but inspires others to do the same. He is a paragon of truth, justice, prudence, honour, loyalty, faith, charity, and love; consequently he is favoured by otherworldly powers and spirits of benign nature. A champion of the oppressed and abused, the paladin strives to undo the evils wrought on Hyperborea through his temperate word and courageous deeds.

Attribute Requirements: Strength 9, Dexterity 9, Wisdom 9, Charisma 15

Prime Attributes: Strength, Charisma

Hit Die Type: d10

Alignment: Lawful Good

Armour Allowed: Any

Shields Allowed: Any

Favoured Weapons: Any

Saving Throw Modifier: +2 bonus to all saves (see *divine protection* ability)

Table I.17.: Paladin (Fighter)

Level	Experience Points	Hit Dice	Fighting Ability	Turning Ability	Casting Ability	Spell Levels		
						1	2	3
1	0–2,749	1d10	1	—	—	—	—	—
2	2,750–5,499	2d10	2	—	—	—	—	—
3	5,500–10,999	3d10	3	—	—	—	—	—
4	11,000–21,999	4d10	4	—	—	—	—	—
5	22,000–43,999	5d10	5	1	—	—	—	—
6	44,000–87,999	6d10	6	2	—	—	—	—
7	88,000–175,999	7d10	7	3	1	1	—	—
8	176,000–351,999	8d10	8	4	2	2	—	—
9	352,000–527,999	9d10	9	5	3	2	1	—
10	528,000–703,999	9d10+3	10	6	4	2	2	—
11	704,000–879,999	9d10+6	11	7	5	2	2	1
12	880,000+	9d10+9	12	8	6	2	2	2

Paladin (Fighter) Class Abilities:

Attack Rate: 1/1 melee attack rate from 1st to 6th levels; 3/2 melee attack rate from 7th to 12th levels. *Weapon mastery* (q.v.) can further increase attack rate.

Divine Protection: The paladin's indomitable spirit and blameless conduct attract the favour of benign otherworldly forces; hence he is immune to natural diseases, he gains a +2 bonus to all saving throws, and he enjoys a +1 AC bonus versus attacks made by Evil creatures. **N.B.:** Divine protection does not provide immunity to magical diseases such as *lycanthropy* and *mummy rot*.

Healing Hands: The power to heal wounds and cure disease by laying palms on the injured or afflicted. The paladin can restore 2 hp per day per level of experience, and he can remove one disease every seven days; with few exceptions, the paladin will treat allies before himself.

Honour: To comport oneself to a somewhat indistinct and complicated code of honour extolling strength, skill, stoicism, consistency, fidelity, courage in the face of enemies, clemency towards defeated opponents, largess towards dependents, hospitality to associates and superiors, and a willingness to protect the weak. Paladins are held in high regard by goodly folk of all sorts, whether of high or low birth, and many believe they set the standard by which other fighting men are measured. A paladin must never commit murder, perpetrate a felony, or utilize poison against even the most malign of enemies. A paladin is loyal first to his own conscience; however, the conventions of honour cannot compel him to behave contrarily to his Lawful Good nature. He must oppose tyranny, despotism, cruelty, dæmonism, and other forms of Evil. Failure to adhere to these precepts is grounds for penalization by the referee, possibly including experience point reduction, denial of abilities, level loss, and at its worst, forfeiture of paladinhood and reversion to the fighter class.

Horsemanship: Trained in mounted combat from early youth, the paladin can fight from the saddle, can urge his mount to nimble feats on the battlefield, and is experienced in close-ordered charges.

Sense Evil: Perspicacity to Evil most palpable: the nearby presence of a purely Evil sorcerer, undead, dæmons, and other unclean spirits. Particularly strong emanations, such as from a malign artefact or dominion of Evil, may eclipse lesser sensations. Note that this ability will not discern if another character is of Evil alignment, unless the subject is about to commit a most vile act, or is of a pure and intense Evil (e.g., empowered by dæmons; too, necromancers, witches, and certain priests might qualify, per referee discretion). In any case, the paladin must stop and concentrate, sensing in a 60-foot range (cf. the spell, *detect evil*).

Valiant Resolve: Immune to the effects of magically induced fear.

Weapon Mastery: Mastery with one weapon (+1 “to hit”, +1 damage, increased attack rate, etc.). Additional weapons may be mastered at 4th, 8th, and 12th levels. For more information, refer to **WEAPON SKILL**, *weapon mastery*.

Righteous Wrath: Beginning at 3rd level, when delivering a charge attack (mounted or afoot) against an Evil foe, the paladin gains a damage bonus equal to his level of experience. (This replaces the +2 damage bonus normally associated with charge attacks.) When mounted, this bonus is in addition to the double damage inflicted by a lance (see **VOL. III, COMBAT ACTIONS**, *mounted combat*). Note that the paladin loses his dexterity bonus to AC when making charge attacks (mounted or afoot), or suffers a –1 AC penalty if no dexterity bonus applies.

Sacred Mount: Sometime after attaining 5th level, the paladin may receive a vision in which he learns the location of an extraordinary mount: a thewy wild stallion, keen and of great resolve, which must be quested after, lassoed, and trained. This equine is considered a **heavy warhorse** of superior health and exceptional wisdom (maximum hit points, 12 morale). This is normally a once-in-a-lifetime benison; at minimum, a year or more must elapse before it can again be attempted. Paladins who defer, waiting until the achievement of 10th level, may quest for the sacred **pegasus** (likewise maximum hit points, 12 morale). A paladin who loses his pegasus may never again quest for a sacred mount.

Turn Undead: At 5th level, exert control over the undead and some dæmonic beings, causing them to flee and/or cower. At 5th level the paladin has 1st-level *turning ability* (TA 1); at 6th level he has 2nd-level *turning ability* (TA 2); and so on. The paladin must stand before the undead and boldly speak the commandments of his faith and/or Law, displaying his holy symbol or crest whilst so doing (see **VOL. III, COMBAT ACTIONS**, *turn undead*).

Sorcery: At 7th level, paladins can cast cleric spells, drawn from the **Cleric Spell List** (see **table II.3.**). These spells are learnt through prayer, study of scripture, or communion with otherworldly beings associated with Lawful Good; in some cases, the Lawful Good alignment itself functions as the empowering force. The paladin develops one new spell at each level gain, with no need of a qualification roll. He cannot learn additional spells beyond those he develops during level training. Spell memorization involves prayer, meditation, incantations, and the study and recitation of scriptures; the process otherwise follows the same basic principles as that of clerics (see **VOL. II, SPELLS**, *spell memorization*). Note that the 7th-level paladin is a 1st-level caster (CA 1) and progresses accordingly. Lastly, paladins do not gain bonus spells for high wisdom; neither can they use clerical scrolls.

Stronghold: At 9th level, a paladin who builds a stronghold, castle, or fortified manor and establishes a 10- to 20-mile radius of control becomes eligible to attract a body of Lawful Good men-at-arms, 0th-level fighters of 1d8 hp each. Here follows a typical troop:

- ★ **30 infantrymen** (*chain mail, small shields, light crossbows, long spears, short swords*)
- ★ **20 halberdiers / pikemen** (*splint armour, halberds or pikes, hand axes*)
- ★ **30 longbowmen** (*studded armour, longbows, short swords*)
- ★ **40 cavalrymen** (*chain mail, lances, light crossbows, horseman's flails, light warhorses*)

Attracted units include one officer, a 5th-level fighter or paladin responsible for the unit and for communication betwixt the lord and his men. If the reputation of the lord is favourable, further troops may be attracted. Men-at-arms receive 10 gp per month for their service, plus 200 gp for the officer. Common inhabitants of the paladin's domain provide 5 sp in taxes per person per month.



RANGER (Fighter): The ranger protects the borderlands of civilization and infiltrates savage frontiers. He might be a grim-faced frontiersman patrolling the marches of civilized lands; a fearless raider, waging a war of ambush and disruption behind enemy lines; or perhaps a disenfranchised wanderer who roams vast wastelands, hunting down otherworldly horrors whose aims are incongruous with man's survival. The ranger can unerringly guide others through the lonely wilds, traversing unseen even the most guarded of territories. The ranger is a doughty warrior versed in the secrets of the wilderness and the countless horrors it harbours.

Attribute Requirements: Strength 9, Dexterity 9, Intelligence 9, Wisdom 9

Prime Attributes: Strength, Wisdom

Hit Die Type: d10

Alignment: Any, save Evil

Armour Allowed: Any

Shields Allowed: Any

Favoured Weapons: Any

Saving Throw Bonus: Death +2, Transformation +2

Table I.18.: Ranger (Fighter)

Level	Experience Points	Hit Dice	Fighting Ability	Casting Ability	Druid Spell Levels			Magician Spell Levels		
					1	2	3	1	2	3
1	0–2,249	1d10	1	—	—	—	—	—	—	—
2	2,250–4,499	2d10	2	—	—	—	—	—	—	—
3	4,500–8,999	3d10	3	—	—	—	—	—	—	—
4	9,000–17,999	4d10	4	—	—	—	—	—	—	—
5	18,000–35,999	5d10	5	—	—	—	—	—	—	—
6	36,000–71,999	6d10	6	—	—	—	—	—	—	—
7	72,000–143,999	7d10	7	1	1	—	—	—	—	—
8	144,000–287,999	8d10	8	2	1	—	—	1	—	—
9	288,000–431,999	9d10	9	3	1	1	—	1	—	—
10	432,000–575,999	9d10+3	10	4	1	1	—	1	1	—
11	576,000–719,999	9d10+6	11	5	1	1	1	1	1	—
12	720,000+	9d10+9	12	6	1	1	1	1	1	1

Ranger (Fighter) Class Abilities:

Alertness: Reduces by one (–1) the party's chance of being surprized on a d6 roll (see **VOL. III, COMBAT, surprize**).

Ambusher: When outdoors, increases to 3-in-6 the party's chance to surprize, if the ranger positions and prepares them accordingly. Furthermore, when traversing the wilds alone or with others of like ability, the ranger's surprize chance is 3-in-6 (see **VOL. III, COMBAT, surprize**).

Attack Rate: 1/1 melee attack rate from 1st to 6th levels; 3/2 melee attack rate from 7th to 12th levels. *Weapon mastery* (q.v.) can further increase attack rate.

Discern Noise: Unusually perceptive when outdoors, detecting the faintest sounds. The ranger can *discern noise* as a thief of equal level (see **table I.13.**). Six rounds (one minute) of concentrated listening are required to potentially achieve success.

Hide: When outdoors, if lightly armoured or unarmoured, able to *hide* as a thief of equal level (see **table I.13.**), lurking behind bushes, trees, rocks, and the like. The ranger can camouflage himself, or flatten his body to the ground whilst remaining still. Only the slightest of movement is permissible (unsheathing a blade, opening a pouch, etc.). Hiding is impossible in direct sunlight, or if the ranger is actively observed. In non-wilderness areas (cities, dungeons, etc.), his chance-in-twelve for success is penalized by –2.

Move Silently: To stalk as a panther, moving with preternatural quiet as a thief of equal level (see **table I.13.**). Must be lightly armoured or unarmoured. This skill is executed at half the ranger's normal movement rate.



Otherworldly Enemies: From his earliest training, the ranger is furnished with the terrible knowledge of alien species and the nameless horrors they represent. Through this instruction he is provided the most effective means of harming them. The ranger inflicts +1 hp damage per level of experience versus **aboleths, crab-men, elder things, fish-men,** the **Great Race, mi-go, night-gaunts, spore-men,** and **tentacular horrors;** furthermore, he can identify these abominations at first sight.

Track: To stalk prey, tracing physical signs and discerning subtle clues. A ranger can track at the below suggested probabilities:

- ★ *Wilderness:* A base 10-in-12 chance of finding, identifying, and following fresh tracks outdoors or in natural caverns. If the tracks are not recent, or have faded due to weather or other circumstances, the chance might be reduced to 8-in-12 or worse.
- ★ *Non-Wilderness:* A base 6-in-12 chance to discern tracks in a dungeon, castle, city street, or like setting. If the tracks are not recent, the chance might be reduced to 4-in-12 or worse.

Track Concealment: In the wilderness, obscure the tracks of a number of companions equal to the ranger's level of experience; however, maximum speed is restricted to half the ranger's normal movement rate.

Traverse Overgrowth: Negotiate natural overgrowth (briars, brush, tangles, thorns, vines, etc.) at his normal movement rate, without leaving a discernible trail (if so desired), so long as the ranger is unarmoured or lightly armoured.

Weapon Mastery: Mastery with one weapon (+1 "to hit", +1 damage, increased attack rate, etc.). Additional weapons may be mastered at 4th, 8th, and 12th levels. For more information, refer to **WEAPON SKILL, weapon mastery.**

Wilderness Survival: Hunting, trapping, fishing, boating, shelter building, fire building, logging, woodworking, raft building, and so on. Using these skills, the ranger can supply a small party of allies with all their basic survival needs. Wilderness survival skills are performed without need of a check; they are simply the ranger's province. Under adverse conditions, the referee may assign a reasonable probability of success. Whether a chance of failure applies is at the discretion of the referee, as reflected by the prevailing conditions and abilities of the ranger.

Sorcery: At 7th level the ranger develops the ability to cast spells. He is not formally instructed; neither does he use spell or prayer books. Rather, he learns eldritch lore and mimics incantations through his associations with hedge wizards, druids, shamans, woodland beings, and the like; also by conference with animistic spirits, elemental beings, and other natural forces. The ranger's spells are drawn from the **Druid Spell List** (see **table II.4.**) and the **Magician Spell List** (see **table II.2.**). At 7th level, the ranger cultivates a level 1 druid spell; at 8th level, he learns a level 1 magician spell; at 9th level, he acquires a level 2 druid spell; and so on, until at 12th level he is able to cast three druid spells and three magician spells as noted on **table I.18.** Spells are gained automatically, with no need of qualification rolls. The ranger cannot learn additional spells beyond those he develops during level training. Each spell choice is irrevocably permanent. Spell memorization involves meditation, unorthodox incantations, and spiritual communion with ancestral, animistic, and elemental beings; otherwise it conforms to the same basic principles as followed by clerics and magicians (see **VOL. II, SPELLS, spell memorization**). Note that the 7th-level ranger is a 1st-level caster (CA 1) and progresses accordingly. Lastly, rangers do not gain bonus spells for high intelligence or wisdom; neither can they use druid or magician scrolls.

Wilderness Fortress: At 9th level, a ranger who establishes a wilderness fortress is eligible to attract **80 woodsmen** (*studded leather, longbows, long swords*), 0th-level rangers of 1d8 hp each possessing a smattering of ranger abilities. These woodsmen include one officer, a 5th-level ranger responsible for the unit and for communication betwixt the lord and his men. If the reputation of the lord is favourable, further troops may be attracted. Woodsmen each receive 10 gp per month for their service, plus 200 gp for the officer. Common inhabitants of the ranger's domain provide 5 sp in taxes per person per month.

WARLOCK (Fighter): A warlock is a swordsman and a sorcerer, an armour-clad fighter who wields weapons of steel and incants the spells of a magician. Such an individual might represent a clandestine order of warrior-wizards; or he might be a failed magician's apprentice fallen into the life of a soldier, mercenary, or reaver; or perhaps he is a young fighting man secretly tutored by a shunned hedge wizard. Some warlocks practice the sorcery of pyromancers, and these may be referred to as *fire lords*, but perhaps the most feared and reviled of warlocks are those who practice the black arts of necromancy—*death soldiers*—many of whom supplicate the dæmon lord Thaumagorga.



Table I.19.: Warlock (Fighter)

Attribute Requirements: Strength 12, Intelligence 12 (plus Wisdom 12 for death soldiers & fire lords) Prime Attributes: Strength, Intelligence Hit Die Type: d8 Alignment: Any Armour Allowed: Light, Medium Shields Allowed: Any Favoured Weapons: Any Saving Throw Modifiers: Transformation +2, Sorcery +2	Level	Experience Points	Hit Dice	Fighting Ability	Casting Ability	Spell Levels		
	1	0–2,999	1d8	1	1	1	—	—
	2	3,000–5,999	2d8	2	2	1	—	—
	3	6,000–11,999	3d8	3	3	1	1	—
	4	12,000–23,999	4d8	4	4	1	1	—
	5	24,000–47,999	5d8	5	5	1	1	1
	6	48,000–95,999	6d8	6	6	1	1	1
	7	96,000–191,999	7d8	7	7	2	1	1
	8	192,000–383,999	8d8	8	8	2	2	1
	9	384,000–575,999	9d8	9	9	2	2	2
	10	576,000–767,999	9d8+2	10	10	3	2	2
	11	768,000–959,999	9d8+4	11	11	3	3	2
	12	960,000+	9d8+6	12	12	3	3	3

Warlock (Fighter) Class Abilities:

Attack Rate: 1/1 melee attack rate from 1st to 6th levels; 3/2 melee attack rate from 7th to 12th levels. *Weapon mastery* (q.v.) can further increase attack rate.

Magic Item Use: Can utilize magic items normally restricted to magicians.

Read Magic: The ability to decipher unintelligible magical inscriptions or symbols placed on weapons, armour, items, doors, walls, and other media by means of the *sorcerer mark* spell (q.v.) or other like methods.

Scribe Scroll: To scribe a familiar spell onto a scroll, creating a single-use magical device, at a cost of 500 gp + 100 gp per spell level. The warlock creates a scroll type compatible with the school of magic with which he has been instructed (magician, necromancer, or pyromancer). Materials may include the finest vellum, paper, or papyrus; a fresh quill; and sorcerer’s ink, such as sepia. This involved process requires one week per spell level.

Sorcery: A warlock casts spells that he memorizes from an arcane tome. At character creation, the player must select which school of magic his warlock practices—that of the magician (see **table II.2.**), necromancer (see **table II.6.**), or pyromancer (see **table II.7.**). Regardless, the warlock begins play with a spell book that contains one level 1 spell. Through personal research, warlocks develop a new spell at 3rd, 5th, 7th, 8th, 9th, 10th, 11th, and 12th levels; each is automatically learnt, with no need of a qualification roll. To learn a spell outside of level training, refer to **VOL. II, SPELLS, acquiring new spells**. Warlocks of high intelligence cast a greater number of spells per day (see **ATTRIBUTES, intelligence**).

Stronghold: At 9th level, a warlock who builds a stronghold, castle, or fortified manor with a 10- to 20-mile radius of control is eligible to attract a body of men-at-arms, 0th-level fighters of 1d8 hp each. Here follows a typical troop:

- ★ **30 infantrymen** (*chain mail, small shields, light crossbows, long spears, short swords*)
- ★ **30 halberdiers / pikemen** (*splint armour, halberds or pikes, hand axes*)
- ★ **20 longbowmen** (*studded armour, longbows, short swords*)
- ★ **10 cavalrymen** (*chain mail, lances, light crossbows, horseman’s flails, light warhorses*)

Attracted units include one officer, a 5th-level fighter responsible for the unit and for communication betwixt the lord and his men. If the reputation of the lord is favourable, further troops may be attracted. Men-at-arms receive 10 gp per month for their service, plus 200 gp for the officer. Inhabitants of the warlock’s domain provide 5 sp in taxes per person per month. Once control and reputation are established, the warlock attracts 1d2 apprentice warlocks (0th-level) who petition him for learning.

Weapon Mastery: Mastery with one weapon (+1 “to hit”, +1 damage, increased attack rate, etc.). Additional weapons may be mastered at 4th, 8th, and 12th levels. For more information, refer to **WEAPON SKILL, weapon mastery**.

MAGICIAN SUBCLASSES

ILLUSIONIST (Magician): The illusionist is a magician who specializes in illusions, phantasms, hypnosis, and other effects that distort or modify perceptions and attitudes. Too, he can manipulate and transform light, colours, and shadows into quasi-real matter. Like other magicians, the illusionist studies arcane tomes and scripts, though these weird, curvilinear texts are unlike other magical writings. The illusionist might learn his sorcery from an esoteric branch of a magicians' guild, or perhaps from a rogue illusionist who surrounds his mountaintop abode with layers of perception-warping phantasms. The illusionist's sorcery involves strange incantations and peculiar gesticulations. Even amongst other magicians, the illusionist is oft considered an eccentric.



Attribute Requirements: Dexterity 9, Intelligence 9
Prime Attributes: Dexterity, Intelligence
Hit Die Type: d4
Alignment: Any
Armour Allowed: None
Shields Allowed: None
Favoured Weapons: Dagger, dart, quarterstaff, sling
Saving Throw Modifiers: Device +2, Sorcery +2

Table I.20.: Illusionist (Magician)

Level	Experience Points	Hit Dice	Fighting Ability	Casting Ability	Spell Levels					
					1	2	3	4	5	6
1	0–2,499	1d4	0	1	1	—	—	—	—	—
2	2,500–4,999	2d4	0	2	2	—	—	—	—	—
3	5,000–9,999	3d4	1	3	2	1	—	—	—	—
4	10,000–19,999	4d4	1	4	3	2	—	—	—	—
5	20,000–39,999	5d4	2	5	3	2	1	—	—	—
6	40,000–79,999	6d4	2	6	4	3	2	—	—	—
7	80,000–159,999	7d4	3	7	4	3	2	1	—	—
8	160,000–319,999	8d4	3	8	4	4	3	2	—	—
9	320,000–479,999	9d4	4	9	5	4	3	2	1	—
10	480,000–639,999	9d4+1	4	10	5	4	4	3	2	—
11	640,000–799,999	9d4+2	5	11	5	5	4	3	2	1
12	800,000+	9d4+3	5	12	5	5	4	4	3	2

Illusionist (Magician) Class Abilities:

Perceive Illusion: +2 bonus to saving throws versus illusions and phantasms. If the illusion is that of a fellow illusionist of 3 or more levels lower, the saving throw bonus is equal to the level difference (e.g., a 7th-level illusionist met by the *phantasm* spell of a 3rd-level illusionist gains a +4 saving throw bonus).

Read Magic: The ability to decipher unintelligible magical inscriptions or symbols placed on weapons, armour, items, doors, walls, and other media by means of the *sorcerer mark* spell (q.v.) or other like methods.

Scribe Scroll: To scribe a familiar spell onto a scroll, creating a single-use magical device, at a cost of 500 gp + 100 gp per spell level. Materials may include the finest vellum, paper, or papyrus; a fresh quill; and sorcerer's ink, such as sepia. This involved process requires one week per spell level.

Sorcery: An illusionist casts spells that he memorizes from an arcane tome. He begins his career with a spell book that contains three level 1 spells, these drawn from the **Illusionist Spell List** (see **table II.5.**). Through personal research, illusionists develop one new spell at each level gain; this spell is automatically learnt, with no need of a qualification roll. To learn a spell outside of level training, refer to **VOL. II, SPELLS, acquiring new spells**. Illusionists of high intelligence cast a greater number of spells per day (see **ATTRIBUTES, intelligence**).

Alchemy: When an illusionist reaches 7th level, he may begin to concoct potions with the assistance of an alchemist (see **VOL. III, ADVENTURE, hirelings**). By 11th level, the illusionist may engage in this activity on his own. For details, see **VOL. V, MAGIC ITEM CREATION, manufacture of potions**.

Stronghold: At 9th level, an illusionist who builds a stronghold, castle, or tower with a 5- to 10-mile radius of control is eligible to attract a small body of men-at-arms, 0th-level fighters of 1d8 hp each. Here follows a typical troop:

- ★ **12 infantrymen** (*chain mail, small shields, light crossbows, long spears, short swords*)
- ★ **12 halberdiers / pikemen** (*splint armour, halberds or pikes, hand axes*)
- ★ **12 longbowmen** (*studded armour, longbows, short swords*)

Attracted units include one officer, a 3rd-level fighter responsible for the unit and for communication betwixt the lord and his men. If the reputation of the lord is favourable, further troops may be attracted. Men-at-arms receive 10 gp per month for their service, plus 100 gp for the officer. Common inhabitants of the illusionist's domain provide 5 sp in taxes per person per month. Once control and reputation are established, the illusionist attracts 1d3 apprentice illusionists (0th-level) who petition him for learning.

NECROMANCER (Magician): Necromancers are sorcerers who contact, summon, and control the dead. A necromancer might be a magician's apprentice who has renounced his learning to embrace black magic, or he might be a deranged sorcerer obsessed with death, dæmonology, and witchcraft. Like most magicians, necromancers study ancient tomes and invoke the eldritch power of nether realms, but theirs is a forbidden craft filled with terrible pacts and other atrocities. Some necromancers are reputed to supplicate dæmons and other wicked powers; ergo, it is not unusual for a necromancer to be referred to as a *death priest*. Of all the sorcerers in Hyperborea, the necromancer is amongst the most feared and loathed, particularly the scions of the fabled Isle of IX. Where the necromancer walks, men are wise to accord him ample berth.



Attribute Requirements: Intelligence 9, Wisdom 9
 Prime Attributes: Intelligence, Wisdom
 Hit Die Type: d4
 Alignment: Any, save Good

Armour Allowed: None
 Shields Allowed: None
 Favoured Weapons: Dagger, dart, quarterstaff, sling, whip
 Saving Throw Modifiers: Death +2, Sorcery +2

Table I.21.: Necromancer (Magician)

Level	Experience Points	Hit Dice	Fighting Ability	Turning Ability	Casting Ability	Spell Levels					
						1	2	3	4	5	6
1	0–2,499	1d4	0	—	1	1	—	—	—	—	—
2	2,500–4,999	2d4	0	—	2	2	—	—	—	—	—
3	5,000–9,999	3d4	1	1	3	2	1	—	—	—	—
4	10,000–19,999	4d4	1	2	4	3	2	—	—	—	—
5	20,000–39,999	5d4	2	3	5	3	2	1	—	—	—
6	40,000–79,999	6d4	2	4	6	4	3	2	—	—	—
7	80,000–159,999	7d4	3	5	7	4	3	2	1	—	—
8	160,000–319,999	8d4	3	6	8	4	4	3	2	—	—
9	320,000–479,999	9d4	4	7	9	5	4	3	2	1	—
10	480,000–639,999	9d4+1	4	8	10	5	4	4	3	2	—
11	640,000–799,999	9d4+2	5	9	11	5	5	4	3	2	1
12	800,000+	9d4+3	5	10	12	5	5	4	4	3	2

Necromancer (Magician) Class Abilities:

Read Magic: The ability to decipher unintelligible magical inscriptions or symbols placed on weapons, armour, items, doors, walls, and other media by means of the *sorcerer mark* spell (q.v.) or other like methods.

Scribe Scroll: To scribe a familiar spell onto a scroll, creating a single-use magical device, at a cost of 500 gp + 100 gp per spell level. Materials may include the finest vellum, paper, or papyrus; a fresh quill; and sorcerer’s ink, such as sepia. This involved process requires one week per spell level.

Sorcery: Necromancers cast spells that they memorize from arcane tomes; they also gain divine favour from dæmons, netherworldly beings, and ineffable powers. The necromancer begins his career with a spell book that contains three level 1 spells, these drawn from the **Necromancer Spell List** (see **table II.6.**). Through personal research and unspeakable pacts, necromancers develop one new spell at each level gain; this spell is automatically learnt, with no need of a qualification roll. To learn a spell outside of level training, refer to **VOL. II, SPELLS, acquiring new spells**. Necromancers of high intelligence cast a greater number of spells per day (see **ATTRIBUTES, intelligence**).

Command Undead: At 3rd level, cause undead to submit and serve. The necromancer must stand before the undead and boldly speak his malefic commandments, displaying an unholy symbol of power whilst so doing.

At 3rd level the necromancer has 1st-level *command undead* ability (TA 1); at 4th level he has 2nd-level *command undead* ability (TA 2); and so on (see **VOL. III, COMBAT ACTIONS, turn undead**).

Alchemy: When a necromancer reaches 7th level, he may begin to concoct potions with the assistance of an alchemist (see **VOL. III, ADVENTURE, hirelings**). By 11th level, the necromancer may engage in this activity on his own. For details, see **VOL. V, MAGIC ITEM CREATION, manufacture of potions**.

Stronghold: At 9th level, a necromancer who builds a stronghold, castle, or tower with a 5- to 10-mile radius of control is eligible to attract a small body of men-at-arms, 0th-level fighters of 1d8 hp each. Here follows a typical troop:

- ★ **12 infantrymen** (*chain mail, small shields, light crossbows, long spears, short swords*)
- ★ **12 halberdiers / pikemen** (*splint armour, halberds or pikes, hand axes*)
- ★ **12 longbowmen** (*studded armour, longbows, short swords*)

Attracted units include one officer, a 3rd-level fighter responsible for the unit and for communication betwixt the lord and his men. If the reputation of the lord is favourable, further troops may be attracted. Men-at-arms receive 10 gp per month for their service, plus 100 gp for the officer. Common inhabitants of the necromancer’s domain provide 5 sp in taxes per person per month. Once control and reputation are established, the necromancer attracts 1d3 apprentice necromancers (0th-level) who petition him for learning.

PYROMANCER (Magician): The pyromancer is a sorcerer who masters the control and manipulation of fire. Through arcane studies and pacts made with forces elemental, dæmonic, or otherworldly, the pyromancer develops a spell book similar to that of a magician. Pyromancers may be guild magicians of an esoteric branch, or they might be members of a secret society whose aims are related to Chaos, fire, destruction, light, rebirth, the sun (Helios), volcanism, and war. Pyromancers vest themselves in robes of colours revealing their personal ethos: Chaotic Good pyromancers wear red robes trimmed orange and yellow; Chaotic Evil pyromancers wear black robes trimmed red, orange, and yellow; and Neutral pyromancers wear green robes trimmed red, orange, and yellow. Unlike other magicians, pyromancers develop swordsmanship (falcata, scimitar); too, they value the morning star (a symbol of Helios).

Attribute Requirements: Intelligence 9, Wisdom 9

Prime Attributes: Intelligence, Wisdom

Hit Die Type: d4

Alignment: Any, save Lawful

Armour Allowed: None

Shields Allowed: None

Favoured Weapons: Dagger, dart, morning star, quarterstaff, sword (short scimitar, falcata, scimitar)

Saving Throw Modifiers: Device +2, Sorcery +2



Table I.22.: Pyromancer (Magician)

Level	Experience Points	Hit Dice	Fighting Ability	Casting Ability	Spell Levels					
					1	2	3	4	5	6
1	0–2,499	1d4	0	1	1	—	—	—	—	—
2	2,500–4,999	2d4	0	2	2	—	—	—	—	—
3	5,000–9,999	3d4	1	3	2	1	—	—	—	—
4	10,000–19,999	4d4	1	4	3	2	—	—	—	—
5	20,000–39,999	5d4	2	5	3	2	1	—	—	—
6	40,000–79,999	6d4	2	6	4	3	2	—	—	—
7	80,000–159,999	7d4	3	7	4	3	2	1	—	—
8	160,000–319,999	8d4	3	8	4	4	3	2	—	—
9	320,000–479,999	9d4	4	9	5	4	3	2	1	—
10	480,000–639,999	9d4+1	4	10	5	4	4	3	2	—
11	640,000–799,999	9d4+2	5	11	5	5	4	3	2	1
12	800,000+	9d4+3	5	12	5	5	4	4	3	2

Pyromancer (Magician) Class Abilities:

Candle: Once per day per level of experience, invoke a heatless, candle-like flame to rise from the palm; sheds 15-foot radius of light and can be placed on an object. This effect lasts 6 turns (1 hour).

Fire Affinity / Cold Vulnerability: +2 saving throws versus fire-related effects; cumulative with *fire resistance* (q.v.); -2 saving throws versus ice- and cold-related effects.

Read Magic: The ability to decipher unintelligible magical inscriptions or symbols placed on weapons, armour, items, doors, walls, and other media by means of the *sorcerer mark* spell (q.v.) or other like methods.

Scribe Scroll: To scribe a familiar spell onto a scroll, creating a single-use magical device, at a cost of 500 gp + 100 gp per spell level. Materials may include the finest vellum, paper, or papyrus; a fresh quill; and sorcerer’s ink, such as sepia. This involved process requires one week per spell level.

Sorcery: Pyromancers cast spells that they memorize from arcane tomes; they also gain favour from elemental forces and otherworldly beings associated with fire. The pyromancer begins his career with a spell book that contains three level 1 spells, these drawn from the **Pyromancer Spell List** (see **table II.7.**). Through personal research and the patronage of elemental powers, pyromancers develop one new spell at each level gain; this spell is automatically learnt, with no need of a qualification roll. To learn a spell outside of level training, refer to **VOL. II, SPELLS, acquiring new spells**. Pyromancers of high intelligence cast a greater number of spells per day (see **ATTRIBUTES, intelligence**).

Alchemy: When a pyromancer reaches 7th level, he may begin to concoct potions with the assistance of an alchemist (see **VOL. III, ADVENTURE, hirelings**). By 11th level, the pyromancer may engage in this activity on his own. For details, see **VOL. V, MAGIC ITEM CREATION, manufacture of potions**.

Stronghold: At 9th level, a pyromancer who builds a stronghold, castle, or tower with a 5- to 10-mile radius of control is eligible to attract a small body of men-at-arms, 0th-level fighters of 1d8 hp each. Here follows a typical troop:

- ★ **12 infantrymen** (*chain mail, small shields, light crossbows, long spears, short swords*)
- ★ **12 halberdiers / pikemen** (*splint armour, halberds or pikes, hand axes*)
- ★ **12 longbowmen** (*studded armour, longbows, short swords*)

Attracted units include one officer, a 3rd-level fighter responsible for the unit and for communication betwixt the lord and his men. If the reputation of the lord is favourable, further troops may be attracted. Men-at-arms receive 10 gp per month for their service, plus 100 gp for the officer. Inhabitants of the pyromancer’s domain provide 5 sp in taxes per person per month. Once control and reputation are established, the pyromancer attracts 1d3 apprentice pyromancers (0th-level) who petition him for learning.

WITCH (Magician): Witches are sorcerers, usually female, capable of enspelling the unwary, healing the ill, and conferring with dæmons and otherworldly beings. (A male witch may be referred to as a *wizard*.) Renowned are they for their superior alchemical abilities, concocting poisons, potions, and philtres. Like necromancers, witches speak with the dead, and like druids, they commune with nature spirits. Often witches form a coven, assembling on portentous nights to effect outcomes weird or nefarious. Witches utilize spell books as other magicians do; too, they are known to venerate otherworldly beings and dæmons, as well as the sun, the two moons of Hyperborea, and death. Witches are regarded with fear and suspicion, so they oft live solitarily on the outskirts of society, or clandestinely within the walls of civilization.

Attribute Requirements: Intelligence 9, Wisdom 9, Charisma 12

Prime Attributes: Intelligence, Charisma

Hit Die Type: d4

Alignment: Any, save Lawful

Armour Allowed: None

Shields Allowed: None

Favoured Weapons: Dagger, dart, quarterstaff, sling, whip

Saving Throw Modifiers: Transformation +2, Sorcery +2

Table I.23.: Witch (Magician)

Level	Experience Points	Hit Dice	Fighting Ability	Casting Ability	Spell Levels					
					1	2	3	4	5	6
1	0–2,999	1d4	0	1	1	—	—	—	—	—
2	3,000–5,999	2d4	0	2	2	—	—	—	—	—
3	6,000–11,999	3d4	1	3	2	1	—	—	—	—
4	12,000–23,999	4d4	1	4	3	2	—	—	—	—
5	24,000–47,999	5d4	2	5	3	2	1	—	—	—
6	48,000–95,999	6d4	2	6	4	3	2	—	—	—
7	96,000–191,999	7d4	3	7	4	3	2	1	—	—
8	192,000–383,999	8d4	3	8	4	4	3	2	—	—
9	384,000–575,999	9d4	4	9	5	4	3	2	1	—
10	576,000–767,999	9d4+1	4	10	5	4	4	3	2	—
11	768,000–959,999	9d4+2	5	11	5	5	4	3	2	1
12	960,000+	9d4+3	5	12	5	5	4	4	3	2

Witch (Magician) Class Abilities:

Brew Potion: Once per month per three levels of experience (1st to 3rd levels = x1; 4th to 6th levels = x2; 7th to 9th levels = x3; 10th to 12th levels = x4), brew an **hallucinogen**, a **paralytic**, **poison**, or a **soporific potion**. Each brew has a potency that is measured by the witch's *casting ability* (CA). The witch can collect the appropriate ingredients in her native land at no material cost (though gathering them may require 1d6 days). Elsewhere, ingredients must be purchased at 100 gp per CA; if resources are limited, a potion may be brewed at lower CA than the witch's full ability. Each brew type must be imbibed by the victim, and a successful *death* (poison) saving throw negates the potion. Effects typically take place 1 turn after imbibing; however, poisons can be brewed for immediate onset.

- ★ **Hallucinogens** cause *confusion* (as the spell) that lasts 1 turn per CA.
- ★ **Paralytics** cause paralysis that lasts 3 turns per CA.
- ★ **Poisons** cause 1d6 hp damage per CA; at 7th level, a **death poison** can be brewed.
- ★ **Soporifics** cause a *sleep* effect (as the spell) that lasts 3 turns per CA.

Read Magic: The ability to decipher unintelligible magical inscriptions or symbols placed on weapons, armour, items, doors, walls, and other media by means of the *sorcerer mark* spell (q.v.) or other like methods.

Scribe Scroll: To scribe a familiar spell onto a scroll, creating a single-use magical device, at a cost of 500 gp + 100 gp per spell level. Materials may include the finest vellum, paper, or papyrus; a fresh quill; and sorcerer's ink, such as sepia. This involved process requires one week per spell level.

Sorcery: Witches cast spells that they memorize from arcane tomes; they also gain divine favour from animistic forces, dæmons, netherworldly beings, and celestial powers. The witch begins play with a spell book that contains three level 1 spells, these drawn from the **Witch Spell List** (see **table II.8.**). Through personal research and unspeakable pacts, witches develop one new spell at each level gain; this spell is automatically learnt, with no need of a qualification roll. To learn a spell outside of level training, refer to **VOL. II, SPELLS, acquiring new spells**. Witches of high intelligence cast a greater number of spells per day (see **ATTRIBUTES, intelligence**).

Witch's Familiar: To summon a minor dæmon, which takes animal form of less than 1 HD (typically a bat, cat, owl, rat, or raven), to function as a *familiar*. The witch and her familiar share a spiritual bond of unlimited range. Through the animal the witch can see and hear, though the sight is a narrowly focused "tunnel vision", and sounds reverberate thinly and metallically. The familiar has a perfect morale score (12) and always attends and abides the will of its master. The witch must make a *death* saving throw if the familiar is killed. A failed saving throw results in 3d6 hp damage sustained; if the saving throw is failed by a margin of 5 or more, the witch dies. Even if the witch survives, loss of a familiar is physically and emotionally draining for the witch, and she must wait at least one year before a new familiar can be sought.

Brew Philtre: At 3rd level, brew a **philtre** (love potion) once per month. Creating a philtre requires the sacrifice of one or more rubies totalling 500 gp or greater value. The imbiber of the philtre is allowed a *death* (poison) saving throw. A successful saving throw negates the effects; otherwise, the victim unremittently loves, obeys, and respects the brewer to the point of self-sacrifice. This effect is permanent unless *dispel magic* or *remove curse* (qq.v.) is cast on him. The affected will not cognize that something is amiss with his behaviour and will adamantly refuse to seek a remedy. At will, the witch may release any philtre victim. Ensorcelling multiple victims can prove disastrous, as the love-stricken will be insanely jealous of one another.

Dance of Beguilement: At 5th level, the ability to perform a seductive dance, moving in a rhythmic and suggestive manner to entice a number of human and/or humanoid observers equal to the witch's level of experience. The dance requires 1 turn to perform, and victims are usually unaware of the underlying sorcery. A *sorcery* saving throw negates the effects; the save is made at a -1 penalty if the witch dances around a fire. Victims become entranced by the witch, first staring at her dumbfounded, and then enthusiastically desiring to please her. (In a sense, victims are *stunned*; see **VOL. III, COMBAT, attack modifiers**.) Beguilement lasts as long as the witch remains in the presence of her victims. In one victim, the witch can plant a *suggestion* (as the spell), which he is compelled to obey; however, if the *suggestion* is unreasonable, the victim is allowed another saving throw to shake off the cobwebs of his mind.

Effigy: At 5th level, create an **effigy** of an enemy human or humanoid, controlling that one (within reason). Control may include bodily movements (not unlike a puppeteer controlling a puppet), so long as the victim is within eyesight, and providing that the victim fails a *sorcery* saving throw. One week is required to create the effigy. It is fashioned from clay, cloth, or wicker, averages 4–12 inches tall, and requires no more than a crude resemblance to the intended victim. The effigy is then enchanted by means of unspeakable rituals that involve the use of some personal item (or hair) taken from the subject. The effigy can be stabbed once for 3d8 hp damage, or pinpricked for 1d2 hp damage as many times as the witch has levels of experience. A 12th-level witch can strangle the effigy; the victim must make a *death* saving throw or die. If the victim touches his own effigy, the effect is terminated, the spell broken. **N.B.:** A witch can also use this ability in conjunction with a *clairvoyance* spell (q.v.) or the like (**crystal ball**, etc.), manipulating or harming her victim from afar.

Animate Broom: At 7th level, transform a normal broom into a **magic broom**, this following an exhausting 24-hour ritual that involves binding a dæmonic, ghostly, or animistic spirit. The broom is an intelligent item that can be commanded by the witch, called hither, sent thither, and so on, if within earshot. If anyone but the witch attempts to ride the magic broom, it unceremoniously dumps the violator (unless the witch commands otherwise). It has 80 MV if it bears one person of 250 pounds or less; it can carry up to two people whose total weight does not exceed 500 pounds, but this reduces movement to 60. A witch can maintain but one magic broom, and if it is destroyed, she suffers 3d6 hp damage. For practical purposes, consider the broom a creature of AC 3, HD 7, hp 20 that is susceptible to fire (+1 damage per die). The **magic broom** functions but thrice per day, for a maximum period of 6 turns (1 hour) per use. It requires 1 turn to recharge between uses.

Witch's Apprentice: At 9th level, a witch of suitable reputation attracts 1d3 apprentice witches (0th-level) who will petition her for learning. Of course, she may view these petitioners as threats to her power, or she might opt to form a coven of which she is master.



CLERIC SUBCLASSES

DRUID (Cleric): Druids are the spiritual and oft-times governing leaders of tribes and communities, both settled and nomadic, of typically Keltic ancestry. They are sorcerous priests who obtain their powers from ancestral and animistic spirits; too, druids harness elemental powers that they employ to macabre effect in their various rituals. A druid oft accoutres himself with a helm capped with the head of a bear, tiger, or wolf, and/or affixed with the antlers of a stag. The motion of the stars, sun, and moon is of portentous concern to druids, whose hierarchic orders assemble during the most significant astronomical phenomena. Wise and philosophical, druids oft strike out on their own, but to their order they must answer when the call to assemble is issued.

Attribute Requirements: Wisdom 9, Charisma 12

Prime Attributes: Wisdom, Charisma

Hit Die Type: d8

Alignment: Neutral

Armour Allowed: Light, Medium

Shields Allowed: Any

Favoured Weapons: Bow (long, short), club (light, war), dagger, dart, morning star, quarterstaff, sling,

spear (short, long), spiked staff,

sword (short scimitar, falcata, scimitar), trident, whip

Saving Throw Modifiers: Death +2, Sorcery +2

Table I.24.: Druid (Cleric)

Level	Experience Points	Hit Dice	Fighting Ability	Casting Ability	Spell Levels					
					1	2	3	4	5	6
1	0–1,999	1d8	1	1	1	—	—	—	—	—
2	2,000–3,999	2d8	1	2	2	—	—	—	—	—
3	4,000–7,999	3d8	2	3	2	1	—	—	—	—
4	8,000–15,999	4d8	3	4	3	2	—	—	—	—
5	16,000–31,999	5d8	3	5	3	2	1	—	—	—
6	32,000–63,999	6d8	4	6	4	3	2	—	—	—
7	64,000–127,999	7d8	5	7	4	3	2	1	—	—
8	128,000–255,999	8d8	5	8	4	4	3	2	—	—
9	256,000–383,999	9d8	6	9	5	4	3	2	1	—
10	384,000–511,999	9d8+2	7	10	5	4	4	3	2	—
11	512,000–639,999	9d8+4	7	11	5	5	4	3	2	1
12	640,000+	9d8+6	8	12	6	5	4	4	3	2

Druid (Cleric) Class Abilities:

Clandestine Tongue (Druidic): The secret language of the druids. It has its own runic alphabet; to scribe it, however, is forbidden to all save the highest-ranking druids (9th-level or greater).

Fire Resistance: A natural affinity with fire; druids gain a +2 bonus to all saving throws related to fire (magical and mundane).

Natural Identifications: A spiritual connexion with nature provides recognition of the potability of water, the general classification of plant types (edible, poisonous, curative, etc.), and the general classification of animal types (carnivorous, herbivorous, diurnal, nocturnal, docile, aggressive, natural, unnatural, etc.).

Scribe Scroll: To scribe a familiar spell onto a scroll, creating a single-use magical device, at a cost of 500 gp + 100 gp per spell level. Materials may include stone tablets, bark, or parchment (the latter of which may be inscribed with ink mixed with animal blood). This involved process requires one week per spell level and must be completed in a sacred grove or henge.



Sorcery: Druids do not carry spell books, but they may grave runes of religious portent on clay tablets, parchment, oak bark, or other like media. The druid begins his career with knowledge of three level 1 spells drawn from the **Druid Spell List** (see **table II.4.**), these granted upon initiation into the druidic society. The druid develops three new spells at each level gain. These are acquired via spiritual revelations gained through communion with ancestral spirits and otherworldly beings of deific power. Druids also draw power from the sun, the moons, the stars, Saturn, and Saturn's moons; some are said to derive their sorcerous gifts from Neutrality itself. To learn a new spell outside of level training, refer to **VOL. II, SPELLS, acquiring new spells**. Druids of high wisdom cast a greater number of spells per day (see **ATTRIBUTES, wisdom**).

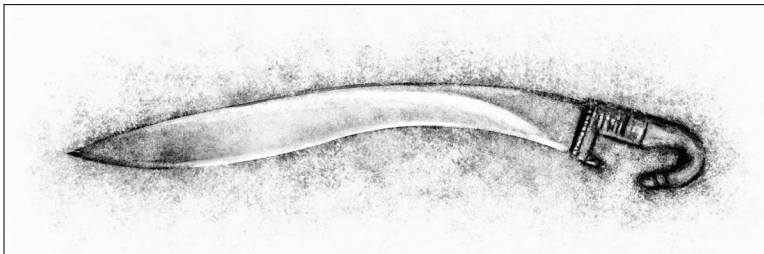
Traverse Overgrowth: Negotiate natural overgrowth (briars, brush, tangles, thorns, vines, etc.) at his normal movement rate, without leaving a discernible trail (if so desired), so long as the druid is unarmoured or lightly armoured.

Charm Immunity: At 5th level, immunity to the supernatural charms of creatures that ensorcel and beguile (e.g., **greater gorgon, harpy, lamia, man of Leng, naga, succubus**). This immunity does not apply to the charm spells of sorcerers.

Shapechange: At 5th level, the power to assume the form of a Small normal animal, once per day (see **VOL. IV, BEAST AND MONSTER STATISTICS, size**). Choices include amphibians, birds, fish, mammals, and reptiles (e.g., a frog or salamander; a crow or eagle; a carp or trout; a raccoon or squirrel; a snake or turtle). At 7th level, a Medium animal form can be adopted. Examples include **bear** (black), **boar**, **deer** (red or reindeer), **dog**, **hyæna** (normal), **lion** (mountain), **snake** (python), **wolf** (normal), and **wolverine** (normal) (see **VOL. IV, BEASTS AND MONSTERS**). The druid assumes nearly all the creature's physical characteristics: armour class, movement, and tactile abilities (except venom, disease transmission, etc.); however, he retains his personal hit point maximum and saving throws. Upon *shapechange*, 50% of any previous hit point loss is regained. All clothing, armour, weapons, and items are transformed during the change; magic item enchantments cannot be accessed during the *shapechange* period. *Shapechange* lasts indefinitely, though it is said a druid who maintains his animal form for more than 28 days risks losing his humanity.

Druidic Hierarchy: Druidic society has a strict and far-reaching structure. The druidic hierarchy in Hyperborea comprises nine 9th-level druids, seven 10th-level druids, five 11th-level druids, and three 12th-level druids (The Druidic Triumvirate). When a druid gains enough experience points to attain 9th level, he must seek out and challenge one who has already achieved that rank (unless a vacancy exists). A challenge is met at a sacred grove or henge during an astronomical or astrological event of significance, when members of the sect assemble. The challenge can be one of matched weapons and/or of sorcery; in either case, rites are performed that bring to witness a deity such as Lunaqqua, Thaumagorga, or Yoon'Deh (or an agent thereof). The duel is not necessarily to the death, but such is a possibility. If he survives, the loser is reduced in experience to 1 XP short of 9th level (255,999 XP) and must abide one year of waiting before issuing a new challenge. A victorious challenger is promoted to 9th level, awarded the appropriate abilities, and assigned three assistants, 3rd-level druids who serve and learn from their master. This process is repeated in similar fashion at 10th, 11th, and 12th levels.

Longevity: At 11th level, ageing process slows. For every 13 years (1 Hyperborean Cycle), the druid effectively ages but 1 year.



MONK (Cleric): The fighting monk is a priest and a warrior, an anchorite or ascetic given to physical and mental discipline and self-mastery. He might be a cœnobite or friar serving a monastic order, a contemplative who abstains from speech in favour of meditation or prayer, a mendicant begging for alms in poverty-stricken streets, the initiate of a forbidden Chaos cult, or a mountaintop lama reincarnate. Monasteries are oftst secluded, located atop mountain cliffs, within vast caves, or on remote islands; others might exist in urban environs or their clandestine underworlds. Many monks engage in lengthy walkabouts, expeditions through which they seek to expand their knowledge of the world.

Attribute Requirements: Strength 9, Dexterity 9, Wisdom 9

Prime Attributes: Dexterity, Wisdom

Hit Die Type: d8

Alignment: Any

Armour Allowed: None

Shields Allowed: None

Favoured Weapons: Any, save “true” two-handed melee weapons (e.g., great axe, great hammer, great mace, great spear, two-handed sword)

Saving Throw Modifiers: Transformation +2, Avoidance +2

Table I.25.: Monk (Cleric)

Level	Experience Points	Hit Dice	Fighting Ability	AC Bonus	Empty Hand Damage	Damage Bonus
1	0–2,499	1d8	1	+1	1d4	+1
2	2,500–4,999	2d8	1	+1	1d4	+1
3	5,000–9,999	3d8	2	+2	1d4	+1
4	10,000–19,999	4d8	3	+2	1d4	+2
5	20,000–39,999	5d8	3	+3	1d6	+2
6	40,000–79,999	6d8	4	+3	1d6	+2
7	80,000–159,999	7d8	5	+4	1d6	+3
8	160,000–319,999	8d8	5	+4	1d6	+3
9	320,000–479,999	9d8	6	+5	1d8	+3
10	480,000–639,999	9d8+2	7	+5	1d8	+4
11	640,000–799,999	9d8+4	7	+6	1d8	+4
12	800,000+	9d8+6	8	+6	1d8	+4

Monk (Cleric) Class Abilities:

Accurate Strike: Preternaturally precise with empty hand or melee weapon attacks, delivering bonus damage that increases every three levels of experience (see **table I.25.**, *damage bonus*). This ability (or *qi* power) does not “stack” with the bonus damage derived from high strength; the better damage bonus (high strength or *accurate strike*) applies.

Block Missile: With the empty hand, block a fired arrow, bolt, or bullet; likewise, a hurled axe, boomerang, dagger, dart, javelin, spear, or like weapon. Even a *magic missile* or *acid arrow* spell (qq.v.) can be blocked. Siege missiles, giant-hurled boulders, and the like do not apply. To block a missile, the monk must make an *avoidance* saving throw. This can be attempted as many times per round as the monk has levels of experience. The monk must drop anything in hand to use this ability.

Cellular Adjustment: Once per day, supernaturally adjust cells to heal physical damage equal to 2 hit points per level of experience. The monk may confer this healing onto an injured ally instead. Also, once per week the monk can purge himself or another of either poison or disease, per the spells *neutralize poison* or *cure disease* (qq.v.).

Controlled Fall: To retard descent of precipitous falls. For every level of experience, the monk can fall 10 feet and sustain no damage, so long as a wall or other stable surface is within five-foot reach throughout the fall. For falls beyond the monk’s limit, normal rules are in force starting at the point at which the *controlled fall* no longer applies; e.g., a 5th-level monk plummets down a 100-foot pit and so sustains 5d6 hp damage (see **VOL. III, DAMAGE**, *falling damage*).

Defensive Ability: To avoid and deflect blows and damage through physical and mental superiority (or *qi* power); hence the monk gains an AC bonus that increases as he advances in levels of experience (see **table I.25.**). This bonus cannot be combined with an AC bonus derived from high dexterity; the better AC bonus (high dexterity or *defensive ability*) applies.

Detect Secret Doors: Find a secret door on a base 3-in-6 chance.

Empty Hand: Master of the unarmed attack (foot, knee, elbow, etc.). The monk enjoys the following benefits when fighting sans weapons:

- ★ +1 “to hit” bonus.
- ★ Weapon-like damage (see **table I.25.**), plus bonus damage according to strength or *accurate strike*.
- ★ At 5th level, the *empty hand* attack (due to *qi*) is equivalent to employing a magical weapon, for the purpose of combating creatures that can only be harmed by such.
- ★ On a natural 19 or 20 “to hit” roll (assuming such a roll qualifies as a hit), a stunning blow is delivered: A Medium (or smaller) creature must make a *transformation* saving throw or be *stunned* for 2d4 rounds (see **VOL. III, COMBAT, attack modifiers**). Undead, constructs, oozes, slimes, and the like cannot be stunned.
- ★ At 12th level, once per day, deliver a *quivering palm* death blow to a Medium (or smaller) creature. The monk mystically vibrates his empty hand to match the rhythm of his target’s heart. If the monk scores a hit, the victim must make a *death* saving throw or die instantly; otherwise normal damage applies. The player must announce the quivering palm attack before initiative is rolled; whether the attack hits or misses, the *qi* power is expended for the day. Quivering palm has no effect on the undead, constructs, oozes, slimes, and the like.

Run: If unarmoured and unencumbered, able to achieve a movement rate of 50; at 7th level, this increases to a superhuman movement rate of 60.

Superior Willpower: +2 bonus to saving throws versus any sorceries that would influence the monk’s mind, including illusions, charms, and so on. This bonus is cumulative with wisdom modifier, if applicable (see **ATTRIBUTES, wisdom**).

Speak with Nature: At 4th level, can *speak with animals* (as the spell) once per day; at 8th level, can also *speak with plants* (as the spell) once per day.

Simulate Death: At 5th level of experience, the monk can enter a deep trance in which he can feign a death-like condition, comparable to the *cataleptic state* spell (q.v.).

Monastery: At 9th level, the monk may establish a monastery dedicated to the tenets of his philosophy. It might be located in a city, town, or village, on a mountain, hidden in a forest, or otherwise. Attracted are 1d12+12 initiates (0th-level monks, each with a smattering of monk abilities) seeking to serve and emulate their master, whom they consider a paragon.

Longevity: At 11th level, ageing process slows. For every 13 years (1 Hyperborean Cycle), the monk effectively ages but 1 year.

Progressive Thief Abilities: True, the monk is best associated with the cleric, a spiritual warrior of unique capacities, but he also practices a handful of thievish skills. The following thief abilities progress as the monk advances in levels of experience (see **table I.13.**). By 12th level, the monk has achieved his full potential in these abilities.

Climb: To ascend or descend sheer cliffs or walls without need of climbing gear, as a thief of equal level. If vertical, the surface must be rough or with cracks. At least one check must be made per 100 feet of climbing. Failure indicates the climber has slipped and fallen at about the midway point of the check (see *controlled fall* ability).

Discern Noise: To hearken at a door and detect the faintest of noises on the other side, perceive the distant footfalls of a wandering monster, or distinguish a single voice in a crowd, as a thief of equal level. Six rounds (one minute) of concentrated listening are required to potentially achieve success.

Hide: To hide in shadows, camouflage oneself, or flatten one’s body to a seemingly impossible degree—all whilst remaining still as a statue. Performed as a thief of equal level. Only the slightest of movement is permissible (unsheathing a blade, opening a pouch, etc.). Hiding is impossible in direct sunlight, or if the monk is actively observed.

Move Silently: To move with preternatural quiet, even across squeaky floorboards, dry leaves, loose debris, and the like, as a thief of equal level. This skill is executed at half the monk’s normal movement rate.



PRIEST (Cleric): The priest is a cleric of limited martial skill but superior mystical capacity. He garbs himself in raiment from simple to elaborate, as befits his belief system. Priests dwell wherever men have faith: a city-state where an otherworldly being such as Xathoqqua is worshipped; a simple village where the Sun (Helios) is revered; a fortified manor house where a goddess of the hunt (Yoon'Deh) is venerated; or perhaps an underworld guild of thieves who tithe to a god of trickery and luck (Rel). Some priests represent a holy order or mystery cult whose mission is understood by few. Throughout the realm, these paragons of faith and worship serve as spiritual and political advisors to knights, lords, and even kings.

Attribute Requirements: Wisdom 9, Charisma 9

Prime Attributes: Wisdom, Charisma

Hit Die Type: d4

Alignment: Any, save Neutral

Armour Allowed: None

Shields Allowed: None

Favoured Weapons: Dagger, dart, quarterstaff, sling, whip

Saving Throw Modifiers: Death +2, Sorcery +2

Table I.26.: Priest (Cleric)

Level	Experience Points	Hit Dice	Fighting Ability	Turning Ability	Casting Ability	Spell Levels					
						1	2	3	4	5	6
1	0–1,999	1d4	0	1	1	2	—	—	—	—	—
2	2,000–3,999	2d4	0	2	2	3	—	—	—	—	—
3	4,000–7,999	3d4	1	3	3	3	2	—	—	—	—
4	8,000–15,999	4d4	1	4	4	4	3	—	—	—	—
5	16,000–31,999	5d4	2	5	5	4	3	2	—	—	—
6	32,000–63,999	6d4	2	6	6	4	4	3	—	—	—
7	64,000–127,999	7d4	3	7	7	5	4	3	2	—	—
8	128,000–255,999	8d4	3	8	8	5	4	4	3	—	—
9	256,000–383,999	9d4	4	9	9	5	5	4	3	2	—
10	384,000–511,999	9d4+1	4	10	10	6	5	4	4	3	—
11	512,000–639,999	9d4+2	5	11	11	6	5	5	4	3	2
12	640,000+	9d4+3	5	12	12	6	6	5	4	4	3

Priest (Cleric) Class Abilities:

Scribe Scroll: To scribe a familiar spell onto a scroll, creating a single-use magical device, at a cost of 500 gp + 100 gp per spell level. Materials vary; some priests engrave thin tablets of stone, whilst others use vellum or parchment, a fine quill, and sorcerer’s ink, such as sepia. Scribing a scroll requires one week per spell level and must be completed on consecrated grounds, such as a shrine, fane, or temple.

Sorcery: Priests memorize and cast cleric spells, but they do not maintain spell books; rather, they might bear the scriptures of their faith in prayer books, sacred scrolls, or tablets. The priest begins his career with knowledge of four level 1 cleric spells, sacred mysteries revealed through initiation with a sect or cult devoted to an otherworldly power, deific being, or ethos. These spells are drawn from the **Cleric Spell List** (see **table II.3.**). Priests develop four new spells at each level gain. Typically these are acquired via spiritual revelation, otherworldly favour, or the piecing together of abstract theologies. Such spells are automatically learnt, with no need of qualification rolls. To learn a new spell outside of level training, refer to **VOL. II, SPELLS, acquiring new spells**. Priests of high wisdom cast a greater number of spells per day (see **ATTRIBUTES, wisdom**).

Turn Undead: Good priests can exert control over the undead and some dæmonic beings, causing them to flee and/or cower. Evil priests covet the submission and service of these foul creatures. In either case, the priest must stand before the undead and boldly speak the commandments of his faith, displaying his holy symbol whilst doing so (see **VOL. III, COMBAT ACTIONS, turn undead**).



Dæmonwrack: At 9th level, a priest can conduct a powerful ritual that affects netherworldly creatures (dæmons and the like). First, the priest must know the true name of the being to be *dæmonwracked*. Next, he must prepare an illuminated sheet of vellum, inscribing it with ink that contains powdered rubies and the blood of a **class I, II, or III dæmon**. Preparation requires 6d6 hours, with a material cost of 6,000 gp (5,000 gp of which comprises ruby value). To begin the ritual, the priest must be within 90 feet of the subject dæmon. Upon hearing the initial words of the scroll, the named creature is rooted in place, unless it makes a *spell resistance* roll with a -2 penalty (further adjusted by the priest's casting ability; see **VOL. III, SAVING THROW**, *spell resistance*). If the creature resists, it flees the scene on a 9-in-10 chance, perhaps to its netherworld home or dimension; otherwise it might attack the priest (and his party), or terrorize the region. If the dæmon fails its spell resistance check, it is bound whilst the priest continues to read the scroll for 6 rounds (1 minute), after which the creature begins to suffer intense pain, sustaining 1 hp damage per round until it is at 50% of its previous total. Whilst suffering, the creature submits to the priest on a 1-in-4 chance, swearing to serve him in some capacity; this might compel the priest to cease the ritual. If the *dæmonwrack* is completed, the final words consign the creature to a confined space (a mystic prison of sorts) in its native realm. There it remains, tormented with pain and humiliation for a number of years equal to the priest's level of experience. Once this term is complete, the beast is free to seek its vengeance on the binding priest.

Stronghold: At 9th level, a priest may establish a temple or shrine of his faith. This may be in a city, town, or village. To his temple the priest will immediately attract followers (city: 2d10×10; town: 1d4×10; village: 6d4), commoners who support his cause, so long as he does not change his alignment or faith. If the temple is part of his stronghold, castle, or fortified manor and includes a 5- to 10-mile radius of control, the priest is also eligible to attract a small body of men-at-arms, 0th-level fighters of 1d8 hp each. Here follows a typical troop:

- ★ **10 infantrymen** (*chain mail, small shields, light crossbows, long spears, short swords*)
- ★ **10 halberdiers / pikemen** (*splint armour, halberds or pikes, hand axes*)
- ★ **10 longbowmen** (*studded armour, longbows, short swords*)
- ★ **8 cavalrymen** (*chain mail, lances, light crossbows, horseman's flails, light warhorses*)

Attracted units include one officer, a 3rd-level fighter responsible for the unit and for communication betwixt the lord and his men. If the reputation of the lord is favourable, further troops may be attracted. Men-at-arms receive 10 gp per month for their service, plus 100 gp for the officer. Common inhabitants of the priest's domain provide 5 sp in taxes per person per month. Once control and reputation are established, 1d6 initiate priests (0th-level) of like faith arrive, petitioning the priest for learning.

SHAMAN (Cleric): The shaman (or *witch doctor*) is a magician and a priest, a tribal personage who communicates with transcendent dimensions where dwell ancestral, animistic, elemental, and otherworldly beings. Through this connexion the shaman can function as a spiritual sorcerer—healing, divining, and enchanting, as well as communicating with the dead. Shamans are not schooled as other sorcerers are. Rather, they answer an irrefutable calling from the spirit world; typically this occurs at or before puberty. For many barbaric tribes and savage cultures, the shaman serves as the conduit betwixt the temporal and spiritual world.

Attribute Requirements: Intelligence 9, Wisdom 12
Prime Attributes: Intelligence, Wisdom
Hit Die Type: d6
Alignment: Any, save Lawful
Armour Allowed: Light
Shields Allowed: None
Favoured Weapons: Axe (hand), bola, boomerang,
 bow (short), club (light, war), dagger, hooked throwing knife,
 quarterstaff, sling, spear (short, long), trident
Saving Throw Modifiers: Death +2, Sorcery +2

Table I.27.: Shaman (Cleric)

Level	Experience Points	Hit Dice	Fighting Ability	Turning Ability	Casting Ability
1	0–2,499	1d6	0	—	1
2	2,500–4,999	2d6	0	—	2
3	5,000–9,999	3d6	1	1	3
4	10,000–19,999	4d6	2	2	4
5	20,000–39,999	5d6	2	3	5
6	40,000–79,999	6d6	3	4	6
7	80,000–159,999	7d6	4	5	7
8	160,000–319,999	8d6	4	6	8
9	320,000–479,999	9d6	5	7	9
10	480,000–639,999	9d6+2	6	8	10
11	640,000–799,999	9d6+4	6	9	11
12	800,000+	9d6+6	7	10	12

Table I.28.: Shaman (Cleric) Sorcery

Level	Cleric / Druid Spell Levels						Magician / Necromancer Spell Levels					
	1	2	3	4	5	6	1	2	3	4	5	6
1	1	—	—	—	—	—	—	—	—	—	—	—
2	1	—	—	—	—	—	1	—	—	—	—	—
3	1	1	—	—	—	—	1	—	—	—	—	—
4	1	1	—	—	—	—	1	1	—	—	—	—
5	1	1	1	—	—	—	1	1	—	—	—	—
6	1	1	1	—	—	—	1	1	1	—	—	—
7	2	1	1	1	—	—	1	1	1	—	—	—
8	2	1	1	1	—	—	2	1	1	1	—	—
9	2	2	1	1	1	—	2	1	1	1	—	—
10	2	2	1	1	1	—	2	2	1	1	1	—
11	2	2	2	1	1	1	2	2	1	1	1	—
12	2	2	2	1	1	1	2	2	2	1	1	1

Shaman (Cleric) Class Abilities:

Draw Poison: To draw and spit poison from a snakebite or other venomous wound, such as a scorpion sting or spider bite. The attempt must be made within 2 rounds of affliction for a 3-in-6 chance of success, within 4 rounds for a 2-in-6 chance of success, and within 6 rounds for a 1-in-6 chance of success. Victims of envenomed blades or ingested poison are beyond the shaman's aid, as are those who perish before the poison is drawn. For slower-acting venoms that do not prove immediately fatal, see also the *medicine man* ability.

Magic Item Use: Can utilize magic items normally restricted to magicians.

Medicine Man: To bind wounds, set sprains or broken bones, and concoct antidotes and cures for natural poisons and diseases. Injured recipients immediately regain 1d4 hp, stabilize (if suffering convulsions or other deleterious effects associated with negative hit points), and thereafter regain a bonus +1 hp per day, if treatment continues. When treating a natural (plant or animal) poison or disease, the shaman has an 8-in-12 chance of concocting an antidote if he is familiar with the affliction; if unfamiliar, his chance of success is reduced to 4-in-12. In either case, the chance-in-twelve is increased by one (+1) if the shaman has 16+ wisdom. The shaman can treat as many allies (including himself) per day as he has levels of experience, so long as he has access to the herbs, roots, and ritualistic devices (drum or rattle, for example) that are integral to his shamanism. Gathering ingredients can be a time-consuming process, depending on circumstances.

Read Magic: The ability to decipher unintelligible magical inscriptions or symbols placed on weapons, armour, items, doors, walls, and other media by means of the *sorcerer mark* spell (q.v.) or other like methods.

Scribe Scroll: To scribe a familiar spell onto a scroll (bark or hide scribed in animal blood), creating a single-use magical device, at a cost of 500 gp + 100 gp per spell level; alternatively, a shaman might sacrifice gems or jewellery of equal or greater value. This involved process requires one week per spell level and must be completed on sacred ground.

Sorcery: A shaman memorizes and casts spells from the **Cleric Spell List** (see **table II.3.**) and **Magician Spell List** (see **table II.2.**). Optionally, he may memorize and cast druid spells in place of cleric spells, and/or necromancer spells in place of magician spells, these drawn from the **Druid Spell List** (see **table II.4.**) and **Necromancer Spell List** (see **table II.6.**), respectively. The decision to practice a particular school of sorcery must be made at character creation and cannot later be reversed. Cleric (or druid) spells are granted by spirits of the dead; magician (or necromancer) spells are memorized from rune-etched stone tablets, bark sheets, or animal skins, such media functioning as the shaman's spell book, as it were. The shaman begins his career with knowledge of one level 1 cleric (or druid) spell; at 2nd level he develops a level 1 magician (or necromancer) spell. Upon each level gain thereafter, he develops one or more new spells: cleric (or druid) spells at odd levels, magician (or necromancer) spells at even levels. These spells are automatically learnt, with no need of qualification rolls. New cleric spells are acquired via rituals that might include bonfire dancing, bone tossing, drumming or rattling, ice water immersion, or ritual sacrifice whilst dressed in ceremonial garb; new magician spells are acquired via rune-graving rituals guided by ancestral or animistic spirits. During all such rituals, the shaman might become temporarily possessed by the guiding spirit. To learn a new spell outside of level training, refer to **VOL. II, SPELLS, acquiring new spells**; however, a shaman cannot learn new spells from other spell books, prayer books, or scrolls, unless such sources are the works of another shaman. Note that shamans of high intelligence and/or high wisdom cast a greater number of spells per day (see **ATTRIBUTES, intelligence and wisdom**).



Totem: The sacred symbol of kinship that a clan, tribe, family, or individual shares with an animal, plant, or other natural object. Ofttimes the clan is named after the totem; e.g., Clan of the Wolf or the Frog Tribe. Emblems of the totem are engraved on amulets, stones, ivory, and other media. The totem may be the primary object of adoration for the tribe; it may be a component of ancestor worship; or perhaps it is used as a devotion to otherworldly beings. The totem might be viewed as a brother, guardian, protector, and/or an object of awe and fear; furthermore, prohibition from killing, eating, and/or touching a totem animal can be strict doctrine. Dualism is a distinct possibility with shamans, meaning it is quite possible that the totem is speaking and acting, not the shaman; whether this is possession or spiritual immersion is a matter of conjecture. Individual totems might be transferred from one person to another through elaborate ceremony, or by means of inheritance, or in some cases by expropriation. Once per week, the shaman may beseech his totem spirit for wisdom and guidance. This petition functions as the *contact otherworldly being* spell (q.v.), requiring but half the monetary sacrifice, though carrying the same risks.

Turn Undead: At 3rd level, a shaman of Good or Neutral alignment can exert control over the undead and some dæmonic beings, causing them to flee and/or cower. Evil shamans covet the submission and service of these foul creatures. In either case, the shaman must stand before the undead and boldly speak the commandments of his faith, displaying his totem symbol whilst doing so. At 3rd level the shaman has 1st-level *turning ability* (TA 1); at 4th level he has 2nd-level *turning ability* (TA 2); and so on (see **VOL. III, COMBAT ACTIONS**, *turn undead*).

Shaman's Initiate: At 9th level a shaman will attract an initiate shaman (0th-level), a *young adult* (see **PHYSIQUE**, *age*) whose totem has guided him to the shaman for learning. The initiate will be of the same tribe or people; he might be viewed as a threat to the shaman, or as the natural heritor of the shaman's totem.

Longevity: At 11th level, ageing process slows. For every 13 years (1 Hyperborean Cycle), the shaman effectively ages but 1 year.

THIEF SUBCLASSES

ASSASSIN (Thief): An assassin is a trained killer and sometime bounty hunter, an adept instrument of death. Oft trained by a master assassin, the instructors of an assassins' guild, or a special branch of a thieves' guild, an assassin might serve a nobleman, liege lord, or religious order. Assassins are viewed with disfavour or disdain (even by those who employ them); hence they oft lead solitary lives. Even those assassins who lack moral turpitude are of Neutral alignment at best. Assassins are capable of murder without compunction, whether by a knife across the throat of a sleeping victim, poisoned wine, or some other means nefarious.

Table I.29.: Assassin (Thief)

Attribute Requirements:	Level	Experience Points	Hit Dice	Fighting Ability
Strength 9, Dexterity 9, Intelligence 9	1	0–1,749	1d6	1
<i>Prime Attributes:</i> Dexterity, Intelligence	2	1,750–3,499	2d6	1
<i>Hit Die Type:</i> d6	3	3,500–6,999	3d6	2
<i>Alignment:</i> Any, save Good	4	7,000–13,999	4d6	3
<i>Armour Allowed:</i> Light	5	14,000–27,999	5d6	3
<i>Shields Allowed:</i> Any	6	28,000–55,999	6d6	4
<i>Favoured Weapons:</i> Axe (hand), bow (short), club (light), crossbow (light), dagger, dart, flail (horseman's), hammer (horseman's), hooked throwing knife, mace (horseman's), pick (horseman's), sling, sword (short, falcata, long, broad)	7	56,000–111,999	7d6	5
	8	112,000–223,999	8d6	5
	9	224,000–335,999	9d6	6
	10	336,000–447,999	9d6+2	7
<i>Saving Throw Modifiers:</i> Device +2, Avoidance +2	11	448,000–559,999	9d6+4	7
	12	560,000+	9d6+6	8

Assassin (Thief) Class Abilities:

Agile: +1 AC bonus when unarmoured and unencumbered.

Assassinate (Backstab): To *backstab* (cf. the thief ability) using a class 1 or 2 melee weapon (see **table I.43.**) with which the assassin is skilled. If the target lacks vital organs (e.g., **automaton**, **skeleton**, **zombie**) or a discernible “back” (e.g., **black pudding**, **green slime**, **grey ooze**, **ochre jelly**, **otyugh**, **purple worm**), this ability is ineffective. The target must be unaware of the attack; this may be the result of *hiding* or *moving silently* (qq.v.). The attack is made at +4 “to hit”. Unlike the thief, the assassin can also use this ability with a missile weapon (such as a bow or thrown dagger), though at short range only. The target must be completely unaware of danger and not otherwise engaged in combat; in effect, this is a snipe attack.

Table I.30.: Assassination Attempt

Level	Level / HD of Assassination Target						
	0–1	2–3	4–5	6–7	8–9	10–11	12+
1	5:20	4:20	3:20	2:20	1:20	—	—
2	6:20	5:20	4:20	3:20	2:20	1:20	—
3	7:20	6:20	5:20	4:20	3:20	2:20	1:20
4	8:20	7:20	6:20	5:20	4:20	3:20	2:20
5	9:20	8:20	7:20	6:20	5:20	4:20	3:20
6	10:20	9:20	8:20	7:20	6:20	5:20	4:20
7	11:20	10:20	9:20	8:20	7:20	6:20	5:20
8	12:20	11:20	10:20	9:20	8:20	7:20	6:20
9	13:20	12:20	11:20	10:20	9:20	8:20	7:20
10	14:20	13:20	12:20	11:20	10:20	9:20	8:20
11	15:20	14:20	13:20	12:20	11:20	10:20	9:20
12	16:20	15:20	14:20	13:20	12:20	11:20	10:20

Assassination Attempt Table Defined: A d20 is used to determine the chance of success. The referee might adjust the probability based on existing circumstances. If successful, the target must make a *death* saving throw or die—unless the d20 attack roll was a natural 19–20, in which case no save is allowed. Even if the assassination attempt fails, termination may still result; e.g., if the assassin is using an envenomed blade, a *death* (poison) save must be made. Too, normal *backstab* damage rules apply if the result is a hit but not an automatic assassination; i.e., roll weapon damage, multiply the damage die according to level of experience (1st to 4th levels = x2; 5th to 8th levels = x3; 9th to 12th levels = x4), and then apply modifiers (strength, sorcery, etc.). **N.B.:** If an assassination attempt is made against an assassin of higher level, the chance-in-twenty of success is reduced by one for every level of difference.

Detect Secret Doors: Find a secret door on a base 3-in-6 chance.

Disguise: To fashion a façade that simulates a particular social class, possibly making one appear a few inches taller or shorter, and/or several pounds heavier or thinner. The assassin can also appear as the opposite sex. Access to appropriate properties and apparel is assumed. The base chance of the disguise being discerned is 1-in-6. If the wisdom score of the person or persons being duped is 15+, or if the victim is generally wary of deception, the probability of detection may be increased at the referee's discretion.

Poison Resistance: Toxicological training and exposure to various poisons and toxins provide a +1 bonus on all saving throws versus poison.

Poison Use: The use of poison to kill, murder, assassinate. Some assassins' guilds have in-house alchemists who concoct poisons and toxins potentially available for purchase (see **VOL. III, SPECIAL DAMAGE, poison**). Assassins also learn to extract venom sacs from snakes, spiders, giant insects, and the like, should the opportunity present and appropriate containers be available.

Poison Manufacture: At 9th level, the ability to concoct deadly poison (see **VOL. V, MAGIC ITEM CREATION, manufacture of potions**).

Stronghold: At 9th level, an assassin can establish headquarters (building, dungeon, tower, etc.) for a band of slayers: 1d12+12 assassins of 0th level (1d4 hp, each with a smattering of nascent assassin skills) who serve without pay. The headquarters might be in a city, town, or village. If said headquarters are part of his stronghold, castle, or fortified manor, with a 5- to 10-mile radius of control, the assassin is also eligible to attract a small body of men-at-arms, 0th-level fighters of 1d8 hp each. Here follows a typical troop:

- ★ **10 infantrymen** (*chain mail, small shields, light crossbows, long spears, short swords*)
- ★ **10 halberdiers / pikemen** (*splint armour, halberds or pikes, hand axes*)
- ★ **10 shortbowmen** (*studded armour, short bows, short swords*)

Attracted units include one officer, a 3rd-level fighter responsible for the unit and for communication betwixt the lord and his men. If the reputation of the lord is favourable, further troops may be attracted. Men-at-arms receive 10 gp per month for their service, plus 100 gp for the officer. Common inhabitants of the assassin's domain provide 5 sp in taxes per person per month. **N.B.:** If the assassin's headquarters are established in the vicinity of another assassins' guild (or a thieves' guild that also maintains an assassins' division), and the assassin is not tithing an agreed percentage of all bounties to said guild, then he is guilty of subversion; severe repercussions are likely.

Progressive Thief Abilities: The following thief abilities progress as the assassin advances in levels of experience. By 12th level, the assassin has achieved his full potential in these abilities. Refer to **table I.13** for more information.

Climb: To ascend or descend sheer cliffs or walls without need of climbing gear, if lightly armoured or unarmoured. If vertical, the surface must be rough or with cracks. At least one check must be made per 100 feet of climbing. Failure indicates the climber has slipped and fallen at about the midway point of the check (see **VOL. III, DAMAGE, falling damage**).

Discern Noise: To hearken at a door and detect the faintest of noises on the other side, perceive the distant footfalls of a wandering monster, or distinguish a single voice in a crowd. Six rounds (one minute) of concentrated listening are required to potentially achieve success.

Hide: To hide in shadows, camouflage oneself, or flatten one's body to a seemingly impossible degree—albeit whilst remaining still as a statue. Only the slightest of movement is permissible (unsheathing a blade, opening a pouch, etc.). Hiding is impossible in direct sunlight, or if the assassin is actively observed.

Manipulate Traps: To find, remove, and reset traps both magical and mundane. Separate checks must be made to accomplish each facet of this skill: *find, remove, reset*. Also, a new trap may be built if the mechanism is simple and the parts available; anything more complex will require the assistance of an engineer. Thieves' tools are required when practicing this ability.

Move Silently: To move with preternatural quiet, even across squeaky floorboards, dry leaves, loose debris, and the like. This skill is executed at half the assassin's normal movement rate.

Open Locks: To pick locks or disable latching mechanisms both magical and mundane. Thieves' tools are required. Picking or dismantling a lock may be attempted but once; if the attempt fails, the assassin cannot try again until he has gained another level of experience. Most locks require 1d4 minutes to pick; complex locks might necessitate 3d6 minutes.



BARD (Thief): The bard is a mystic thief with the martial versatility of a fighter, the dweomer-cræft of a sorcerer, and a plethora of strange and esoteric skills. Through song, verse, or music, the bard opens windows to other dimensions and taps weird vibrations that permeate the illimitable Black Gulf. Cherished (or detested) by kings, knights, noblemen, and peasants alike, some bards use their preternatural gifts to craft poems and satires interwoven with sorcerous vibrations, whilst others may play musical instruments to effect similar results. In Hyperborea, a Viking bard is called a *skald*. A skald performs *kennings* (compound metaphorical poems laced with sorcery) and composes sagas of kingly deeds, blood feuds, and heroic battles. Other bards learn their weirding way from the enigmatic **men of Leng**, strange satyric creatures of the hoary wilderness. Often the bard is a notorious wanderer; he might roam the land and sea with reavers or adventure seekers and of their tales of glory and derring-do compose new works.

Attribute Requirements:
Strength 9, Dexterity 9,
Intelligence 9, Wisdom 9,
Charisma 15
Prime Attributes:
Dexterity, Charisma
Hit Die Type: d8
Alignment: Any, save Lawful
Armour Allowed:
Light, Medium
Shields Allowed: Any
Favoured Weapons: Any
Saving Throw Modifiers:
Avoidance +2, Device +2

Table I.31.: Bard (Thief)

Level	Experience Points	Hit Dice	Fighting Ability	Casting Ability	Druid Spell Levels				Illusionist Spell Levels				
					1	2	3	4	1	2	3	4	
1	0–2,499	1d8	1	1	1	—	—	—	—	—	—	—	—
2	2,500–4,999	2d8	1	2	1	—	—	—	1	—	—	—	—
3	5,000–9,999	3d8	2	3	1	1	—	—	1	—	—	—	—
4	10,000–19,999	4d8	3	4	1	1	—	—	1	1	—	—	—
5	20,000–39,999	5d8	3	5	1	1	1	—	1	1	—	—	—
6	40,000–79,999	6d8	4	6	1	1	1	—	1	1	1	—	—
7	80,000–159,999	7d8	5	7	1	1	1	1	1	1	1	—	—
8	160,000–319,999	8d8	5	8	1	1	1	1	1	1	1	1	1
9	320,000–479,999	9d8	6	9	2	2	1	1	1	1	1	1	1
10	480,000–639,999	9d8+2	7	10	2	2	1	1	2	2	1	1	1
11	640,000–799,999	9d8+4	7	11	2	2	2	2	2	2	1	1	1
12	800,000+	9d8+6	8	12	2	2	2	2	2	2	2	2	2

Bard (Thief) Class Abilities:

Countersong: To recognize and identify songs of enchantment and react with a *countersong* (melody, poetics, instrumentation, etc.), if the opponent is of equal or lesser level / HD. The bard opens a channel that taps the horrible vibrations of the Black Gulf, at once muting or disrupting auditory sorceries.

Folklore: To identify or recall a random fact or sliver of knowledge regarding ancient artefacts, legends, myths, folklore, and other oddities. Whether anything exists to be gleaned, as well as the extent and veracity of the information, is ultimately the purview of the referee.

Inspirit Allies: In the midst of battle, recite poems or sing verses that inspire fellows to fight with enhanced ferocity in melee (not missile) combat: Allies gain a +1 bonus “to hit” and damage. The boon takes effect 2 rounds after the singing begins (i.e., on round 3 if the singing begins on round 1), and it lasts as long as the bard continues to perform, to a maximum of 1 turn (10 minutes). The bard can exercise this ability whilst he himself is engaged in battle, so long as he can continue to sing or recite, but he cannot cast spells or perform other like actions. This ability can be used once per day for every three levels of experience (1st to 3rd levels = x1; 4th to 6th levels = x2; 7th to 9th levels = x3; 10th to 12th levels = x4).

Magic Item Use: Can utilize magic items normally restricted to magicians and clerics.

Mesmerize: Once per day recite a song or poem laced with weird vibrations that permeate the universe; the bard might play a flute or panpipes to effect a like result. Requirements, limitations, and effects are as follows:

- ★ Can take no other action besides walking.
- ★ Targets must be within 40 feet and of animal intelligence or greater; slimes, oozes, mindless automata, and some undead are immune.
- ★ Allies and travelling companions are unaffected, unless they have become hostile.

- ★ Targets are allowed *sorcery* saving throws. Those who fail are *mesmerized* for as long as the bard continues to sing. Mesmerized victims are considered *stunned* (+4 “to hit”; see **VOL. III, COMBAT, attack modifiers**); however, mesmerization effects are broken once a subject is attacked.
- ★ Victims’ minds can be imprinted with a *suggestion* effect (as the spell) that lasts 1 turn per level of the bard; this is a blanket effect that cannot be individualized.
- ★ At 9th level, victims’ minds can be infected with *madness* (see **VOL. III, SPECIAL DAMAGE, madness**); a *sorcery* saving throw for each subject negates insanity and ends mesmerization. When determining *madness* results, a single form of insanity affects all subjects, which may or may not produce immediate effects.

Sorcery: Through the memorization of sorcerous songs, poems, or *kennings*, or by the piping of a flute (or other instrument), the bard can memorize and cast druid and illusionist spells, these drawn from the **Druid Spell List** (see **table II.4.**) and **Illusionist Spell List** (see **table II.5.**), respectively; however, no spell or prayer books are required. The bard begins his career with knowledge of one level 1 druid spell. At 2nd level he develops a level 1 illusionist spell. Through his mystical



connexion with the weird vibrations that permeate time and space, the bard develops one or more new spells at each level gain: at odd levels, druid spells; at even levels, illusionist spells. These spells are automatically learnt, with no need of qualification rolls. To learn a new spell outside of level training, refer to **VOL. II, SPELLS, acquiring new spells**; note that druid spells are associated with wisdom, and illusionist spells are associated with intelligence. A bard cannot learn new spells from other spell books, prayer books, or scrolls, though he might glean wisdom from an elder bard or (in rare cases) a **man of Leng**. Note that bards gain no bonus spells for high intelligence or wisdom.

Ward: At 9th level, a bard of suitable reputation attracts 1d3 apprentices (0th-level bards) who petition him for learning.

Progressive Thief Abilities: The following thief abilities progress as the bard advances in levels of experience. By 12th level, the bard has achieved his full potential in these abilities (see **table I.13.**).

Decipher Script: To translate texts otherwise not understood—maps are interpreted, instructions decoded, and so forth. Ancient and alien languages, however, may remain unintelligible, lacking any basis for comparison.

Discern Noise: To hearken at a door and detect the faintest of noises on the other side, perceive the distant footfalls of a wandering monster, or distinguish a single voice in a crowd. Six rounds (one minute) of concentrated listening are required to potentially achieve success.

Move Silently: To move with preternatural quiet, even across squeaky floorboards, dry leaves, loose debris, and the like. Must be lightly armoured or unarmoured. This skill is executed at half the bard’s normal movement rate.

Read Scrolls: To decipher and invoke any scroll. If the attempt fails, a backfire may result. A second d12 must be rolled, with a 3-in-12 chance of disaster.

LEGERDEMAINIST (Thief): The legerdemainist is a master of skulduggery, a specialist who practices the skills of a thief and the sorcery of a magician. A legerdemainist might serve a powerful magician, as both apprentice and appropriator of rare artefacts, tomes, and spell books; or he might function as the resident sorcerer of a thieves' guild; or perhaps he is a thief who secretly doubles as the apt pupil of a notorious hedge wizard. A legerdemainist who practices the sorcery of an illusionist is regarded a *mountebank*; one who practices the sorcery of a pyromancer is oft called a *fire thief*. Some legerdemainists (particularly those who operate as *mountebanks*) combine their thievish and sorcerous skills to rob or swindle the ignorant and foolhardy of their money; others might use their skills and sorcery to effect grand schemes of treachery and deception.

Attribute Requirements:

Dexterity 12, Intelligence 12
(and *Wisdom 12 for fire thieves*)

Prime Attributes:

Dexterity, Intelligence

Hit Die Type: d6

Alignment: Any,

save Lawful Good

Armour Allowed: Light

Shields Allowed: Small

Favoured Weapons: Axe (hand),

bow (short), club (light),

crossbow (light), dagger, dart,

flail (horseman's),

hammer (horseman's),

mace (horseman's),

pick (horseman's), sling,

sword (short, falcata, long, broad)

Saving Throw Modifiers:

Avoidance +2, Sorcery +2

Table I.32.: Legerdemainist (Thief)

Level	Experience Points	Hit Dice	Fighting Ability	Casting Ability	Spell Levels		
					1	2	3
1	0–2,749	1d6	1	1	1	—	—
2	2,750–5,499	2d6	1	2	1	—	—
3	5,500–10,999	3d6	2	3	1	1	—
4	11,000–21,999	4d6	3	4	1	1	—
5	22,000–43,999	5d6	3	5	1	1	1
6	44,000–87,999	6d6	4	6	1	1	1
7	88,000–175,999	7d6	5	7	2	1	1
8	176,000–351,999	8d6	5	8	2	2	1
9	352,000–527,999	9d6	6	9	2	2	2
10	528,000–703,999	9d6+2	7	10	3	2	2
11	704,000–879,999	9d6+4	7	11	3	3	2
12	880,000+	9d6+6	8	12	3	3	3

Legerdemainist (Thief) Class Abilities:

Agile: +1 AC bonus when unarmoured and unencumbered.

Backstab: An attack from behind with a class 1 or 2 melee weapon (see **table I.43.**) with which the legerdemainist is skilled. If the target lacks vital organs (e.g., **automaton, skeleton, zombie**) or a discernible “back” (e.g., **black pudding, green slime, grey ooze, ochre jelly, otyugh, purple worm**), this ability is ineffective. The target must be unaware of the attack; this may be the result of *hiding* or *moving silently* (qq.v.). The attack is made at +4 “to hit”. Weapon damage dice are multiplied according to the legerdemainist’s level of experience (1st to 4th levels = x2; 5th to 8th levels = x3; 9th to 12th levels = x4). Other modifiers (strength, sorcery, etc.) are added afterwards.

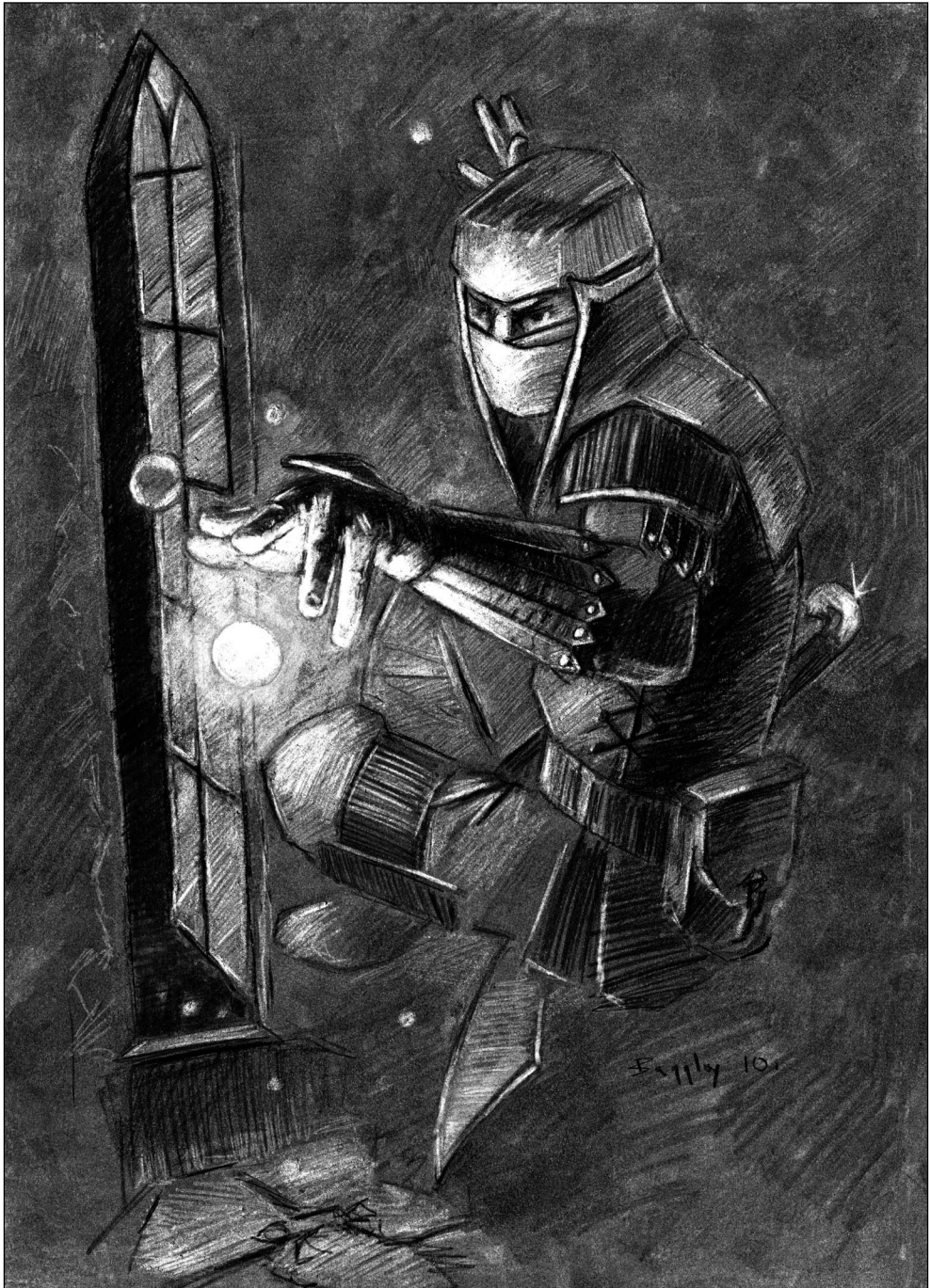
Clandestine Tongue (Thieves’ Cant): The secret language of thieves; a strange pidgin in which some words may be unintelligible to an ignorant listener, whilst others might be common yet of alternative meaning. This covert tongue is used in conjunction with specific body language, hand gestures, and facial expressions. Two major dialects of thieves’ cant are used in Hyperborea: one by city thieves, the other by pirates; commonalities exist betwixt the two.

Detect Secret Doors: Find a secret door on a base 3-in-6 chance.

Magic Item Use: Can utilize magic items normally restricted to magicians.

Read Magic: The ability to decipher unintelligible magical inscriptions or symbols placed on weapons, armour, items, doors, walls, and other media by means of the *sorcerer mark* spell (q.v.) or other like methods.

Scribe Scroll: To scribe a familiar spell onto a scroll, creating a single-use magical device, at a cost of 500 gp + 100 gp per spell level. The legerdemainist creates a scroll type compatible with the school of magic with which he has been instructed (magician, illusionist, or pyromancer). Materials may include the finest vellum, paper, or papyrus; a fresh quill; and sorcerer’s ink, such as sepia. This involved process requires one week per spell level.



Sorcery: A legerdemainist casts spells that he memorizes from an arcane tome. At character creation, the player must select which school of magic his legerdemainist practices—that of the magician (see **table II.2.**), illusionist (see **table II.5.**), or pyromancer (see **table II.7.**). Regardless, the legerdemainist begins play with a spell book that contains one level 1 spell. Through personal research, a legerdemainist develops a new spell at 3rd, 5th, 7th, 8th, 9th, 10th, 11th, and 12th levels; each is automatically learnt, with no need of a qualification roll. To learn a spell outside of level training, refer to **VOL. II, SPELLS, acquiring new spells**. Legerdemainists of high intelligence cast a greater number of spells per day (see **ATTRIBUTES, intelligence**).

Stronghold: At 9th level, a legerdemainist who establishes suitable headquarters (building, dungeon, tower, etc.) will attract a band of reprobates: 1d12+12 thieves of 0th level (1d4 hp, each with a smattering of nascent thief skills) who serve without pay; in fact, they will tithe up to 50% of their earnings to him. The headquarters might be in a city, town, or village. If said headquarters are part of his stronghold, castle, or fortified manor, with a 5- to 10-mile radius of control, the legerdemainist is also eligible to attract a small body of men-at-arms, 0th-level fighters of 1d8 hp each. Here follows a typical troop:

- ★ **10 infantrymen** (*chain mail, small shields, light crossbows, long spears, short swords*)
- ★ **10 halberdiers / pikemen** (*splint armour, halberds or pikes, hand axes*)
- ★ **10 shortbowmen** (*studded armour, short bows, short swords*)

Attracted units include one officer, a 3rd-level fighter responsible for the unit and for communication betwixt the lord and his men. If the reputation of the lord is favourable, further troops may be attracted. Men-at-arms receive 10 gp per month for their service, plus 100 gp for the officer. Common inhabitants of the legerdemainist's domain provide 5 sp in taxes per person per month. Once control and reputation are established, the legerdemainist attracts 1d2 apprentice legerdemainists (0th-level) who petition him for learning. **N.B.:** If the legerdemainist's headquarters are established in the vicinity of a thieves' guild, and the legerdemainist is not tithing an agreed percentage of all earnings to said guild, then he is guilty of subversion; severe repercussions are likely.

Progressive Thief Abilities: The following thief abilities progress as the legerdemainist advances in levels of experience. By the 12th level, the legerdemainist has achieved his full potential in these abilities (see **table I.13.**).

Climb: To ascend or descend sheer cliffs or walls without need of climbing gear. If vertical, the surface must be rough or with cracks. At least one check must be made per 100 feet of climbing. Failure indicates the climber has slipped and fallen at about the midway point of the check (see **VOL. III, DAMAGE, falling damage**).

Decipher Script: To translate texts otherwise not understood—maps are interpreted, instructions decoded, and so forth. Ancient and alien languages, however, may remain unintelligible, lacking any basis for comparison.

Discern Noise: To hearken at a door and detect the faintest of noises on the other side, perceive the distant footfalls of a wandering monster, or distinguish a single voice in a crowd. Six rounds (one minute) of concentrated listening are required to potentially achieve success.

Hide: To hide in shadows, camouflage oneself, or flatten one's body to a seemingly impossible degree—all whilst remaining still as a statue. Only the slightest of movement is permissible (unsheathing a blade, opening a pouch, etc.). Hiding is impossible in direct sunlight, or if the legerdemainist is actively observed.

Manipulate Traps: To find, remove, and reset traps both magical and mundane. Separate checks must be made to accomplish each facet of this skill: *find, remove, reset*. Also, a new trap may be built if the mechanism is simple and the parts available; anything more complex will require the assistance of an engineer. Thieves' tools are required when practicing this ability.

Move Silently: To move with preternatural quiet, even across squeaky floorboards, dry leaves, loose debris, and the like. This skill is executed at half the legerdemainist's normal movement rate.

Open Locks: To pick locks or disable latching mechanisms both magical and mundane. Thieves' tools are required. Picking or dismantling a lock may be attempted but once; if the attempt fails, the legerdemainist cannot try again until he has gained another level of experience. Most locks require 1d4 minutes to pick; complex locks might necessitate 3d6 minutes.

Pick Pockets: To filch items from a pocket, pouch, backpack, or garment using sleight of hand and distraction. Failure by a margin of 3 or greater indicates the attempt has been observed, though not necessarily by the victim. If successful, the referee determines what has been procured. If a legerdemainist attempts to pick the pocket of a higher-level thief (or legerdemainist), a penalty equal to the difference in levels must be applied to the check. This skill also covers the gamut of "sleight of hand" trickery the legerdemainist might employ to deceive onlookers.



SCOUT (Thief): The scout is a cunning and oftentimes underhanded explorer and reconnoiter of castles, towers, and the black depths of labyrinthine subterranean milieux. He might be retained by a merchant house or thieves' guild, investigating rare artefacts sequestered in ancient ruins or dungeons deep; or he might seek his fortune with freebooters, brigands, or fellow men of adventure, using his plethora of skills to explore, track, and provide intelligence. Swift of blade and foot, daring and guileful to the utmost, the scout utilizes superior instincts to achieve his aims.

Attribute Requirements:

Dexterity 9, Intelligence 9

Prime Attributes:

Dexterity, Intelligence

Hit Die Type: d6

Alignment: Any, save Lawful Good

Armour Allowed: Light

Shields Allowed: Small

Favoured Weapons:

Axe (hand), bow (short), club (light), crossbow (light), dagger, dart, flail (horseman's), hammer (horseman's), mace (horseman's), pick (horseman's), sling, sword (short, falcata, long, broad)

Saving Throw Modifiers:

Avoidance +2, Device +2

Table I.33.: Scout (Thief)

Level	Experience Points	Hit Dice	Fighting Ability
1	0–1,749	1d6	1
2	1,750–3,499	2d6	1
3	3,500–6,999	3d6	2
4	7,000–13,999	4d6	3
5	14,000–27,999	5d6	3
6	28,000–55,999	6d6	4
7	56,000–111,999	7d6	5
8	112,000–223,999	8d6	5
9	224,000–335,999	9d6	6
10	336,000–447,999	9d6+2	7
11	448,000–559,999	9d6+4	7
12	560,000+	9d6+6	8

Scout (Thief) Class Abilities:

Agile: +1 AC bonus when unarmoured and unencumbered.

Alertness: Reduces by one (–1) the party's chance of being surprized on a d6 roll (see **VOL. III, COMBAT, surprize**).

Backstab: An attack from behind with a class 1 or 2 melee weapon (see **table I.43.**) with which the scout is skilled. If the target lacks vital organs (e.g., **automaton, skeleton, zombie**) or a discernible "back" (e.g., **black pudding, green slime, grey ooze, ochre jelly, otyugh, purple worm**), this ability is ineffective. The target must be unaware of the attack; this may be the result of *hiding* or *moving silently* (qq.v.). The attack is made at +4 "to hit". Weapon damage dice are multiplied according to the scout's level of experience (1st to 4th levels = x2; 5th to 8th levels = x3; 9th to 12th levels = x4). Other modifiers (strength, sorcery, etc.) are added afterwards.

Controlled Fall: To retard descent of precipitous falls. For every level of experience, the scout can fall 10 feet and sustain no damage, so long as a wall or other stable surface is within five-foot reach throughout the fall. For falls beyond the scout's limit, normal rules are in force starting at the point at which the *controlled fall* no longer applies; e.g., a 5th-level scout plummets down a 100-foot pit and so sustains 5d6 hp damage (see **VOL. III, DAMAGE, falling damage**).

Detect Secret Doors: Find a secret door on a base 3-in-6 chance.

Determine Depth and Grade: Determine the depth of a pit, chasm, or shaft by way of dropping a coin or pebble and listening. The scout has a 2-in-6 chance of success (rolled in secret by the referee). If the d6 roll results in a 3 or 4, his estimate is off by 20%; on a 5 or 6 he has failed. Too, the scout can determine the slope of dungeon passages, able to detect even the shallowest of slants on a base 2-in-6 chance of success.

Track: To stalk prey, tracing physical signs and discerning subtle clues. A scout can track at the below suggested probabilities:

- ★ *Wilderness:* A base 7-in-12 chance of finding, identifying, and following fresh tracks outdoors or in natural caverns. If the tracks are not recent, or have faded due to weather or other circumstances, the chance might be reduced to 5-in-12 or worse.
- ★ *Non-Wilderness:* A base 9-in-12 chance to discern tracks in a dungeon, castle, city street, or like setting. If the tracks are not recent, the chance might be reduced to 7-in-12 or worse.

Scout's Apprentice: At 9th level, a scout of suitable reputation attracts 1d3 apprentice scouts (0th-level) who petition him for learning.



Progressive Thief Abilities: The following thief abilities progress as the scout advances in levels of experience. By the 12th level, the scout has achieved his full potential in these abilities (see **table I.13.**)

Climb: To ascend or descend sheer cliffs or walls without need of climbing gear. If vertical, the surface must be rough or with cracks. At least one check must be made per 100 feet of climbing. Failure indicates the climber has slipped and fallen at about the midway point of the check (see *controlled fall* ability).

Discern Noise: To hearken at a door and detect the faintest of noises on the other side, perceive the distant footfalls of a wandering monster, or distinguish a single voice in a crowd. Six rounds (one minute) of concentrated listening are required to potentially achieve success.

Hide: To hide in shadows, camouflage oneself, or flatten one's body to a seemingly impossible degree—all whilst remaining still as a statue. Only the slightest of movement is permissible (unsheathing a blade, opening a pouch, etc.). Hiding is impossible in direct sunlight, or if the scout is actively observed.

Manipulate Traps: To find, remove, and reset traps both magical and mundane. Separate checks must be made to accomplish each facet of this skill: *find*, *remove*, *reset*. Also, a new trap may be built if the mechanism is simple and the parts available; anything more complex will require the assistance of an engineer. Thieves' tools are required when practicing this ability.

Move Silently: To move with preternatural quiet, even across squeaky floorboards, dry leaves, loose debris, and the like. This skill is executed at half the scout's normal movement rate.

Open Locks: To pick locks or disable latching mechanisms both magical and mundane. Thieves' tools are required. Picking or dismantling a lock may be attempted but once; if the attempt fails, the scout cannot try again until he has gained another level of experience. Most locks require 1d4 minutes to pick; complex locks might necessitate 3d6 minutes.

ALIGNMENT

Alignment informs player character behaviour, ethics, principles, and viewpoint. Alignment is governed by the opposing forces of Law (civilization) and Chaos (barbarism). Law and Chaos are subdivided by the *ethos* of Good and Evil. Thus the four alignments of Lawful Good, Lawful Evil, Chaotic Good, and Chaotic Evil define the world view of most intelligent beings, whilst Neutrality forms a nexus of behavioural indifference. Creatures of like alignment are oft mutually acceptable to one another. A character class may have specific alignment restrictions, and violation of the alignment's precepts can trigger severe consequences. The referee might impose an experience point penalty, and a repeat offender could lose a level of experience and/or be divested of his professed character class.

LAWFUL GOOD (LG): To be just, honest, law-abiding, loyal, and trustworthy. Lawful Good creatures usually prefer to work with or for a group, order, or organization. They are usually responsive and obedient to a higher authority, will help those in need, and will refuse to knowingly perpetrate illegal activities in a just society.

LAWFUL EVIL (LE): To believe the strong must mercilessly dominate and control the weak. Lawful Evil creatures are usually true to their word, albeit to unjust or diabolical effect. They will obey a higher authority (oft a dictator) and might serve as instruments of tyranny and oppression. Without mercy they will smite the helpless, including unarmed foes.

CHAOTIC GOOD (CG): To value freedom and unrestraint, so long as such pursuits do not inhibit the lives of other goodly folk. Independence and self-reliance are of the highest value. Chaotic Good creatures are honest with those whom they believe to be deserving of their honesty (i.e., other Good creatures), but they are not necessarily law-abiding if laws prohibit them from effecting what they believe to be right.

CHAOTIC EVIL (CE): To be dishonest, traitorous, and unscrupulous, even with others of like alignment, unless some advantage is to be gained. Chaotic Evil creatures abide no laws and fail to recognize authority save that which is brutally enforced. They will lie, cheat, and steal freely. They place little value on life, including their own, and their pleasures are oft abominable.

NEUTRAL (N): To be indifferent to Law, Chaos, Good, and Evil. Neutral creatures oft focus on survival; hence this alignment is sometimes associated with the animal kingdom. Intelligent creatures of this alignment are honest and trustworthy when it benefits them (or their cause), and generally they obey laws when it is to their advantage (or that of their cause); conversely, they embrace independence or even foment rebellion when it behoves them. Some adherents of so-called "True" Neutrality believe that a balance betwixt Law and Chaos must be militantly preserved. Others may exhibit the tendencies of another ethos (Law, Chaos, Good, or Evil); such a character's alignment may be listed as Neutral (Good), though their ethos will usually harmonize with one of the five major alignments.

OTHER STATISTICS

ARMOUR CLASS (AC): A numeric value representing the capacity to absorb, avoid, divert, and withstand damage. Every armour type has an AC rating; a normal unarmoured man is AC 9. Dexterity, shields, sorcery, and other factors can modify this figure. Bonuses reduce (improve) the AC figure, whilst penalties increase (worsen) it; i.e., a lower AC is more desirable.

Armour class may vary according to circumstances. For example, one may have an AC versus melee attacks, an AC versus missile attacks, an AC when fighting sans shield, and an AC when completely unarmoured. It is incumbent on the player to keep track of his character's current AC. For instance, if the character sheds his plate mail during a sea expedition, he should adjust his AC accordingly. If he is in the habit of sometimes using his shield and sometimes not (perhaps depending on circumstances), he should be able to provide his current AC to the referee upon request.

FIGHTING ABILITY (FA): A numeric value representing the character’s basic combative skill as compared with the fighter class. For the fighter and its subclasses, FA advances at every level gain; other classes improve at a lesser rate. Each character class has an initial FA of either 0 or 1; this is noted at the respective class entry.

Table I.34.: Initial Combat Matrix

FA	Armour Class (AC)																		
	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
0	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29
1	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28

The initial combat matrix charts the modified “to hit” chance for all 1st-level characters. The player should make a d20 attack roll, apply modifiers, and inform the referee of the AC struck. For the complete combat matrix, refer to **table III.16**.

TURNING ABILITY (TA): A numeric value representing the character’s capacity to *turn undead* (see **VOL. III, COMBAT ACTIONS, turn undead**) as compared with the cleric class. Whereas a cleric’s TA is always equal to his level of experience, development of this ability is retarded in certain subclasses.

CASTING ABILITY (CA): A numeric value representing the efficacy of the character’s sorcery. Whereas a magician’s or cleric’s CA is always equal to his level of experience, development of this ability is retarded in certain subclasses.

HIT DICE (HD): A die type (d4, d6, d8, d10, or d12) associated with the character’s class. Hit dice are used to generate hit points at character creation and at each level up to 9th. Some referees may allow for maximum hit points at 1st level (to improve survivability); others still might allow for rerolls on results of 1 for non-fighters and on results of 1 or 2 for fighter-types. Always consult your referee when in doubt. Constitution can impact hit point gains for each hit die rolled (see **ATTRIBUTES, constitution**). **N.B.:** Hit die type also affects the healing of wounds (see **VOL. III, DAMAGE, healing**).

Hit Points (hp): An evaluation of the ability to withstand and minimize physical damage through a combination of experience, fitness, physicality, skill, and no small amount of luck. To simply associate hit points with “health” is a misconception. Hit points are rolled at character creation and at each level gain up to the 9th level. At 10th level and beyond, a static hit point figure is added to the character’s total, this amount indicated at each class entry; e.g., fighters gain 3 hp per level, magicians gain 1 hp. It is incumbent on the player to keep careful track of his character’s hit points. Using a pencil, he should jot down a temporary or “current” hit point total that reflects any loss or gain.

MOVEMENT (MV): The number of feet per round (10 seconds) a character can move. If running or charging, twice this distance is covered (see **VOL. III, COMBAT ACTIONS, movement**). Movement in a dungeon or in the wilderness is measured by the turn (10 minutes) and follows a different schedule (see **VOL. III, MOVEMENT**).

SAVING THROW (SV): The chance to avoid, resist, or reduce harmful effects, both magical and mundane. Ability, divine favour, experience, fate, luck, and sorcery can all factor in the saving throw attempt. Each character class has SV modifiers; these are noted at the respective class entries. Also, dexterity, constitution, and wisdom scores can impact saving throws (see **ATTRIBUTES, dexterity, constitution, and wisdom**). For more information on the function and use of the saving throw, refer to **VOL. III, SAVING THROW**.

Table I.35.: Saving Throw

Character Level	1–2	3–4	5–6	7–8	9–10	11–12
Saving Throw (SV)	16	15	14	13	12	11

BACKGROUND

Of course, every player character must have a name, perhaps inspired by historical or fictional resources. Some players may invent names from whole cloth, whilst others might create anagrams of their own names. Depending on the style and preference of play, further information may be developed, including character background and personality. Such might entail the character's place of origin, general outlook, and behaviour. Place of origin need not be specific; one might simply say "a small farming village", or "a busy port city", and so on. Ideally, your character's personality is governed by his charisma score, character class, alignment, background, and secondary skills (q.v.).

SECONDARY SKILLS: Professional or trade skills typically developed from childhood to adolescence. They may have little overlap with the character's class, oft attributed to environment, upbringing, socio-æconomic status, and culture; e.g., the son of a potter likely is learned in the same craft, unless his father sent him to apprentice with his uncle, the saddler. So, a cleric may once have been a brewer of fine spirits, a thief may have been a baker, a fighter may have served as a butcher's apprentice, and a magician may have experience as a cobbler.

Roll a d6 (for the column), followed by a d20 (for the row), to randomly determine a secondary skill—or, with referee approval, simply select one. This list is hardly representative of all professions possible, but is suitable for game purposes. Specifics regarding a trade or profession may be developed: A miner might be a coal miner, copper miner, lead miner, or salt miner; an animal trainer might be a dog trainer, horse trainer, or mammoth trainer. Furthermore, if a result such as "limner / painter / sculptor" is generated, one might simply opt to have some background in sculpting, not necessarily all three art forms.

Table I.36.: Secondary Skills

d20 Roll	d6 Roll = 1–2	d6 Roll = 3–4	d6 Roll = 5–6
1	animal trainer	farmer	merchant / monger
2	armourer	fisherman / whaler	miller
3	atilliator	fuller	miner
4	baker / cook	furrier / skinner	minstrel / musician
5	barber / dentist	gardener	mortician
6	bar- / innkeeper	gemcutter / jeweller	navigator
7	black- / metalsmith	grocer	potter
8	boat- / shipwright	gaffer / glassblower / glazier	riverman / waterman
9	bookbinder	guard / watchman	roofer / thatcher
10	bowyer / fletcher	jailer / turnkey	roper
11	brewer / vintner	herdsman / pack handler	sailor / seaman
12	butcher / salter	hunter / trapper	scribe / scrivener
13	carpenter	labourer / yardman	soldier / mercenary
14	cart- / wainwright	leatherworker / saddler / tanner	stabler
15	chandler	limner / painter / sculptor	sword- / weaponsmith
16	charcoaler / peatman	linkboy / messenger	tailor / weaver
17	clothier / dyer	locksmith	teamster
18	cobbler / shoemaker	logger / woodcutter	tinker
19	cooper	longshoreman / stevedore	wheelwright
20	engineer	mason / slater	wire drawer

LANGUAGE: Every character begins play with knowledge of the “Common” tongue and possibly a native language if of a specific racial derivation. Bonus languages due to high intelligence (see **ATTRIBUTES, intelligence**) are possible, and additional languages may be learnt through campaign play; e.g., a Kimmerian who spends three years in an Ixian prison is likely to pick up the Thracian (Ixian) tongue.

When selecting a language, a specific dialect must be chosen. One cannot simply select Hellenic; one must specify a Hellenic dialect, such as Hellenic (Amazon). Of course, all the dialects of a language group will have commonalities, but the written forms may exhibit significant differences. Note that Old Norse is an exception, as it has but a single form.

Table I.37.: Language

Language (Dialect)	Typical Speakers
<i>Common</i>	Any
<i>Esquimaux (Coastal dialect)</i>	Esquimaux (Coastal)
<i>Esquimaux (Tundra dialect)</i>	Esquimaux (Tundra)
<i>Hellenic (Amazon dialect)</i>	Amazons
<i>Hellenic (Atlantean dialect)</i>	Atlanteans
<i>Hellenic (Hyperborean dialect)</i>	Hyperboreans
<i>Hellenic (Kimmerian dialect)</i>	Kimmerians (Plainsmen), Kimmeri-Kelts*
<i>Keltic (Goidelic dialect)</i>	Kelts, Kimmeri-Kelts*
<i>Keltic (Pictish dialect)</i>	Picts
<i>Old Norse</i>	Vikings
<i>Thracian (Ixian dialect)</i>	Ixians
<i>Thracian (Kimmerian dialect)</i>	Kimmerians (Subterranean)

* Typical Kimmeri-Kelts will speak either the *Hellenic (Kimmerian)* or *Keltic (Goidelic)* tongue, depending on tribe and ancestry. Some may speak both tongues, effectively knowing three languages (including *Common*) at the start of play.

Language Descriptions:

Common: The common tongue of men spoken in nearly all corners of the realm.

Esquimaux (Coastal dialect): The Esquimaux dialect spoken by the Esquimaux of the Esquimaux Bay region.

Esquimaux (Tundra dialect): The Esquimaux dialect spoken by the Esquimaux of the Plain of Leng.

Hellenic (Amazon dialect): A Hellenic dialect spoken by the Amazons of New Amazonia and the Floating Island of Paradoxia.

Hellenic (Atlantean dialect): A dying Hellenic dialect spoken by the Atlanteans of Atlantica and other scattered Atlanteans.

Hellenic (Hyperborean dialect): A dying Hellenic dialect spoken by the scattered remnants of the Hyperborean race.

Hellenic (Kimmerian dialect): The Hellenic dialect spoken by the Kimmerians of the Kimmerian Steppes and also the Kimmeri-Kelts of the Fields of Vol.

Keltic (Goidelic dialect): The Keltic dialect spoken by the Kelts of the Gal Hills and the Kimmeri-Kelts of the Fields of Vol.

Keltic (Pictish dialect): Keltic dialect spoken by the Picts of New Pictland and the half-blood Picts of the Savage Boreal Coast.

Old Norse: The language spoken by the Vikings of Vikland and New Vinland.

Thracian (Ixian dialect): Thracian dialect spoken by the Ixians of Scythium.

Thracian (Kimmerian dialect): Thracian dialect spoken by the Kimmerians of the underground city of Krimmea.

WEAPON SKILL

Each character class entry includes a list of *favoured weapons*. Fighters, fighter subclasses (barbarians, berserkers*, cataphracts, paladins, rangers, warlocks), and bards (a thief subclass) may take up any weapon and wield it with adequate confidence and proficiency. This adaptability stems from training in a variety of weapon combat styles. Other classes have a more limited *favoured weapons* list. This is not to say that members of such a character class are barred from the use of any particular weapon; rather, they are familiar with a selection of weapons that may expand over time, should a player elect to develop additional weapon skills. In short, nothing precludes a magician from skilfully wielding a long sword. If, however, a newly acquired weapon is used without adequate practice and training, the wielder is at a disadvantage (the degree of which depends on his class).

* *Berserkers can indeed wield any weapon, but in general are opposed to the use of non-melee weapons.*

**Table I.38.: Unskilled Weapon
“To Hit” Penalty**

Character Class	Unskilled “To Hit” Penalty
Magician	-4
<i>Illusionist</i>	-4
<i>Necromancer</i>	-4
<i>Pyromancer</i>	-4
<i>Witch</i>	-4
Cleric	-2
<i>Druid</i>	-2
<i>Monk</i>	-2
<i>Priest</i>	-4
<i>Shaman</i>	-4
Thief	-2
<i>Assassin</i>	-2
<i>Legerdemainist</i>	-2
<i>Scout</i>	-2

Weapon Skill Table Defined: When a character wields a weapon with which he is unfamiliar (i.e., has minimal or no previous experience), he suffers the indicated “to hit” penalty. **N.B.:** Fighters, barbarians, berserkers, cataphracts, paladins, rangers, warlocks, and bards are excluded from **table I.38.** as they begin play with a *favoured weapons* list of “Any”. However, circumstance might present in which one of these characters takes up a completely foreign weapon; in such instances, the referee may impose a -1 “to hit” penalty for a limited time, but the character will soon adapt and become proficient.

Acquiring New Weapon Skills: As noted, each character class begins play with a selection of favoured weapon skills. These are the weapons with which he is generally familiar and which he is able to use with proficiency. New weapon skills may be added at 4th, 8th, and 12th levels. Learning a new weapon skill is dependent upon training and practice. A player can delay the development of a new weapon skill (or the referee might impose a delay) if proper practice and training is not possible. Classes whose favoured weapons are “Any” need not concern themselves with the addition of new weapon skills, unless they are exposed to weird or alien weapons outside the human experience.

WEAPON MASTERY: Fighters and their subclasses are eligible for *weapon mastery*. The fighter and cataphract begin play with two specialized weapons, whilst other fighter subclasses begin play with one specialized weapon. Weapon mastery is specific to an individual weapon type. For example, mastery of the *battle axe* does not imply that one is also a master *hand axe* wielder. Likewise, mastery of a *short bow* does not imply mastery of a *composite short bow*, and so on.

Weapon mastery is conditional upon level training. Eligibility for additional weapon specializations occurs at 4th, 8th, and 12th levels (unless the player elects to delay such training). Mastery requires an intense regimen and might be accomplished under the tutelage of one who has already mastered the weapon, or perhaps by personal training, war, battle, and adventure. The following benefits are associated with weapon mastery:

- ★ +1 “to hit” bonus
- ★ +1 damage bonus
- ★ Increased attack rate (see **table I.39.**)
- ★ Bow and crossbow masters gain an additional +1 “to hit” bonus at point blank range (for +2 total).
 - ☆ Bow point blank range = 6–30 feet
 - ☆ Crossbow point blank range = 6–50 feet

Grand Mastery: Fighters (only) may opt to forgo one of their additional weapon masteries at 4th, 8th, or 12th level in favour of further training with a single, previously mastered weapon. These *grand masters* receive an additional +1 “to hit” bonus and +1 damage bonus with the specified weapon. Their attack rates remain as reflected in **table I.39.**; thus, a 4th-level fighter with grand mastery of the longbow would attack twice per round at +2 “to hit” and +2 damage (or +3 “to hit” and +2 damage at point blank range).

MELEE ATTACK RATE / MISSILE RATE of FIRE: Unless the character possesses *weapon mastery* (fighter-types only), melee weapons are typically employed at an attack rate of 1/1 (one attack per combat round). Several missile weapons, however, enjoy a superior rate of fire (ROF), even in the hands of non-fighters; this ROF, however, is reduced if a combatant elects to move and fire (see **VOL. III, COMBAT ACTIONS, missiles**).

Melee attack rate is independent of missile rate of fire; e.g., a thief can hurl daggers at a rate of 3/2 (three every two rounds), but once melee is engaged, he attacks once per round (see **VOL. III, COMBAT** for more information). The following table displays the base melee attack rate and missile rate of fire (for both skilled and unskilled users) and the improved attack rate for weapon masters.

Table I.39.: Attack Rate / Rate of Fire

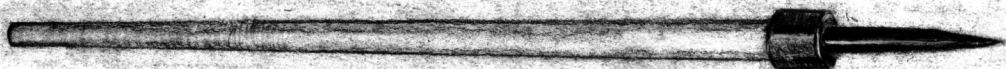
Melee Combat	Attack Rate (Base)	Attack Rate (Master L1–6)	Attack Rate (Master L7–12)
Melee Weapon (Close-Quarter)	1/1*	3/2	2/1
Missile Combat	Rate of Fire (Base)	Rate of Fire (Master L1–6)	Rate of Fire (Master L7–12)
Bow (All)	3/2	2/1	5/2
Crossbow, Light	1/1	1/1	3/2
Crossbow, Heavy	1/2	1/2	1/1
Dagger	3/2	2/1	5/2
Dart	2/1	5/2	3/1
Sling	1/1	3/2	2/1
Hurled Weapons and Other**	1/1	3/2	2/1

* At 7th level, fighters and their subclasses improve to 3/2.

** Bola, boomerang, hooked throwing knife, etc.

Attack Rate / Rate of Fire Table Defined:

- ★ **1/2** = one attack every two rounds
- ★ **1/1** = one attack per round
- ★ **3/2** = one attack one round, two attacks the next round
- ★ **2/1** = two attacks per round
- ★ **5/2** = two attacks one round, three attacks the next round
- ★ **3/1** = three attacks per round



MONEY

INITIAL GOLD: Each new character receives a onetime allotment of 3d6x10 gp. This money is used to purchase new equipment. It is assumed that the character is already equipped with normal clothes, shoes or boots, belt, and coat.

Abbreviations: Five major coin types are minted in Hyperborea:

pp = platinum piece; **gp** = gold piece; **ep** = electrum piece; **sp** = silver piece; **cp** = copper piece

STANDARD EXCHANGE RATE: A suggested monetary exchange rate is supplied in **table I.40**. Some referees might desire to alter coin values in different cities and regions. If so, the following conversions are suggested as a standard for centres of commerce, such as the City-State of Khromarium.

Table I.40.: Monetary Exchange

Exchange	pp	gp	ep	sp	cp
pp	1:1	1:5	1:10	1:50	1:250
gp	5:1	1:1	1:2	1:10	1:50
ep	10:1	2:1	1:1	1:5	1:25
sp	50:1	10:1	5:1	1:1	1:5
cp	250:1	50:1	25:1	5:1	1:1

COIN WEIGHT: Coins are typically minted in penny weight, so a single coin weighs about 1/100th of a pound. When considering coin stowage and encumbrance, 100 coins equals about one pound of weight. Ingots, bars, or “bricks” may also be used. These might have a value of 100 or more coins. Ingots are oblong in shape and usually worth their weight in coins; e.g., a three-pound silver ingot is worth 300 silver pieces.

MINTING: Minted coins are typically cast with the image of a deity, sovereign, or legendary figure, whilst some might be stamped with a crest, rune, or other symbol. In the Hyperborean City-State of Khromarium, for example, the image of the toad god Xathoqqua graces many a gold coin.

NONSTANDARD COIN TYPES: Other coins might be found throughout the realm, including bronze pieces (bp), which are equal in value to copper pieces. In other instances, heavy coins may have multiplied values. For example, a treble-weight gold piece has a 3-gp value, and so on.

EQUIPMENT

This section lists *armour*, *shields*, *weapons*, and *general equipment* available for characters to purchase and then use whilst adventuring. Note that some classes have specific *armour allowed*, *shields allowed*, and/or a *favoured weapons* list (see **CLASSES**, *class terms and definitions*). Using your character’s initial 30–180 gold pieces (3d6x10), armour, weapons and equipment may be purchased.

ARMOUR: Armour provides the base armour class (AC) of the character, which can then be adjusted by dexterity, shield, sorcery, and other modifiers. Armour also informs character movement rate. The following armour types are presumed to include suitable limb protection and headgear (e.g., leather armour will include a reinforced leather cap; chain mail, a coif; full plate, a great helm).

Donning Armour: Light armour requires about 1–3 minutes (6–18 rounds) to don; medium armour about 1–6 minutes (6–36 rounds); and heavy armour 10 minutes (1 turn) or more.

Table I.41.: Armour

AC	Type	Cost	Damage Reduction (DR)	Weight (lbs.)	Weight Class	Movement (MV)
9	None	—	0	—	—	40
8	Padded	10 gp	0	10	Light	40
7	Leather	15 gp	0	15	Light	40
6	Studded	25 gp	0	20	Light	40
6	Scale	50 gp	1	25	Medium	30
5	Chain Mail	75 gp	1	30	Medium	30
5	Laminated	75 gp	1	30	Medium	30
4	Banded Mail	150 gp	1	35	Medium	30
4	Splint	150 gp	1	35	Medium	30
3	Plate Mail	350 gp	2	40	Heavy	20
2	Field Plate	1,000 gp	2	50	Heavy	20
1	Full Plate	2,000 gp	2	60	Heavy	20

Armour Table Defined:

AC: The base armour class imparted by the armour type. Armour condition can modify its class; for instance, partially corroded chain mail might be treated as AC 6.

Type: The basic armour name. These are described hereafter.

Cost: The average cost in gold pieces.

Damage Reduction (DR): This is the number subtracted from damage rolls made against a character wearing the corresponding armour type.

This adjustment can potentially reduce damage to 0. Damage reduction applies to melee and missile attacks, but not traps, falling damage, poison, flaming oil, or most spells.

Weight: The armour’s typical weight in pounds.

Weight Class: Assessment of the armour’s mass and weight, or bulkiness. This correlates with movement rate.

Movement (MV): The number of feet per round (10 seconds) a character can move when wearing the respective armour type. Light armour allows 40 MV, medium allows 30 MV, and heavy allows 20 MV. Each of these rates is doubled should the character elect to charge or run (see **VOL. III, COMBAT ACTIONS, movement**).

Armour Descriptions:

(AC 8) *Padded (Quilted) Armour:* Layers of cloth sewn together, cotton or wool sandwiched betwixt.

(AC 7) *Leather Armour:* Leather boiled in oil or water, shaped, and moulded; alternatively, leather scales sewn onto a cloth or soft leather backing. Outland tribes (barbarians) might fashion similar armour from the hides and furs of wild and exotic beasts.

(AC 6) *Studded Armour:* Leather or heavy cloth armour studded with small metal plates. Called *ring mail* when metal rings are sewn onto such a backing; called *brigandine* when scales are riveted betwixt two layers of soft leather, the rivets protruding from the exterior. Barbaric cultures might stud leather or hide armour with bits of bone or horn.

(AC 6) *Scale Armour:* Suit of small, overlapping metal scales (like fish scales) sewn or riveted onto a padded or soft leather backing. Outland tribes might use mammoth hide or horn to derive similar armour.

(AC 5) *Chain Mail:* Mesh suit or knee-length coat of small, interlocking metal rings. A layer of fabric or soft leather is worn underneath.

(AC 5) *Laminated Armour:* Cuirass of segmented and hinged strips of steel riveted onto leather straps and laced together. Worn over a cloth undercoat; leg protection may include leather skirt studded with small metal plates, or mail of similar design.

(AC 4) *Banded Mail:* Articulated metal bands worn over or laced through a light suit of chain mail. Felt or soft leather padding is worn underneath.

(AC 4) *Splint (Lamellar) Armour:* Articulated metal splints of variable size laced together and worn over a soft leather or felt undercoat.

(AC 3) *Plate Mail:* Chain mail reinforced with large metal plates that protect the head, trunk, arms, and legs.

(AC 2) *Field Plate:* A knight’s harness; a suit of interlocking, laminated plates worn over cloth padding. Breathes poorly, leading to heat and exhaustion. (Limited availability; consult referee.)

(AC 1) *Full Plate:* A knight’s “full harness”; interlocking, articulated, riveted plate armour, sometimes ribbed to deflect blows. Includes a minimal amount of mail used to protect exposed areas (armpits, crook of elbow and knee, and groin); worn over cloth padding. Breathes poorly, leading to heat and exhaustion. (Limited availability; consult referee.)

SHIELDS: The shield is a standard protective measure and AC modifier versus blows and missiles. Most shields are composed of hardwood covered with leather or animal hide, bossed and edged with iron or steel; some are crafted entirely of metal. Shields reduce (improve) AC; however, this bonus does not apply to attacks from the rear.

Table I.42.: Shields

Type	Cost	Melee Defence Modifier	Missile Defence Modifier	Weight (lbs.)
Small	5 gp	+1	+1	5
Large	10 gp	+1	+2	10
Two-Handed	15 gp	+2	+3	20

Shields Table Defined:

Type: The basic shield name. These are described hereafter.

Cost: The average cost in gold pieces.

Defence Modifier: Shields provide an AC bonus. Each +1 bonus reduces the character’s AC by 1. This AC bonus presumes a front or front flank attack and does not apply to rear attacks. Two defence modifier columns apply: one versus melee attacks and one versus missile attacks.

Weight: The shield’s typical weight in pounds.



Shield Descriptions:

Small Shield: A small kite, oval, rectangular, or round shield typically one to two feet in diameter; includes forearm straps. A small shield may be worn on the forearm whilst the character handles a bow or other two-handed weapon; however, no AC bonus is derived at this time. The small shield can also be used as a bashing weapon for 1d2 hp damage, though again no AC bonus is enjoyed whilst so used.

Large Shield: A large kite, oval, rectangular, or round shield typically two to three feet in diameter; includes a chest strap so that it may be slung over one’s back or shoulders. The large shield can also be used as a bashing weapon for 1d2 hp damage, though no AC bonus is derived whilst so employed.

Two-Handed Shield: A massive shield, five to six feet tall; must be borne with two hands. Typically provides cover for advancing foot soldiers, archers, or sorcerers.

MELEE WEAPONS: Hand-to-hand combat weapons. Those with a listed *Range* value can be hurled.

Table I.43.: Melee Weapons

WC	Type	Cost	Weight (lbs.)	Range (S/M/L)	Damage
1	Axe, Hand	5 gp	2	15/30/45	1d6
1	Club, Light	1 gp	2	10/20/30	1d4
1	Dagger	5 gp	1	10/20/30	1d4
1	Flail, Horseman's (↵)	5 gp	3	—	1d6
1	Hammer, Horseman's	5 gp	3	10/20/30	1d6
1	Mace, Horseman's	5 gp	3	—	1d6
1	Pick, Horseman's (Ω)	5 gp	3	—	1d6
1	Sword, Short	10 gp	3	—	1d6
1	Sword, Short Scimitar	15 gp	3	—	1d6
1	Sword, Falcata	15 gp	3	—	1d6
2	Axe, Battle	10 gp	5	—	1d8 (1d10)
2	Club, War	3 gp	4	—	1d6 (1d8)
2	Hammer, War	10 gp	5	—	1d8 (1d10)
2	Mace, Footman's	10 gp	5	—	1d8 (1d10)
2	Morning Star (Ω)	10 gp	5	—	1d8 (1d10)
2	Pick, War (Ω)	10 gp	5	—	1d8 (1d10)
2	Sword, Long or Broad	20 gp	4	—	1d8 (1d10)
2	Sword, Scimitar	25 gp	4	—	1d8 (1d10)
3	Flail, Footman's (↵)	10 gp	5	—	1d8 (1d10)
3	Javelin	3 gp	3	20/40/80	1d4 (1d6)
3	Quarterstaff (↔)	5 gp	5	—	1d6
3	Sword, Bastard	30 gp	5	—	1d8 (2d6)
4	Axe, Great (+)	20 gp	10	—	2d6
4	Halberd (+ # ^)	18 gp	8	—	1d10
4	Hammer, Great (+ #)	20 gp	10	—	2d6
4	Mace, Great (+ #)	20 gp	10	—	2d6
4	Spear, Short (^)	3 gp	5	15/30/45	1d6 (1d8)
4	Spiked Staff (+ # ^)	7 gp	7	—	2d6
4	Sword, Two-handed (+)	40 gp	6	—	3d4
4	Sword, Two-handed Scimitar (+)	50 gp	6	—	3d4
4	Trident (^)	8 gp	6	10/20/30	1d6 (1d8)
5	Spear, Long (^)	5 gp	7	—	1d6 (1d8)
5	Lance (^ ▽)	15 gp	8	—	1d8
5	Spear, Great (+ ^ ▽)	7 gp	9	—	1d8
5	Whip	1 gp	2	—	1d2
6	Pike (+ ^)	7 gp	12	—	1d8

Melee Weapons Table Defined:

WC: *Weapon class* (WC) accounts for the relative length and function of melee weapons. Larger class numbers indicate greater range, allowing the wielder to strike before a lower-class weapon in the initial moments of combat, if the WC difference is 2 or greater (see **VOL. III, COMBAT**, *initiative*; **COMBAT ACTIONS**, *charge attack*). **N.B.:** The largest weapon classes (5 and 6) will oft prove unwieldy in tight quarters.

Type: The basic weapon name. These are described hereafter.

Cost: The average cost in gold pieces.

Weight: The weapon's typical weight in pounds.

Range: Standard ranges for missile weapons (launched and hurled) are *short* (S), *medium* (M), and *long* (L), each value representing the weapon's effective range in *feet* indoors (e.g., dungeon, castle, cave) and *yards* outdoors (e.g., wilderness, sea). Short-range shots suffer no penalties, medium-range shots suffer –2 "to hit" penalties, and long-range shots suffer –5 "to hit" penalties. **N.B.:** A minimum distance of six feet is required to fire any missile.

Damage: The hit points of damage a weapon inflicts. Some weapons have a second damage range noted in parentheses. If such a weapon is used in conjunction with a shield or an off-hand weapon, the first damage range applies; used by itself (with two hands), the parenthetical range applies. Hurled weapons always utilize the smaller damage range.

Melee Weapons Table Annotations:

(♣) = Ignores AC bonus provided by opponent's shield (if any).

(Ω) = +1 "to hit" bonus versus opponents wearing plate armour (plate mail, field plate, full plate).

(↔) = +1 AC bonus versus melee attacks; must be wielded with two hands.

(+) = A "true" two-handed melee weapon; must be wielded with two hands.

(#) = Weapon has a 4-in-6 chance to dismount a rider on a natural 19–20 "to hit" roll.

(^) = Double damage dice (apply modifiers after) when set to receive a charge.

(∇) = Double damage dice (apply modifiers after) when used from a charging mount.

Melee Weapon Descriptions:

Axe: A single-edged chopping blade affixed to a haft of reinforced wood. *Hand axes* have 1½-foot hafts, feature heavy convex heads with four-inch cutting edges, and are suitable for throwing; the hand axe is a fine horseman's weapon. *Battle axes* (or *war axes*) are of heavier blade and longer haft (up to three feet in length). *Great axes* have hafts of three feet or longer and require two-handed use. Axe blades can be double-bitted, or have a rear fluke or hammer, and many feature a head and/or butt spike.

Club: A short, stout length of wood with a blunt head and narrow handle that might be drilled and fit with a thong of leather. Some clubs are reinforced with strips of metal. The *light club* is suitable for hurling and typically has a smooth, rounded head. The larger, heavier *war club* can be wielded one- or two-handed and may radiate spikes or nails from its wide head.

Dagger: A straight or curved blade, single- or double-edged, up to one foot in length protruding from a hilt of five to six inches; may also include a guard and pommel. Used primarily in close-quarter fighting, but also suitable for throwing. This weapon class includes all manner of *knives*. Longer, heavier knives (10- to 15-inch blades) are oft used for hunting or chopping brush; these are unsuitable for throwing. **N.B.:** In rare cases *silver daggers* can be purchased for 25 gp.

Flail: A short rod or mace head linked by a chain or hinge to a shaft; the lighter *horseman's flail* is more likely to be connected by a chain, whilst the heavier *footman's flail* offer features a hinge. Flails can bypass opponents' shields, negating AC bonuses derived therefrom.

Halberd: A two-handed pole-arm with a six- to eight-foot, metal-banded haft, featuring a socketed, heavy axe blade opposed by a pointed fluke or hook, and headed with a spear point or sabre-like blade. For gaming purposes, the halberd as a weapon category subsumes other *pole-arms* and *pole-axes*, including *bills*, *fauchards*, *glaives*, and *guisarmes*. If the campaign calls for an alternative pole-arm type, simply use halberd statistics; however, some pole-arms are more pike- or spear-like, so referee discretion is advised.

Hammer: An iron or steel head (flat, rounded, or spiked) mounted on a haft that is oft reinforced with metal. Many hammers feature top or butt spikes for thrusting and rear flukes, or even axe heads. The *horseman's hammer* has a short haft (about two feet in length) and may be thrown or wielded in melee; too, it is well suited to mounted combat. The *war hammer* has a longer haft and may be used one- or two-handed; the *great hammer* has a haft of three to four feet in length and must be wielded with two hands.

Javelin: A light, short spear of six-foot length with a socketed, metal head. This category also includes the *pilum*, a short spear with a long, socketed, iron head with a barbed or pyramidal point.

Lance: A specialized form of the spear, weighted to be couched and wielded in one hand from horseback and frequently 12 feet or longer. On foot it must be wielded in two hands, or else cut down to a manageable length. From a **heavy warhorse** base damage improves to 1d10.

Mace: A stout haft bound with metal or topped with a metal head. The head may be rounded or cylindrical, and smooth, flanged, or spiked (cf. *morning star*), but its primary purpose is to deliver crushing blows. The lighter *horseman's mace* has a haft of about two feet in length. The heavier *footman's mace* has a haft of up to three feet in length and can be used one- or two-handed; the *great mace* has a haft of three to four feet in length and must be wielded with two hands.

Morning Star: A heavy mace with a round (or cylindrical) metal head, radiating numerous spikes well suited to penetrating plate armour. Morning stars have hafts of up to three feet in length and can be used one- or two-handed. Sometimes referred to as a *holy water sprinkler*, a morning star may be forged to include a socket within which clerics might insert a vial of *holy water* (q.v.).

Pick: A curved or straight spike attached to a reinforced haft, designed to penetrate plate armour. The light *horseman's pick* has a haft of about two feet in length and is well suited to mounted combat, whilst the *war pick* has a haft of up to three feet and can be used one- or two-handed. In some instances the spike is divided into several prongs and may jut out of a hammer head; in other cases spikes may protrude from the side of the head.

Pike: An exceptionally long and heavy spear oft reinforced with metal bands. The short version is 15–18 feet in length, the longer version up to 24 feet; the latter may be termed the *great pike*. In dense formations pikes present an almost impenetrable forest of deadly spearheads, but in isolation they are of limited use.

Quarterstaff: A thick shaft of wood typically five to seven feet in length, usually shod in iron, and possibly spiked at the ends. Wielded with two hands: one hand gripping near the centre, the other hand at the “quarter” length. A superior parrying weapon due to balance, length, and reinforcement.

Spear: A shaft of wood topped with a blade or spike of variable length and shape, sometimes exhibiting wings and a butt spike. A *short spear* is 5–7 feet in length, can be wielded in one or two hands, and is effective both as a melee and a missile weapon. The *long spear* is 7–10 feet in length and can be wielded one- or two-handed; the *great spear* is 10–12 feet in length, must be wielded two-handed, and can prove unwieldy outside of armed formations.

Spiked Staff: A combination of heavy war club and spear: a wooden shaft five feet in length, thicker at one end (four-inch diameter) and tapered at the other end (two-inch diameter). The thicker end is shod in metal and topped with a heavy metal spike of 6- to 12-inch length. Well suited to dismounting riders.

Sword: A straight or curved blade protruding from a hilt of wood or metal. A sword can be single- or double-edged, rounded or pointed; sometimes the blade is grooved to lighten and reinforce it. Hilts are of various sizes and configurations, and they may include pommels, quillions, and hand guards that range from simple to elaborate.

- ★ *Short sword:* Straight, double-edged sword with a blade of 18–24 inches and hilt of 5–6 inches.
- ★ *Short scimitar:* Curved, single-edged short sword with blade edge on the convex side.
- ★ *Falcata:* Forward-curving, single-edged short sword with blade edge on the concave side.
- ★ *Long sword* (and *broad sword*): Straight, double-edged sword with blade of 32–42 inches and a hilt of 5–9 inches; some *long swords* are single-edged, and some *broad swords* might feature wider blades.
- ★ *Scimitar:* Curved, single-edged long sword with blade edge on the convex side.
- ★ *Bastard sword:* The *hand-and-a-half sword* is similar to the long sword, except the hilt is longer (about 12 inches), allowing for superior two-handed use.
- ★ *Two-handed sword:* Straight, double-edged blade of four to five feet with a hilt of 12–15 inches. Sometimes referred to as a *great sword*.
- ★ *Two-handed scimitar:* Curved, single-edged, two-handed sword with a four-foot blade, a hilt of 12 inches, and the blade edge on the convex side. Sometimes referred to as a *great scimitar*.

Trident: A three-pronged spear head mounted on a reinforced shaft five to six feet in length. May be wielded one- or two-handed; suitable for hurling.

Whip: A 12- to 15-foot, braided lash of leather that is thicker at the handle and tapers to a single cord at the end. Mostly ineffective versus armoured opponents, but its report can cause certain animals to flee (see **VOL. III, COMBAT, morale**). A skilled wielder can use this weapon to entangle a Medium or smaller opponent, if such an attempt is declared in advance. The “to hit” roll must exceed the required score by 5 or more; a whip master, however (see **WEAPON SKILL, weapon mastery**), need only beat the opponent’s AC by 2. An entangled foe is *prone* (see **VOL. III, COMBAT, attack modifiers**); he may attempt to break or slip free with a *test of strength* or *dexterity* (see **ATTRIBUTES, strength** and *dexterity*), or the entangled may use a small blade to cut himself free.

MISSILE WEAPONS: True projectile weapons, several of which are properly missile launchers. As weapon class (WC) is strictly a melee consideration, it does not apply to missile weapon attacks.

Table I.44.: Missile Weapons

Type (Hurled)	Cost	Weight (lbs.)	Range (S/M/L)	Damage
Bola	3 gp	2	15/30/45	1d2
Boomerang	1 gp	1	50/100/150	1d4
Dart	1 gp	1	15/30/45	1d3
Hooked Throwing Knife (†)	20 gp	2	30/60/90	1d6
Stone	—	1	30/60/90	1

Type (Launched)	Cost	Weight (lbs.)	Range (S/M/L)	Damage
Bow, Long	40 gp	3	70/140/210	1d6
Bow, Long, Composite	100 gp	3	80/160/240	1d6
Bow, Short	20 gp	2	50/100/150	1d6
Bow, Short, Composite	75 gp	2	60/120/180	1d6
Crossbow, Heavy	25 gp	10	80/160/240	1d6+2
Crossbow, Light	15 gp	5	60/120/180	1d6+1
Crossbow, Light, Repeating	100 gp	6	60/120/180	1d4
Sling	2 gp	1	50/100/150	1d4

Missile Weapons Table Defined:

Type: The basic weapon name. These are described hereafter.

Cost: The average cost in gold pieces.

Weight: The weapon’s typical weight in pounds.

Range: Standard ranges for missile weapons (launched and hurled) are *short* (S), *medium* (M), and *long* (L), each value representing the weapon’s effective range in *feet* indoors (e.g., dungeon, castle, cave) and *yards* outdoors (e.g., wilderness, sea). Short-range shots suffer no penalties, medium-range shots suffer –2 “to hit” penalties, and long-range shots suffer –5 “to hit” penalties. **N.B.:** A minimum distance of six feet is required to fire any missile.

Damage: The hit points of damage a weapon inflicts.

Missile Weapons Table Annotations:

(†) = Ignores AC bonus provided by opponent’s shield (if any).

Missile Weapon Descriptions:

Bola: A set of strong cords weighted with spherical or egg-shaped balls composed of metal or stone. The cords are gripped together, forming a handle with which the user whirls the weapon above his head and casts it to subdue his target. Typically this weapon does not damage opponents in heavy armour, but it can still knock them down. If the bola strikes a Medium or smaller target, the target is held fast unless he makes an *avoidance* saving throw. Breaking free of the bola requires 1d2 rounds, using a *test of strength* or *test of dexterity* (see **ATTRIBUTES**, *strength* and *dexterity*). If a skilled bola hurler rolls a natural 20, the target’s neck is struck, causing 1d3 hp of strangulation damage per round (unless the target wears a great helm). A master bola hurler can achieve the same result on a natural 19–20.

Boomerang: A curved, flat piece of wood that functions as a light throwing club. If hurled by a skilled user, the boomerang can return to the thrower; this requires lateral movement of one to eight feet for a skilled user, though no lateral movement is required for a master user. Boomerangs cannot be made to return if indoors (e.g., dungeon, castle, cave), and some boomerangs are not designed for return at all.

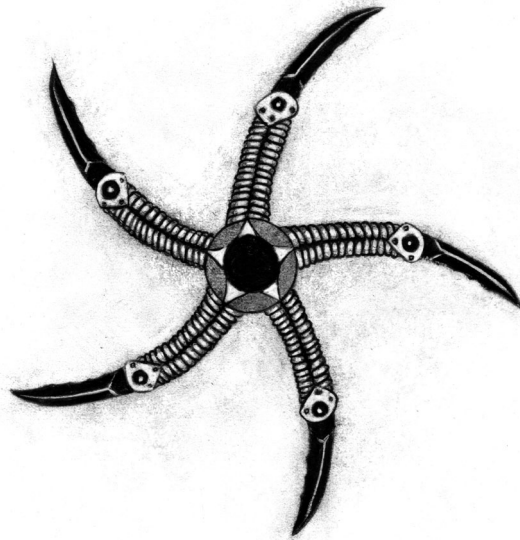
Bow: A curved stave of wood, the ends of which are joined by a taut string. An *arrow* (feathered shaft of wood) is fit to the string by a notch, drawn to greater tension, and launched. *Short bows* are three to four feet long, and *longbows* are five to six feet long. *Composite bows* are recurved, with staves composed of wood, sinew, and horn. The draw weight of *longbows* and *composite longbows* can be adjusted to match the strength of the shooter, thus allowing damage bonuses to apply (see **ATTRIBUTES**, *strength*). **N.B.:** One must have 9 strength or greater to pull a longbow (composite or self).

Crossbow: A bow of wood or metal mounted crosswise on a stock with trigger. The ends of the bow are fit with a taut string. *Bolts* (short, heavy arrows, sometimes called *quarrels*) are loaded by pulling the string back until it locks onto a nut on the stock. *Light crossbows* fire light bolts, are typically loaded with two hands using a claw and belt or a goat's foot (the latter more popular with horsemen), and can be shot once per round. *Heavy crossbows* fire heavy bolts, require a mechanism such as a windlass or crannequin (though these might use a goat's foot lever, too), and can be shot once every two rounds. The *repeating crossbow* is a specialized form of light crossbow that shoots light bolts up to thrice per round. This rarely available crossbow is equipped with a magazine that holds 9 or 12 missiles. Repeating crossbows are highly unreliable; any attack roll of a natural 1–3 results in the mechanism jamming, requiring 1d3 rounds to repair. A repeating crossbow's rate of fire cannot be improved by character ability (i.e., weapon mastery) or sorcery such as the *haste* spell (q.v.).

Dart: Small, hand-hurled missile with a barbed, metal head and a feathered shaft for stabilization.

Hooked Throwing Knife: A three-, four-, or five-pronged, metal hurling weapon, 12–18 inches in diameter. Each prong projects a single-edged, hooked or curved blade of four- to six-inch length, though one prong might be bladeless, serving as the weapon's primary handle. This missile can strike a defender's shield and curl over it, effectively bypassing it. Five-pronged versions (in which each prong supports a curved blade) have distinctive star shapes; some practitioners refer to this type as a *glaive* (not to be confused with the pole-arm of the same name).

Sling: A strap or loop of leather used to hurl stones or shot (balls of iron, lead, etc.). If improvised stones are collected, missile range might be reduced to 40/80/120. Lastly, in a dungeon, castle, tower, or other indoor setting, shots are limited to short range only, unless roof height is 20 or more feet.



EQUIPMENT (General): Standard gear utilized by adventurers of all sorts. Most items will be available for purchase in the towns and cities of civilization.

Table I.45.: Equipment (General)

Type	Cost	Weight (lbs.)
Arrow Quiver, Leather (<i>dozen capacity</i>)	1 gp	1
Arrows (×12)	5 gp	1
Arrows, Silver-Tipped (×2)	20 gp	¼
Backpack, Leather (<i>50-lb. capacity</i>)	5 gp	2
Bandages, Gauze (10-ft. ball)	5 cp	¼
Belladonna, Dried (bunch) (<i>1:4 chance cures lycanthropy; 1:10 chance of death pending death [poison] save</i>)	30 gp	¼
Blanket, Winter	5 sp	3
Block and Tackle	5 gp	5
Bolt Case, Leather (<i>score capacity</i>)	1 gp	1
Bolts, Heavy (×10)	5 gp	2
Bolts, Light (×20)	5 gp	2
Bolts, Silver-Tipped (×2)	20 gp	¼
Book, Blank, 50-Page (<i>leather cover, sewn binding, parchment</i>)	50 gp	1
Bottle, Glass (<i>12-oz. capacity</i>)	1 gp	¼
Bow Case, Leather, Waterproof	10 gp	1
Bullets, Sling, Lead (×20)	5 sp	2
Candle, Beeswax (<i>8-hour burn time, 5-ft. radius of light</i>)	5 cp	¼
Candle, Tallow (<i>2-hour burn time, 5-ft. radius of light</i>)	1 cp	¼
Case, Scroll or Map, Brass	5 gp	½
Case, Scroll or Map, Leather	2 gp	½
Chain, Iron, Heavy (per ft.) (<i>½-inch thick</i>)	5 gp	3
Chain, Iron, Light (per ft.) (<i>¼-inch thick</i>)	3 gp	1
Chalk (piece)	1 cp	—
Chisel (<i>metal-, stone-, or wood-cutting</i>)	5 sp	1
Cord, Sinew (100-ft. ball)	2 cp	½
Crampons (pair) (<i>includes ice axe: WC 1, 1d3 hp damage</i>)	2 gp	1½
Dice, Ivory (pair)	2 sp	—
Drinking Horn, Stopped	5 cp	½
Fishing Hooks (×12)	5 sp	—
Fishing Net (<i>10 × 10 ft.</i>)	3 gp	3
Fishing String (100-ft. ball)	1 cp	—
Glue (1-qt. clay pot) (<i>powdered; must add hot water</i>)	3 cp	½
Grappling Hook, Iron	15 gp	3
Grease (1-qt. clay pot)	2 cp	½
Hammer, Small	5 sp	2
Helmet (<i>normally included with armour purchase</i>)	10 gp	2
Horn, Hunting	2 gp	1
Hourglass, Brass	25 gp	1
Ink and Quill	10 gp	¼

Type	Cost	Weight (lbs.)
Lantern, Bull's-Eye (15-ft.-radius light, 60-ft. narrow beam)	10 gp	1
Lantern, Hooded (30-ft.-radius light)	7 gp	1
Lock (padlock and key)	10 gp	1
Marbles, Ceramic (×20) (in soft leather pouch)	2 sp	½
Mirror, Polished Steel (3 × 5 inches)	5 gp	1
Mirror, Silver (3 × 5 inches)	20 gp	1
Nails, Iron (×20) (4-inch)	1 sp	½
Needle, Sewing	1 cp	—
Oil, Incendiary (flask) (Greek fire)	35 gp	1
Oil, Lamp (flask) (6-hour burn time)	5 cp	1
Parchment (sheet)	1 gp	—
Pole, Wooden (10-ft.)	3 sp	5
Pouch, Leather, Hard (6 potion or 3 scroll capacity; includes belt loops)	5 gp	½
Pouch, Leather, Soft (holds 6–9 cubic inches of material; includes drawstring)	7 cp	—
Pry Bar, Iron (16-inch)	1 gp	3
Ring, Signet	5 gp	—
Rope, Hemp (50 ft.) (½-inch)	1 gp	5
Rope, Silk (50 ft.) (¼-inch)	15 gp	2
Rope Ladder, Hemp (50 ft.) (2 parallel hemp ropes connected by short wooden crosspieces)	5 gp	12
Rope Ladder, Silk (50 ft.) (2 parallel silk ropes connected by short wooden crosspieces)	50 gp	6
Sack, Cloth or Leather, Large (40-lb. capacity)	15 cp	½
Sack, Cloth or Leather, Small (20-lb. capacity)	1 sp	¼
Scabbard, Leather (with baldric)	5 sp	½
Scabbard, Metal (with baldric)	8 sp	1
Sheath, Dagger, Leather	15 cp	¼
Skis (pair) (includes poles)	10 gp	8
Soap (bar)	5 sp	1
Spikes, Iron (×12) (9-inch)	15 cp	2
Spyglass (×3 magnification)	750 gp	1
Stakes (×4) and Wooden Mallet	1 gp	2
Tent, Canvas, 4-Man	12 gp	10
Tent, Canvas, Double	7 gp	7
Tent, Canvas, Single	5 gp	5
Thieves' Tools (file, oil dropper, picks, pincers, skeleton keys, small hammer, small saw, small wedge, wire)	25 gp	3
Tinderbox (with flint and steel, paraffin, and wood powder)	2 gp	1
Torch (with oil- and resin-soaked rope wrap; 1- to 2-hour burn time, 30-ft.-radius light; 1d4 hp damage as single-use weapon)	2 cp	1
Waterskin / Wineskin (½-gallon capacity)	1 gp	—
Wax, Bees- (1-lb. block)	3 cp	1
Wire (100-ft. spool) (50-lb. test)	3 gp	½
Wolfsbane, Dried (bunch) (may drive off lycanthropes if affixed to spear tip)	25 gp	¼
Writing Stick, Charcoal	5 cp	—

EQUIPMENT (Clothing): A typical character begins play with *normal clothing*, *boots* or *shoes*, and a *cloak* or *coat*. Adventuring can bring about the loss or ruination of such, thus necessitating new purchases.

Table I.46.: Equipment (Clothing)

Type	Cost	Weight (lbs.)
Belt, Leather	2 sp	¼
Boots, Normal (<i>buskins</i>)	1 gp	1
Boots, Riding	3 gp	1
Cape, Cloth	5 sp	1
Cape, Fine (<i>fur, leather, silk</i>)	25 gp	1
Cloak, Hooded, Cloth	8 sp	2
Cloak, Hooded, Fine (<i>fur, leather, silk</i>)	50 gp	2
Clothing, Normal (<i>pantaloons, shirt / tunic, underclothes</i>)	1 gp	3
Clothing, Religious (<i>gown; surplice & cassock; etc.</i>)	5 gp	2
Clothing, Special (<i>buckskin outfit; fancy clothes; wool / fur winter outfit</i>)	15 gp	4
Coat, Hooded, Fur	30 gp	2
Coat, Hooded, Heavy Cloth	1 gp	2
Gloves, Fur	20 gp	¼
Gloves, Leather	1 gp	¼
Hat or Cap, Cloth	1 sp	¼
Hat or Cap, Fur	10 gp	¼
Leggings, Fur	10 gp	¼
Robe, Cloth	1 gp	2
Robe, Fine (<i>fur, silk, velvet</i>)	50 gp	2
Sandals, Leather	5 cp	½
Shoes	1 sp	½
Tabard	1 gp	¼
Toga, Wool	5 cp	1

EQUIPMENT (Provisions): Foodstuffs an adventurer may stow in a backpack or sack to promote survival.

Table I.47.: Equipment (Provisions)

Type	Cost	Weight (lbs.)
Biscuits, Hard (bag)	5 cp	1
Cereal (bag) (<i>barley, corn, oats, wheat</i>)	1 sp	3
Cheese (brick)	3 sp	3
Eggs (dozen, boxed)	6 cp	1
Flour (sack)	1 sp	20
Honey (crock)	1 gp	5
Horse Meal, Grains (sack)	5 sp	25
Nuts (bag)	5 sp	1
Rations, Iron (1 man, 1 week) (<i>salted / smoked meat, fish; dried fruit</i>)	5 gp	5
Rations, Standard (1 man, 1 week) (<i>cooked meat, fish; fresh fruit</i>)	2 gp	10
Salt (bag)	1 sp	1
Spices, Cooking (pouch)	5 gp	¼
Sugar, Coarse (bag)	3 sp	1
Wine (qt.)	1 gp	1

EQUIPMENT (Religious): Normally the province of clerics and the like, these items are also available to other adventuring types. Pertaining to masks in particular, the lines betwixt “religion” and “culture” are blurred in some societies, such as Port Zangerios, where mask wearing is a social requirement. The same can be said of Pictish societies who apply body paint for a plethora of religious and social occupations.

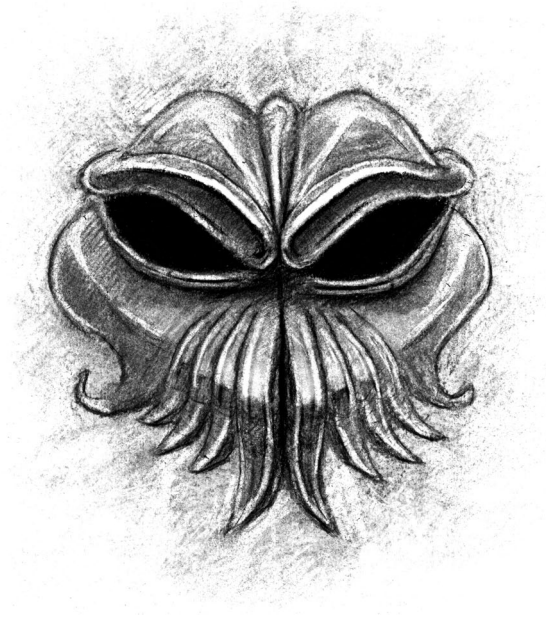


Table I.48.: Equipment (Religious)

Type	Cost	Weight (lbs.)
Bell, Brass, Small	5 sp	¼
Censer, Brass	10 gp	2
Flute, Wooden	5 cp	¼
Holy Oil or Water (8-oz. glass vial) (<i>breakable</i>)	25 gp	¼
Holy Symbol*, Gold	75 gp	½
Holy Symbol*, Ivory, Yellow	60 gp	½
Holy Symbol*, Silver	25 gp	½
Holy Symbol*, Wooden	5 sp	½
Incense Sticks (x12)	5 gp	¼
Mask, Gold	250 gp	1
Mask, Ivory, Yellow	200 gp	1
Mask, Leather, Dyed	10 gp	¼
Mask, Silver	75 gp	1
Mask, Wooden, Cedar / Pine	10 gp	1
Mask, Wooden, Cedar / Pine (<i>mother-of-pearl inlaid</i>)	65 gp	1
Paint, Body (crock) (<i>ochre, woad, etc.</i>)	1 gp	3
Panpipes	5 sp	¼
Prayer Beads, Ivory, Yellow	5 gp	—
Prayer Beads, Wooden	1 cp	—
Prayer Book, 50-Page (<i>leather cover, parchment</i>)	100 gp	1
Rattle, Wooden	1 gp	¼

* *Turn undead* ability (see **VOL. III, COMBAT ACTIONS**, *turn undead*) requires the use of a holy symbol.

LIVESTOCK: Typical animals available for purchase.

Table I.49.: Livestock

Type	Cost
Bull	20 gp
Camel, Bactrian	50 gp
Camel, Dromedary	100 gp
Camel, Leaper*	800 gp
Chicken	3 cp
Cow	12 gp
Dog, Hunting	30 gp
Dog, Sled	30 gp
Dog, War	50 gp
Donkey or Mule	20 gp
Falcon, Trained	500 gp
Goat	2 gp
Horse, Draught	50 gp
Horse, Riding	75 gp
Horse, War, Heavy	750 gp
Horse, War, Light	250 gp
Mammoth, Trained	2,000 gp
Ox	30 gp
Pig	3 gp
Pony	30 gp
Sheep	2 gp

* Rarely available for purchase

Horse, Riding: Swift, light-boned horse ridden for its speed; prone to panic in the face of danger.

Horse, War, Heavy: A massive warhorse used for its power and for short bursts of speed; inured to the bedlam of combat.

Horse, War, Light: Strong horse used for its power and manœuvrability in battle; inured to the bedlam of combat.

Mammoth, Trained: Enormous, furry elephant used in a team of two or four to pull a great wheeled wagon across the Hyperborean steppe; some might be trained for war, mounted with great saddles.

Ox: A bovine related to the aurochs, though smaller and more easily domesticated. Used as a draught animal to pull a cart, or raised for its meat and milk.

Pony: A diminutive horse of approximately 12 hands height (about four feet at the shoulder), covered with shaggy fur. Ponies are of even temperament and can be led through cramped tunnels.

Livestock Descriptions: It is unnecessary for the reader to be told what a goat or chicken is, but for purposes of adventure, some details on the more pertinent beasts may prove useful.

Camel, Bactrian: Two-humped pack or riding animal also used for its milk, meat, wool, and hide. A shaggy, large-boned camel able to withstand the harsh Hyperborean climate.

Camel, Dromedary: One-humped pack or riding animal, similar to the bactrian, though faster, lighter-boned, and not as furry.

Camel, Leaper: Kangaroo-like marsupial with powerful hind legs that it uses to leap. Has white and grey shaggy fur and can endure the harshest of Hyperborean winters. Riders must have 16+ strength and minimum six-foot height to control.

Dog, Hunting: Hound or other canine that usually works in packs to track prey such as deer by scent.

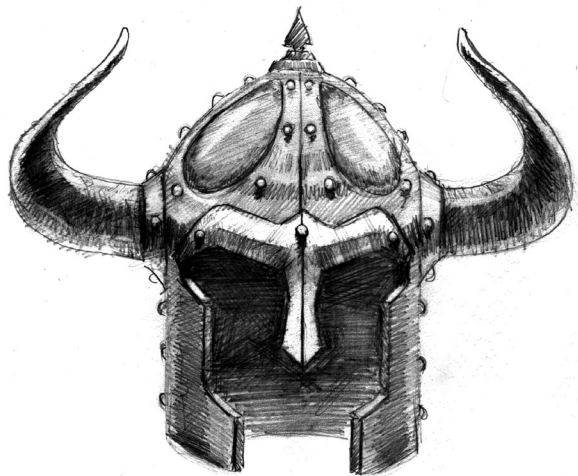
Dog, Sled: Large, powerful, furry dog of high endurance able to work in teams of seven or more to pull sleds across snow and ice.

Dog, War: Large, powerful dog, such as a mastiff, trained to attack or to defend a person or place.

Donkey or Mule: A *donkey* is a domesticated ass that stands about four feet at the shoulder and has thick, shaggy fur. Donkeys are renowned for their loud braying. A *mule* is a cross betwixt a male donkey and a mare (female horse); these creatures are similar to donkeys, though generally hardier.

Falcon, Trained: A hawk trained to capture small prey, or to circle above and/or flush out other game.

Horse, Draught: Large, heavy-boned horse, strong and able to pull large burdens such as a loaded wagon or cart.



TACK AND HARNESS: Typical equipage associated with equines. Barding is armour for horses; generally speaking, it corresponds to player character armour equivalents (e.g., *chain barding* is mesh links, just as *chain mail*).

Table I.50.: Tack and Harness

Type	Cost	Weight (lbs.)
Barding, Chain (<i>AC 5 / DR 1</i>)	1,000 gp	45
Barding, Padded or Leather (<i>AC 6</i>)	150 gp	30
Barding, Plate (<i>AC 3 / DR 2</i>)	2,000 gp	65
Barding, Scale (<i>AC 6 / DR 1</i>)	600 gp	45
Bit and Bridle	15 sp	—
Harness, Single Animal	5 sp	—
Saddle and Tack, Normal	10 gp	30
Saddle and Tack, War (<i>rings / straps for barding, lance holster</i>)	25 gp	40
Saddle Bags (pair) (<i>25-lb. capacity each</i>)	3 gp	10
Saddle Blanket	3 sp	2
Shoes, Horse (×4) (<i>includes shoeing</i>)	1 gp	—
Spurs, Pair	2 sp	—

VEHICLES: These are typically available in most towns and cities where cartwrights and wainwrights dwell.

Table I.51.: Vehicles

Type	Cost
Cart, 2-Wheel	65 gp
Chariot	200 gp
Coach, 4-Wheel (<i>8 passengers</i>)	500 gp
Sedan Chair	100 gp
Sled, Dog (<i>4 passengers</i>)	75 gp
Wagon, 4-Wheel, Boxed	300 gp
Wagon, 4-Wheel, Cloth-Covered	250 gp
Wagon, 4-Wheel, Open	200 gp
Wagon, Great Wheel, Boxed	750 gp

Vehicle Descriptions:

Cart: An open, two-wheeled vehicle pulled by one or two horses or oxen, or two donkeys or mules.

Chariot: A two-wheeled, horse-drawn vehicle used for war and sometimes sport.

Coach: A large, covered, four-wheeled vehicle, drawn by horses, with passenger seats within.

Sedan Chair: A plush, elaborate, enclosed chair carried on horizontal poles borne by two or more porters.

Sled: A framework of boards wrapped in skins and mounted on runners that slide on ice and are pulled by a team of dogs.

Wagon: *Open wagons* are four-wheeled affairs pulled by two or more horses; *cloth-covered wagons* have frames wrapped in canvas; *boxed wagons* are enclosed in wood; and *great wheel wagons* are massive things, pulled by mammoths, and featuring wheels of 10-foot diameter.

WATER AND SEA VESSELS: Boats and ships are available for purchase, but for ease of use are included in **VOL. III, WATERBORNE EXPEDITIONS**, *water vessels*.

SERVICES (Food and Drink): The tavern and inn are oft frequented by adventuring parties. The following rates are typical of most civilized towns and cities in Hyperborea.

Table I.52.: Services (Food and Drink)

Type	Cost
Ale (pint)	1 sp
Beer (pint)	5 cp
Brandy (gill)	5 sp
Mead (gill)	5 sp
Meal, Breakfast or Dinner, Common <i>(includes beer or wine)</i>	2 sp
Meal, Breakfast or Dinner, Fine <i>(includes fine wine)</i>	2 gp
Milk, Cow's or Goat's (pint)	2 cp
Soup (bowl)	5 cp
Whiskey (gill)	5 sp
Wine, Common (gill)	1 sp
Wine, Common (pitcher)	5 sp
Wine, Fine (bottle)	5 gp
Wine, Very Fine (bottle)	50 gp

SERVICES (Transportation): When adventurers seek to arrange passage over sea or land, the following rates are typical of most port towns and cities. Passage assumes the passenger(s) and the respective conveyance share a like destination. If the destination requires a special trip, or a rowboat drop-off at a remote coast, costs might increase by $\times 5$, $\times 10$, $\times 20$, or greater, depending on the circumstances. Refer to **VOL. III, WATERBORNE EXPEDITIONS** for more information on sea voyages.

Table I.54.: Services (Transportation)

Type	Cost
Passage, Wagon (horse)	1 sp per mile
Passage, Wagon Train (woolly mammoth)	1 gp per mile
Passage, Water, First Class	2 gp per mile
Passage, Water, Second Class	5 sp per mile
Passage, Water, Third Class	1 sp per mile

Transportation Descriptions:

Passage, Wagon: Horse-drawn wagon driven by teamster; wagons may accommodate multiple passengers.

Passage, Wagon Train: Woolly mammoth-drawn wagon train driven by one or more teamsters; rate includes five cubic feet of cargo per passenger. Cargo (with the exception of personal belongings) is typically stored on a separate wagon specifically designated for such. A wagon train typically has a small unit of guards to protect against banditry, monsters, and other threats.

SERVICES (Room and Board): Here follow typical short- and long-term lodge rates in places of civilization (towns, cities, and the like).

Table I.53.: Services (Room and Board)

Type	Cost
Lodging, Penny Rent (1 night)	1 cp
Lodging, Low Class (1 night)	5 cp
Lodging, Low Class (1 week)	3 sp
Lodging, Middle Class (1 night)	8 sp
Lodging, Middle Class (1 week)	5 gp
Lodging, High Class (1 night) <i>(includes dinner and private latrine)</i>	3 gp
Lodging, High Class (1 week) <i>(includes dinner and private latrine)</i>	20 gp
Rental, City, Low Class (1 month)	1 gp
Rental, City, Middle Class (1 month)	15 gp
Rental, City, High Class (1 month)	75 gp
Stabling, Horse / Camel (1 night)	5 sp
Stabling, Horse / Camel (1 week)	3 gp

Passage, Water, First Class: The finest accommodations on a ship (providing such exists): a private cabin that sleeps up to four passengers. Ample storage space provided in the cabin with an additional 5–10 cubic feet in a cargo hold.

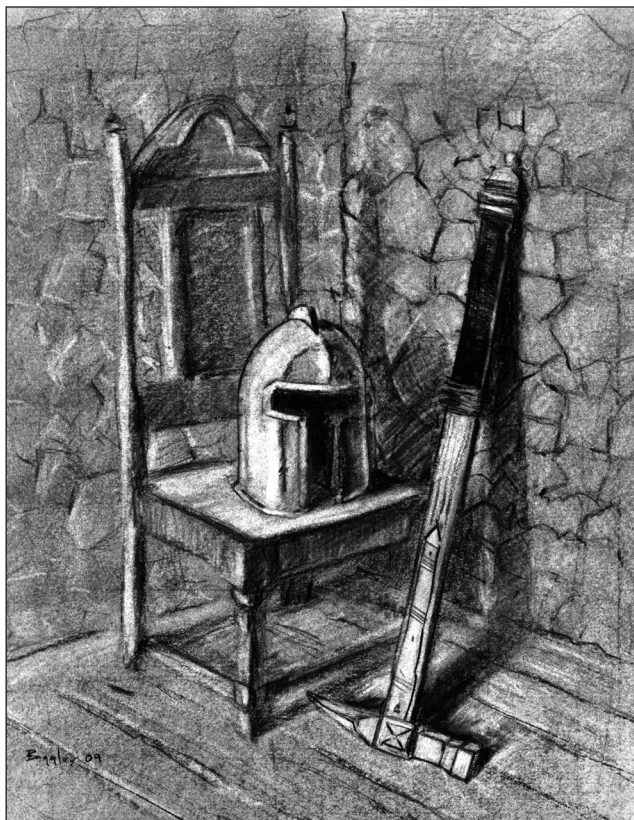
Passage, Water, Second Class: Decent accommodations on a ship (providing such exists): a cabin typically with two to four sets of bunks shared by four to eight passengers. Storage space for belongings provided in the cabin, or three cubic feet in a cargo hold.

Passage, Water, Third Class: A seat (or standing room) on a ferry, raft, or small boat; or a bunk in the common passenger hold of a larger ship. Little storage space for belongings (backpack, sack, etc.); additional storage necessitates the purchase of another fare.

STARTING ARMOUR, WEAPONS, AND EQUIPMENT: The following “quick start” equipment lists are intended for the four principal classes. These are designed for players who wish to roll up characters and get playing; also, novice players might be unsure as to how they might best outfit their PCs. With referee approval, these starting packs may be used in lieu of generating starting gold and purchasing equipment, perhaps leaving 1d4+1 gp in change.

Table I.55.: Typical Starting Equipment

Fighter	Magician	Cleric	Thief
Scale Armour	Spell Book	Chain Mail	Leather Armour
Small Shield	Quarterstaff	Dagger	Small Shield
Long Sword	Backpack	Morning Star	Daggers (x2)
Short Bow	Bandages	Backpack	Short Sword
Arrow Quiver	Blanket, Winter	Bandages	Backpack
Arrows (x12)	Chalk (piece)	Blanket, Winter	Grappling Hook
Backpack	Ink and Quill	Lantern, Hooded	Pole, Wooden
Pry Bar	Parchment (x3)	Oil, Lamp	Rope, Hemp (50 ft.)
Sack, Large	Rope, Silk (50 ft.)	Sack, Small	Sack, Small
Tinderbox	Torches (x3)	Wineskin (full)	Thieves' Tools
Torches (x3)	Wineskin (full)	Writing Stick	Wineskin (full)
Wineskin (full)	Writing Stick	Rations, Iron (1 week)	Wire (100-ft. spool)
Rations, Iron (1 week)	Rations, Iron (1 week)	Holy Symbol, Wooden	Rations, Iron (1 week)





ASTONISHING SWORDSMEN & SORCERERS OF HYPERBOREA



VOLUME II: SORCERY

ASTONISHING SWORDSMEN & SORCERERS OF HYPERBOREA™



A Role-Playing Game of Swords, Sorcery, and Weird Fantasy

VOLUME II: SORCERY

Written by JEFFREY TALANIAN
Illustrated by IAN BAGGLEY



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SPELLS

Casting magic spells is an integral component of the sword-and-sorcery milieu. Magicians study arcane tomes from which they unlock eldritch formulæ, trace weird diagrams and geometric shapes, recite incantations, and perform bizarre hand gestures that open conduits to planes of positive and negative energy. Clerics practice clandestine theologies, enter sacred pacts, perform rites and rituals, and supplicate otherworldly beings benign and malefic. Some sorcerers are adventurers and even heroes; others succumb to darker paths, availing their esoteric powers to nefarious ends.

STARTING SPELLS: A magician begins play with a *spell book* containing three spells. A cleric begins play with the knowledge of three spells, but these are not contained in a spell book; rather, they are occult scriptures and secret mysteries in which the cleric is versed. Subclasses have similar allocations. Starting spells may be randomly rolled, chosen by the referee, selected by the player, or determined by way of player / referee collaboration.

Spell Books: Magicians' spell books are usually bound of rare or exotic leather or skin and reinforced with brass or iron bands. They oft include supple leather bindings, sewn with the finest of parchment or vellum pages. The spells within are scribed runes, diagrams, and formulæ penned in fine ink, such as the sepia of cuttlefish and squids, though some inks contain the blood of a *dæmon*, monster, or beast. A typical spell book comprises 100 pages and weighs about three pounds. Each spell occupies 1 page per spell level, plus 1d4 additional pages; hence a level 3 spell will fill 4–7 pages. A spell book can be a veritable anchor for the magician; never easy to carry, it takes up a considerable amount of room in a backpack. Notwithstanding, most magicians are loath to allow anyone else to bear this most precious possession.

Replacing a Lost Spell Book: Spell books are expensive. If a magician loses his spell book, he can create a new one, albeit at a steep price: 500 gp for the book itself, followed by 100 gp per spell level for each spell to be scribed within (accounting for ink, quills, and like materials). Thus, a spell book with three level 1 spells and two level 2 spells will cost 1,200 gp to re-create. Scribing a spell already known does not entail a qualifying roll, but requires 3 days per spell level, once the necessary materials are obtained.

ACQUIRING NEW SPELLS: All sorcerers desire to expand their repertoires of spells. New spells are usually learnt during level training, but additional spells may be researched, acquired, or appropriated.

Spell Development (Automatic): When a magician gains a level of experience, he may select one new spell of a spell level he can cast. This new spell is automatically gained; no qualifying roll is required. It is the consummation of personal research, experimentation, and consultation with esoteric tomes. When a cleric gains a level of experience, he may select three new spells. Too, these must be of spell levels he can cast and are automatically gained; no qualifying rolls are required. These spells are the culmination of sacred rites, meditation, prayer and supplication, and wisdom granted by otherworldly beings, ancestral spirits, and other strange entities. As spell development rules for spell-casting subclasses vary, please refer to the *sorcery* ability section of the respective class or subclass in **VOL. I**.

Independent Research (Extracurricular): Besides new spells obtained through level gains, a sorcerer may conduct personal research to intuit a new spell. A magician might research ancient tomes, conduct laboratory experiments, or consult a master. A cleric might observe ceremonial rituals, piece together mystic lore, or seek the wisdom of a mystery cult. In any case, materials cost 500 gp per spell level, and the requisite time is 7 days per spell level. (For some clerics, these costs might be met as a form of sacrifice at a shrine, fane, or temple, using gems, jewellery, or gold.) Thus, a level 4 spell will cost 2,000 gp and require 28 days' time to research.

Once the requisite time and expense are met, a qualifying roll must be made to confirm that the spell is learnt. For magicians (and associated subclasses), this is a *magician's chance to learn new spell* roll (see **VOL. I, ATTRIBUTES, intelligence**). For clerics (and cleric subclasses), this is a *cleric's chance to learn new spell* roll (see **VOL. I, ATTRIBUTES, wisdom**). For an extra 500 gp per spell level, the sorcerer can increase his chance of success by +5%. If the result is failure, the sorcerer is ineligible to learn the spell in question for one year, or until gaining his next level of experience (whichever comes first).

Copying Spells (Magicians Only): The spells of magicians can be copied from one spell book to another. To copy a spell, the magician must examine the spell using his *read magic* ability (see **VOL. I, CLASSES, magician**); this generally requires 15 minutes per spell level. Next, he must make a *magician's chance to learn new spell* roll (see **VOL. I, ATTRIBUTES, intelligence**) to determine whether he understands the spell or not. Once understood, the magician may then proceed to copy the spell, providing he has the correct materials and a spell book with space. This requires 3 days per spell level to complete. A magician cannot copy a spell that he does not understand; neither can he add spells to his spell book that are of higher spell level than he is capable of casting. If he fails to learn a particular spell, he must wait one year, or until he gains a level of experience (whichever comes first), before trying again. Spells can be shared betwixt friendly magicians, so long as these guidelines are met, though many a sorcerer is protective of his knowledge and thus reluctant—or even unwilling—to share. **N.B.:** Although some magician and magician subclass spells are common to one another, the language in which they are written is not; hence, a witch cannot copy a *sleep* spell from a magician's book (and vice versa), because these are each distinct schools of magic, with proprietary magical languages.

Appropriating a New Spell Book (Magicians Only): One of the most convenient means by which a magician may build his spell repertoire is through the acquisition of spell books, usually seized during the course of adventure. First, each spell must be reviewed for comprehension by use of the magician's *read magic* ability (see **VOL. I, CLASSES**, *magician*); this requires about 15 minutes per spell level. Next, he must make a *magician's chance to learn new spell* roll (see **VOL. I, ATTRIBUTES**, *intelligence*) to determine whether he understands each spell or not. Material and monetary costs are negligible. The time required to learn each spell is 1 day per spell level. If a newly acquired spell book is used as a resource for copying spells into an existing book, refer to *copying spells*.

Using a Scroll to Research a New Spell: Scroll spells cannot be copied directly into a spell book (for magicians), or simply learnt through prayer and recitation (for clerics). Scrolls are considered single-use magical devices, and the manner in which they are scribed is not the same as that in which the spells of a spell book are scribed. However, a scroll can be used as a tool for researching a new spell (see *independent research*), thus reducing the research cost by half (250 gp per spell level). Of course, a magician (or associated subclass) must make a *magician's chance to learn new spell* roll (see **VOL. I, ATTRIBUTES**, *intelligence*) at the end of the effort; likewise, a cleric (or cleric subclass) must make a *cleric's chance to learn new spell* roll (see **VOL. I, ATTRIBUTES**, *wisdom*). For an extra 500 gp per spell level, the sorcerer can increase his chance of success by +5%. Whether success or failure is met, the scroll is destroyed in the process. For more information on scrolls, refer to **VOL. V, MAGICAL TREASURE**, *magical scrolls*.

SPELL MEMORIZATION: Sorcerers memorize spells. A magician must study his spell book, and a cleric must meditate, pray, speak in tongues, and perform rituals. Once memorized, the formulæ are imprinted in the mind of the sorcerer, the final incantations of which discharge the spell. Once a spell is discharged, it is erased from the sorcerer's memory and cannot be used until at least the next day (unless, of course, the same spell is memorized twice). In order to regain the spell for such future use, the sorcerer must rememorize it.

To rememorize a spell, the sorcerer must be well rested (as from a good night's sleep; i.e., six to eight hours). Afterwards he must spend about 10 minutes per spell level preparing (study, prayer, rites, etc.). So, a sorcerer who is memorizing three level 1 spells, two level 2 spells, and one level 3 spell requires 1 hour and 40 minutes of preparation time after the requisite rest period is taken.

SPELL CASTING: It is incumbent on the player to be familiar with his character's spells, especially when he is about to cast one. Many spells feature limited-duration modifiers, rules exceptions, or other nonstandard effects. The player should be ready to communicate such information to the referee when it becomes pertinent. Often the referee will wish to review the spell himself, so the player should be ready to cite the page number of the spell in question.

The sorcery of magicians requires both verbal incantations and complicated hand gestures. Sorcerers who are prevented from speaking or from moving their hands are unable to cast spells. Weapons must be sheathed, shields shouldered, and other handheld items dropped or stowed. The sorcery of clerics is less restrictive; because their sorcery is almost exclusively verbal, they are able to maintain their weapons and/or shields whilst casting. If a spell caster is struck before his spell fires, his spell is disrupted.

Unless otherwise indicated, spells cannot be cast whilst performing other actions, including walking, running, or fighting. A spell caster may move before casting a spell, however, and thus delay when his spell fires (see **VOL. III, COMBAT ACTIONS**, *magic*). Ofttimes the target of a spell is afforded a saving throw (see **VOL. III, SAVING THROW**) to resist, negate, or reduce a spell's effectiveness.

Concentration Check (Optional): Some referees might allow a *concentration check* when a sorcerer is struck for damage whilst casting a spell. This is 3d6 rolled against the appropriate attribute (intelligence for magicians and associated subclasses; wisdom for clerics and associated subclasses). The damage total is added to the roll. If the roll is equal to or less than the appropriate attribute, concentration is maintained, and the spell is not disrupted; otherwise, the spell is prevented and lost. For example, a magician about to cast a *sleep* spell is struck for 3 hp damage. The player rolls 3d6 and scores a 12. He then adds 3 (the damage total) for a total of 15. Since the magician has 14 intelligence, his spell fails. **N.B.:** Always consult your referee before utilizing this optional rule; some referees may deem the *concentration check* a form of pandering to magic-users.

Casting a Scroll Spell: Scrolls are crafted by magicians, clerics, and several associated subclasses. These devices are created using a language (or school) specific to the sorcerer’s class or subclass: magician, illusionist, necromancer, pyromancer, or witch; or cleric or druid. Scroll spells are painstakingly crafted to facilitate instant detonation; the sorcerer need only vocalize a specific phrase and/or trace a specific symbol or geometric shape to trigger the effect. Once the incantation is read, the writing is burnt from the scroll.

Scroll Spell Failure: When a sorcerer attempts to invoke a scroll spell of higher spell level than the sorcerer is able to cast, he risks *scroll spell failure*. The chance of failure is 5% for each spell level greater than the sorcerer can cast. So, if a cleric can cast up to level 3 spells, he risks a 5% chance of failure if he attempts to invoke a level 4 scroll spell, a 10% chance of failure with level 5 scroll spells, and so on. If failure occurs, the chance of a reverse effect, backfire, or other deleterious effect is 2-in-6; otherwise, the spell simply fizzles.

Casting a Spell Directly from the Pages of a Spell Book: In times of desperation, a sorcerer might attempt to cast a spell directly from his book, effectively bypassing the memorization process. This is risky business. Firstly, casting a spell from a book burns the inscription from the pages of the book, so it is permanently lost. Secondly, a 10% chance exists that the spell before it or after it will be destroyed as well. (If the player does not have his spells listed in the order they are contained in his spell book, then the referee must randomly determine this, or perhaps arrange all spells in alphabetical order.) Lastly, a 2% chance exists that the entire spell book is destroyed. Discharging a spell directly from the pages of a spell book requires the usual 1 round, plus 1 extra round per spell level (e.g., 2 rounds for a level 1 spell, 3 rounds for a level 2 spell).

Armour-Clad Sorcerers: A sorcerer can wear prohibited armour if he is willing to risk spell failure. Armour inhibits spell casting for magicians (and their associated subclasses) due to the delicate and precise gestures required; furthermore, these classes are unaccustomed to the added weight and cumbersomeness of armour. Some subclasses, such as the warlock and legerdemainist, are not so restricted, because their special training allows them to cast spells whilst armour-clad. Clerical and druidic sorcery, being more vocal and less gesticulatory, is generally less restrictive; in most cases these mystic sorcerers are able to function whilst armour-clad, but subclass exceptions cannot be ignored (e.g., the priest subclass).

If a character chooses to attempt a spell whilst clad in a prohibited armour type, the player must roll a d6 at the time the spell is fired. Success indicates the spell functions as normal; failure indicates the spell fizzles out with no effect.

Table II.1.: Armour-Clad Sorcery

Armour Type	Chance of Spell Failure
Light (<i>padded, leather, studded</i>)	1-in-6
Medium (<i>scale, chain mail, laminated, banded mail, splint</i>)	2-in-6
Heavy (<i>plate mail, field plate, full plate</i>)	3-in-6

If a character is not normally allowed to wear armour, he must abide the chance of spell failure for each armour type (*light, medium, and heavy*). If the character is allowed to wear light armour, he is not subject to a light armour penalty, but must abide the penalties for medium and heavy armour types as listed. If the character is allowed to wear medium armour, he is not subject to spell failure for light or medium armour types, but must abide the heavy armour spell failure chance as listed.

Shields: Some sorcerers may carry shields for protection, but the AC benefits derived therefrom cannot be realized whilst in the act of casting magician (or magician subclass) spells. A small shield may be carried by a magic-using class whilst casting (perhaps slid up the forearm to free the hand), but a large shield must be dropped or shouldered. As clerical and druidic sorcery requires fewer hand gestures and more vocalization (prayers, invocations, etc.), these sorcerers of the weird and divine can enjoy a shield’s protection whilst firing spells (unless, of course, the specific subclass disallows shield use).

Spell Stacking: In most cases, spells that have duplicate effects are not allowed to “stack”. For example, one may not cast *protection from evil* twice on the same character in order to double the effects of the spell. Likewise, different spells that provide a “to hit” bonus, damage bonus, or saving throw bonus cannot be combined for a cumulative effect with other like spells. However, a spell can augment the effects of a magical weapon or device, or a creature’s inherent special ability.

Reversed Spells: Some spells have reverse forms. These spells are *italicized* in the spell lists. When a spell with a reverse form has been prepared, one cannot arbitrarily cast either the normal or reverse form; rather, one form or the other must be memorized specifically, unless the spell description states otherwise.

SPELL DEFINITIONS: All spells have a *level*, *range*, and *duration*; some have an *area of effect*, and some require *components*.

Level: School of sorcery and spell level, where *clr* = cleric, *drd* = druid, *ill* = illusionist, *mag* = magician, *nec* = necromancer, *pyr* = pyromancer, and *wch* = witch. Note that some spells may be of different spell levels for certain schools.

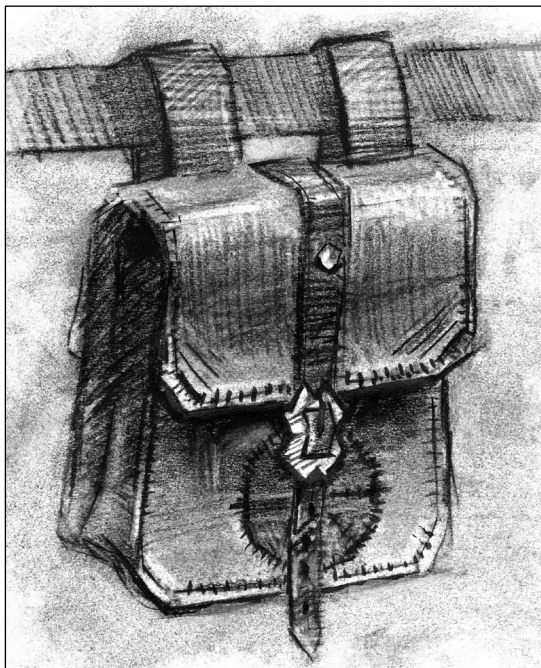
Range: How many feet a spell can extend from the sorcerer. A range of “0” indicates the spell affects the sorcerer himself, whilst “touch” range indicates that the sorcerer must lay a hand on the target (friend, foe, or the sorcerer himself) in order for the spell to discharge. (If used against a hostile opponent, see **VOL. III, COMBAT ACTIONS, magic**.) Unless otherwise noted (e.g., *shocking grasp* spell), armour and shield protect against touch attacks. If a touch attack misses, unless otherwise noted, the sorcerer may continue attempting to touch his intended victim, the spell effectively discharging on a successful touch. Should he change his mind and take some other action (casting a different spell, using an item, drawing a weapon, etc.), the touch spell is lost.

Duration: The measure of how long spells last. Duration may be measured in *rounds* (10-second increments), *turns* (10-minute increments), or even days. Some spells are *instantaneous*, effecting their magic in the blink of an eye, whilst others are *permanent* unless dispelled.

Area of Effect: Some spells note an *area of effect* in the spell description, demarcating the maximum space impacted by the spell. This may be indicated by square or cubic feet, radius or diameter, or a cone effect in which the base of the cone is narrow and the terminus is wider.

Components: Some spells may require *components* of esoteric nature and/or monetary cost. Components can be used but once; i.e., once the spell is cast, the components are consumed by the sorcery. Where applicable, such components are denoted in the spell description. Some referees might require additional, specific components for certain spells. Always consult your referee when in doubt.

Casting Ability (CA): A numeric value representing the efficacy of the character’s sorcery. Whereas a magician’s or cleric’s CA is always equal to his level of experience, development of this ability is retarded in certain subclasses.





SPELL LISTS

MAGICIAN SPELLS

	Level One	Level Two	Level Three
Table II.2.: Magician Spell List	Alarm	Acid Arrow	Black Cloud
	Burning Hands	Auditory Glamour	Blink
	Charm Person	Continuous Light	Cataleptic State
	Dancing Lights	Darkness	Clairaudience
	Dash	<i>Detect Evil</i>	Clairvoyance
	Decipher Language	Detect Illusion	Dispel Magic
	Detect Magic	Detect Invisibility	Explosive Runes
	<i>Enlargement</i>	Detect Silence	Fireball
	Feather Fall	Extra-dimensional Pocket	Flame Arrow
	Floating Disc	Extrasensory Perception	Fly
	Friends	Flaming Sphere	Haste
	Grease	Glitterdust	Hold Person
	Hold Portal	Gust of Wind	Infrared Vision
	Identify	Invisibility	Invisibility Hemisphere
	Influence Normal Fire	Knock	Lightning Bolt
	Jump	Levitate	Phantasm
	Light	Locate Object	<i>Protection from Evil, 15' r.</i>
	Magic Missile	Magic Mouth	Protection from Ordinary Missiles
	Melt Ice	Mind Blank	Rope Trick
	Mending	Mirror Image	Secret Page
	Message	Pyrotechnics	Sepia Snake Sigil
	Mount	Ray of Enfeeblement	Shadow Sending
	<i>Protection from Evil</i>	Scare	Slow
	Shield	Shatter	Suggestion
	Shocking Grasp	Sorcerer Lock	Summon Monster I
	Shove	Stinking Cloud	Tiny Hut
	Sleep	Strengthen	<i>Tongues</i>
	Sorcerer Mark	Ungovernable Hideous Laughter	Twofold Missile
	Sorcerous Armour	Wall of Shadow	<i>Water Breathing</i>
	Spider Climb	Web	Wind Wall
	Unseen Servant		
	Ventriloquism		
Write Spell			

N.B.: *Italicized spells have reverse forms.*

MAGICIAN SPELLS (continued)

Level Four	Level Five	Level Six
Black Tentacles	Air-like Water	Anti-Magic Field
Charm Monster	Animate Dead	Chain Lightning
Confusion	Cloudkill	Control Water
Dig Hole	Cone of Cold	Control Weather
Dimension Door	Contact Otherworldly Being	Controlled Blast Fireball
Dweomered Weapon	<i>Dismissal</i>	Death
Extend Spell I	Extend Spell II	Disintegrate
Fear	Fabricate	Extend Spell III
Fire Shield	Faithful Hound	Forceful Hand
Fire Trap	Feeblemind	Freezing Sphere
Globe of Invulnerability, Lesser	Hold Monster	<i>Geas</i>
Hallucinatory Terrain	Interposing Hand	Globe of Invulnerability, Greater
Ice Javelin	Magic Jar	Guards and Wards
Ice Storm	Passwall	Legend Lore
Mass Treemorph	Secret Chest	Move Earth
Mirror, Mirror	Sending	Project Image
Mnemonic Enhancer	Stone Shape	Reincarnation
Plant Growth	Summon Elemental	Repulsion
Polymorph Other	Summon Monster III	<i>Stone to Flesh</i>
Polymorph Self	Telekinesis	Summon Invisible Stalker
<i>Remove Curse</i>	Teleport	Summon Monster IV
Resilient Sphere	<i>Transmute Rock to Mud</i>	Transformation
Secure Shelter	Wall of Force	
Shout	Wall of Iron	
Sorcerer Eye	Wall of Stone	
Stoneskin		
Summon Monster II		
Wall of Fire		
Wall of Ice		

N.B.: *Italicized spells have reverse forms.*

Table II.3.: Cleric Spell List

CLERIC SPELLS		
Level One	Level Two	Level Three
<i>Bless</i>	Aid	Animate Dead
Bless Oil or Water	Augury	Continuous Light
<i>Ceremony of Consecration</i>	<i>Cure Moderate Wounds</i>	Create Food and Water
Cold Resistance	Darkness	<i>Cure Blindness</i>
Command	Delay Poison	<i>Cure Deafness</i>
<i>Create Water</i>	Detect Silence	<i>Cure Disease</i>
<i>Cure Light Wounds</i>	Distinguish Alignment	Dispel Magic
<i>Detect Evil</i>	Enthral	Glyph of Warding
Detect Magic	Find Traps	Locate Object
Detect Malady	Fire Resistance	Magic Vestment
Light	Hold Person	Meld into Stone
Magic Stone	Incantation	Prayer
Omen	Invisibility to Undead	<i>Remove Curse</i>
Perceive Disguise	Serpent Charm	<i>Remove Paralysis</i>
Precipitate	Silence	Speak with Dead
<i>Protection from Evil</i>	Speak with Animals	Water Walk
<i>Purify Food and Drink</i>	Weird War Hammer	
<i>Remove Fear</i>	Wyvern Warden	
Sanctuary		
Level Four	Level Five	Level Six
Brink of Death	Air Walk	Aerial Minion
Control Water	Atonement	Animate Objects
<i>Cure Serious Wounds</i>	Commune	Blade Barrier
<i>Discern Lie</i>	<i>Cure Critical Wounds</i>	Communicate with Monsters
Divination	<i>Cure Madness</i>	Control Weather
Imbue with Spell Ability	<i>Dispel Evil</i>	<i>Find the Path</i>
<i>Neutralize Poison</i>	Finger of Death	Forbiddance
Perform Exorcism	Flame Strike	<i>Heal</i>
<i>Protection from Evil, 15' r.</i>	Inoculate	Heroes' Feast
Scrying Font	Insect Plague	Restoration
Shroud of Fear	Plane Shift	Stone Tell
Speak with Plants	<i>Quest</i>	Summon Animal I
Spike Growth	Raise Dead	Word of Recall
Them	True Seeing	
<i>Tongues</i>		
<i>Turn Sticks to Serpents</i>		

N.B.: Italicized spells have reverse forms.

Table II.4.: Druid Spell List

DRUID SPELLS		
Level One	Level Two	Level Three
Befriend Animals	Barkskin	Black Cloud
Detect Magic	Charm Person or Beast	Call Lightning
Detect Snares and Pits	Continuous Light	<i>Cure Disease</i>
Detect Venom	<i>Create Water</i>	<i>Cure Moderate Wounds</i>
Entangle	<i>Cure Light Wounds</i>	Fire Protection
Færie Fire	Delay Poison	Hold Animal
Fire Resistance	Detect Neutrality	<i>Neutralize Poison</i>
<i>Goodberry</i>	Find Plants	Pass without Trace, 15' r.
Influence Normal Fire	Find Traps	Plant Growth
Light	Fire Trap	Pyrotechnics
Locate Ordinary Animal	Flame Blade	Spike Growth
Magic Stone	Flaming Sphere	Starlight
Messenger Bird	Gust of Wind	Stone Shape
Pass without Trace	Heat Metal	Summon Insect Swarm
Precipitate	Melt Ice	Tree Shape
<i>Purify Food and Drink</i>	Obscure	<i>Water Breathing</i>
Sanctuary from Animals	Produce Flame	
Shillelagh	Warp Wood	
Speak with Animals		
Level Four	Level Five	Level Six
Change Temperature	<i>Animal Growth</i>	Anti-Beast Shell
<i>Cure Serious Wounds</i>	Anti-Plant Shell	Control Weather
Dispel Magic	Breathe Fire	<i>Cure Critical Wounds</i>
Hallucinatory Terrain	Commune with Nature	Feeblemind
Hold Vegetation	Control Winds	Finger of Death
Insect Plague	Flame Strike	Fire Seeds
Lightning Protection	Pass Tree	Liveoak
Mass Treemorph	Summon Animal II	Reincarnation
Moonlight	Summon Firefly Swarm	Repel Wood
Plant Portal	<i>Transmute Rock to Mud</i>	Summon Animal III
<i>Produce Bonfire</i>	<i>Turn Sticks to Serpents</i>	Summon Fire Elemental
Speak with Plants	Wall of Fire	Transport via Plants
Summon Animal I	Wall of Thorns	
Them		
Ward Off Insects		
Wind Wall		

N.B.: Italicized spells have reverse forms.

ILLUSIONIST SPELLS

Table II.5.: Illusionist Spell List

Level One	Level Two	Level Three
Auditory Glamour	Alter Self	Allay Exhaustion
Colour Spray	Blur	Continuous Darkness
Dancing Lights	Captivate	Deceive
Darkness	Cause Blindness	Dispel Phantasm
Decipher Language	Cause Deafness	Fear
Detect Illusion	Continuous Light	Hallucinatory Terrain
Detect Invisibility	Fog Cloud	Illusory Script
Detect Magic	Glitterdust	Illusory Wall of Fire
Detect Silence	Hypnotic Pattern	Invisibility Hemisphere
Disguise Self	Improved Phantasm	Nondetection
Hypnotism	Invisibility	Paralyze
Light	Magic Mouth	Phantasmal Wind
Mending	Misdirection	Phantom Steed
Mirror Gaze	Phantasmal Armour	Rainbow Bridge
Mirror Image	Rope Trick	Secret Page
Phantasm	Ultraviolet Vision	Shadow Sending
Reflection	Wall of Shadow	Spectral Phantasm
Scare	Whispering Wind	Suggestion
Sorcerer Mark	Wyvern Warden	Wraithshape
Terrify		
Unseen Servant		
Ventriloquism		
Wall of Vapours		
Write Spell		
Level Four	Level Five	Level Six
Blinding Light	Advanced Hypnotism	Acid Fog
Confusion	Advanced Spectral Phantasm	Demi-Shadow Sorcery
Dispel Magic	Incite Chaos	<i>Geas</i>
Emotion	Inflict Madness	Guards and Wards
Faithful Hound	Major Creation	Mass Suggestion
False Vacancy	Maze	Mirage Arcana
Illusory Wall	Mirror, Mirror	Mislead
Improved Invisibility	Phantasmal Door	Permanent Phantasm
Mass Treemorph	Project Image	Phantasmagorical Precipitousness
Minor Creation	Shadow Conjuration	Programmed Phantasm
Phantasmal Killer	Shadow Sorcery	Shades
Rainbow Pattern	Spawn Demi-Shadow Monsters	True Seeing
Solid Fog	Temporal Acceleration	Veil
Sorcerer Eye		
Spawn Shadow Monsters		

N.B.: Italicized spells have reverse forms.

NECROMANCER SPELLS

Table II.6.: Necromancer Spell List

Level One	Level Two	Level Three
Animate Carrion	Cause Blindness	Agonizing Touch
Black Hand	Cause Deafness	Animate Carrion II
Chill Touch	Cold Resistance	Cataleptic State
Command	Cudgel of Bone	<i>Cure Disease</i>
Decipher Language	Danse Macabre	Death Masque
Detect Magic	Darkness	Dispel Magic
Detect Undead	Forest of Bones	Exploding Skull
Extermination	<i>Ghoul Touch</i>	Explosive Runes
Identify	Infernal Tongues	Floating Skull
Invisibility to Undead	Mummification	Hold Person
Locate the Dead	Perceive Heartbeat	Infrared Vision
Necromantic Ventriloquism	Ray of Enfeeblement	Lightning Bolt
<i>Protection from Evil</i>	Scythe of the Reaper	<i>Protection from Evil, 15' r.</i>
Scare	Skeleton Hands	Sepia Snake Sigil
Serpent Charm	Speak with Dead	Slow
Shocking Grasp	Spectral Hand	Strangle
Skeleton Servant	Visualize Death	<i>Tongues</i>
Sorcerer Mark	Zombie Visage	Vampiric Touch
Write Spell		Wraithshape
Level Four	Level Five	Level Six
Animate Dead	Animate Carrion III	Animate Dead II
Black Tentacles	Brink of Death	Chain Lightning
Brain Death	Cloudkill	Disintegrate
Contagion	Cone of Cold	Finger of Death
Dimension Door	Death	Freezing Sphere
Enervation	<i>Dismissal</i>	<i>Geas</i>
Fear	Faithful Hound	Raise Dead
Inflict Madness	Feeblemind	Repulsion
Mirror, Mirror	Gelatinize Bones	<i>Stone to Flesh</i>
Polymorph Other	Hold Monster	Summon Invisible Stalker
<i>Remove Curse</i>	Insect Plague	Transform to Asp
Shroud of Fear	Magic Jar	White Hand of Death
Sorcerer Eye	Plague Rats	
Transfer Wounds	Shadow Conjunction	
<i>Turn Sticks to Serpents</i>		

N.B.: Italicized spells have reverse forms.

PYROMANCER SPELLS

Table II.7.: Pyromancer Spell list

Level One	Level Two	Level Three
Burning Hands	Continuous Light	Blinding Light
Dancing Lights	<i>Cure Light Burns</i>	Dispel Magic
Decipher Language	Darkness	Explosive Runes
Detect Magic	Detect Body Heat	Fire Protection
Færie Fire	Fire Web	Fireball
Fire Resistance	Flame Blade	Firestaff
Flaming Missile	Flaming Sphere	Flame Arrow
Flash	Glitterdust	Haste
Identify	Gust of Wind	Illusory Wall of Fire
Influence Normal Fire	Heat Metal	Incinerate Normal Missiles
Light	Infrared Vision	<i>Protection from Evil, 15' r.</i>
Melt Ice	Invisibility	Secret Page
<i>Protection from Evil</i>	Levitate	Strengthen
Smoke Cloud	Produce Flame	<i>Tongues</i>
Sorcerer Mark	Pyrotechnics	
Sorcerous Armour	Ray of Enfeeblement	
Write Spell		
Level Four	Level Five	Level Six
Change Temperature	Breathe Fire	Death Ray of Immolation
Controlled Blast Fireball	Contact Otherworldly Being	Disintegrate
<i>Cure Serious Burns</i>	Death Smoke Cloud	Extend Spell III
Dimension Door	<i>Dismissal</i>	Fire Seeds
Extend Spell I	Extend Spell II	<i>Geas</i>
Fire Shield	Flame Strike	Legend Lore
Fire Trap	Passwall	Project Image
<i>Produce Bonfire</i>	Sending	Reincarnation
Resilient Sphere	Summon Firefly Swarm	Repulsion
Shout	Telekinesis	Summon Fire Elemental
Sorcerer Eye	Teleport	Transformation
Wall of Fire	Transform to Hell Hound	<i>Transmute Rock to Lava</i>

N.B.: Italicized spells have reverse forms.

WITCH SPELLS

Table II.8.: Witch Spell List

Level One	Level Two	Level Three
Alter Self	Befriend Animals	Barkskin
Charm Person	<i>Bless</i>	Black Cloud
Decipher Language	Cause Blindness	Clairaudience
<i>Detect Evil</i>	Cause Deafness	Clairvoyance
Detect Illusion	Darkness	Continuous Darkness
Detect Magic	Detect Invisibility	Continuous Light
Detect Malady	Detect Silence	<i>Cure Disease</i>
Detect Undead	Extrasensory Perception	Delay Poison
<i>Enlargement</i>	Find Traps	Dispel Magic
Færie Fire	<i>Ghoul Touch</i>	Dissipate Gas
Friends	<i>Goodberry</i>	Exploding Skull
Hold Portal	Hold Person	Explosive Runes
Influence Normal Fire	Hypnotism	Phantasm
Light	Identify	<i>Protection from Evil, 15' r.</i>
Locate the Dead	Infernal Tongues	<i>Remove Curse</i>
Mending	Levitate	<i>Remove Paralysis</i>
Message	Locate Object	Sepia Snake Sigil
<i>Protection from Evil</i>	Magic Mouth	Slow
Reflection	Mind Blank	Speak with Dead
Scare	Obscure	Starlight
Shocking Grasp	Perceive Heartbeat	Summon Insect Swarm
Sleep	Placate	<i>Tongues</i>
Sorcerer Mark	<i>Purify Food and Drink</i>	Vampiric Touch
Spider Climb	Ray of Enfeeblement	Wind Wall
Unseen Servant	Shatter	Witch Fire
Ventriloquism	Speak with Animals	Wraithshape
Write Spell	Ungovernable Hideous Laughter	
Level Four	Level Five	Level Six
Black Tentacles	Animate Dead	Animate Objects
Charm Monster	Anti-Magic Field	Control Lycanthrope
Contagion	Cause Lycanthropy	Control Weather
Glyph of Warding	Control Winds	Disintegrate
Hallucinatory Terrain	<i>Dismissal</i>	Finger of Death
Mirror, Mirror	Enervation	Freezing Sphere
Moonlight	Inoculate	<i>Geas</i>
<i>Neutralize Poison</i>	Magic Jar	Gelatinize Bones
Plant Growth	<i>Produce Bonfire</i>	Raise Dead
Polymorph Other	Shadow Conjuration	See
Polymorph Self	Sleep Everlasting	Summon Invisible Stalker
Shock Wave	Summon Elemental	Transfer Youthfulness
Sorcerer Eye		
Strangle		
Transfer Wounds		
<i>Turn Sticks to Serpents</i>		

N.B.: Italicized spells have reverse forms.

SPELLS: A

Acid Arrow

Level: mag 2; *Range:* 30 feet; *Duration:* special

A magic arrow darts from the finger of the caster as if shot by a fighter of equal level (i.e., the caster attacks at fighting ability equal to his level); furthermore, the *acid arrow* shoots at a +1 “to hit” bonus, and the caster may apply his dexterity modifier, if applicable. On a successful “to hit” roll, the *acid arrow* strikes for 1d4+1 hp damage, plus a further 2d4 hp of acid damage in the same round. Acid damage persists 1 extra round for sorcerers whose CA is 4–6, 2 extra rounds for CA 7–9, and 3 extra rounds for CA 10 or greater. The acid may ruin armour or clothing (referee discretion; see **VOL. III, SAVING THROW**, *item saving throws*).

Acid Fog

Level: ill 6; *Range:* 30 feet; *Duration:* 6 rounds (1 minute)

Creates an acidic fog cloud similar to the *solid fog* spell (q.v.), up to 10 feet thick, 30 feet long, and 30 feet high. Only a very strong wind (35 mph or greater) will disperse this spell; even a *gust of wind* spell (q.v.) is ineffective. *Acid fog* burns those within its confines and is particularly deadly to vegetation, killing small plants and grass at once. Men, monsters, and other fauna are harmed as well, the acid burning their skin, eyes, throat, and lungs. Such creatures sustain 1 hp damage on the first round, 2 hp on the second, 4 hp on the third, 8 hp on the fourth, 10 hp on the fifth, and 12 hp on the sixth; plant-based creatures suffer 150% of these damage figures. Any creature caught within or attempting to traverse *acid fog* is slowed by the fog’s opacity to a maximum movement rate of 10 MV. Normal sight cannot penetrate *acid fog*, and *infrared vision* (q.v.) is unavailing. Potent fire spells such as *fireball*, *flame strike*, or *wall of fire* (qq.v.) will burn off *acid fog* in 1 round.

Advanced Hypnotism

Level: ill 5; *Range:* 30 feet; *Duration:* special

Similar to *hypnotism* (q.v.), this spell is directed at a single target, who is granted a *sorcery saving throw* to resist. Hostile or aggressive creatures gain a +1 to +3 bonus on the save, as judged by the referee. A failed save indicates the victim is unaware that he has been ensorcelled and is subject to a posthypnotic suggestion. The trigger is determined by the sorcerer; it may be something seen or a spoken word. The player must inform the referee what the specific trigger is, and the referee must judge if it is appropriate. Once triggered, a *suggestion* (q.v.) is effected. The spell is broken after this *suggestion* is triggered and acted on, which might be hours, days, months, or even years later.

Advanced Spectral Phantasm

Level: ill 5; *Range:* 240 feet; *Duration:* permanent

Derived from the *spectral phantasm* spell (q.v.). A visual illusion is created, a projected image of nearly anything the caster can imagine, up to 50 × 50 × 50 feet in area. Victims must be living creatures of animal intelligence or greater; undead, constructs, oozes, and the like are unaffected. *Advanced spectral phantasm* can be used to create an attacking monster or other damaging hazard. The illusion can be of sight, sound, smell, and/or temperature. The auditory component might include a shout, a roar, or a sentence of up to nine words in length (not including articles *a*, *an*, and *the*).

Once cast, this spell persists infinitely, with no need of concentration unless the caster wishes to manipulate the movements of the illusion; this requires his full attention, though he can walk at half speed and maintain control. The illusion is broken if touched or dispelled via a *dispel phantasm* spell (q.v.). An *advanced spectral phantasmal* monster has AC 6 and will disappear if hit; otherwise, it can continue to attack without caster direction. *Advanced spectral phantasm* targets are not allowed saving throws unless the referee feels the illusion is not credible, in which case *sorcery saving throws* are rolled. With sight, sound, smell, and/or temperature, credibility is rarely an issue with this spell, but if such arises and the save is made, the disbeliever sees the *advanced spectral phantasm* as a flawed and flickering transparent image. Otherwise, this illusion can inflict real physical damage, as high as 1d8 hp per CA level per round to each victim. Such damage remains even if the spell is subsequently broken.

Aerial Minion

Level: clr 6; *Range:* 10 feet; *Duration:* 1 day per CA level

The sorcerer summons an otherworldly **aerial minion** (see **VOL. IV, BEASTS AND MONSTERS: A, aerial minion**) to serve him. The creature is naturally invisible and arrives one round after being summoned. The summoner must be within the confines of a magic circle and must also bear his holy symbol, or the creature will at once attack the sorcerer. An aerial minion is not summoned to fight; rather, its function is to find and retrieve an object or creature as described and located by the sorcerer. If the aerial minion cannot complete its task by the time the spell's duration expires, it returns to slay its summoner.



Agonizing Touch

Level: nec 3; *Range:* touch; *Duration:* instantaneous

When the victim of this spell is touched, a searing pain runs through his nervous system; no saving throw applies. Damage inflicted is but 1d4 hp, but the intense pain impairs the victim for 1d4+1 rounds: The victim's "to hit" rolls, AC, and saving throws are each at a -2 penalty; movement is halved; and spells or innate sorcerous abilities stand a 3-in-6 chance of failure.

Aid

Level: clr 2; *Range:* touch; *Duration:* 1 turn

Duplicates the effects of the *bless* spell (q.v.), with the additional benefit of a temporary 1d8 hit point boost. These hit points may exceed the recipient's normal hit point maximum. Any subsequent damage is drawn from the temporary hit points first, the remainder of which disappears upon the spell's termination.

Air Walk

Level: clr 5; *Range:* touch; *Duration:* 6 turns (1 hour)

The sorcerer or other recipient is able to walk on air as though it were solid ground. In a straight line (over a chasm, ravine, trench, etc.), the recipient can walk (not run) at his normal movement rate. Alternatively, the recipient can walk up or down at a 45° angle, as though he were ascending or descending stairs, at one-half normal walking speed. Lastly, the recipient can ascend or descend vertically, as though climbing a sheer cliff with ample handholds and toeholds, at one-fourth normal walking speed.

Air-like Water

Level: mag 5; *Range:* 0; *Duration:* 1 turn per CA level

Transforms a 30-foot-diameter sphere of fresh or salt water into a magical, bubbling solution that can be safely inhaled by air-breathing creatures. The spell can be cast as the sorcerer enters the water or after he has already submerged, moving with the caster as he moves. Water-breathing creatures instinctively avoid the sphere, as they cannot breathe within its confines, but this does not preclude certain predators of the deep from attempting to snatch prey out from the *air-like water*. Note that underwater combat is subject to special rules (see **VOL. III, WATERBORNE EXPEDITIONS**, *underwater combat*).

Alarm

Level: mag 1; *Range:* 10 feet; *Duration:* 3 turns per CA level

Cast upon a door, gate, portal, or other point of ingress / egress, this spell is triggered by the passage of any living creature larger than a rat (3+ lbs.), evoking a sound not unlike bells pealing. Undead, constructs, and other nonliving entities will not trigger the *alarm* spell; neither will incorporeal beings, though invisible creatures will set off the spell.

Allay Exhaustion

Level: ill 3; *Range:* touch; *Duration:* 6 turns (1 hour)

Creates the illusion of healing, wellness, energy, and stamina. *Allay exhaustion* allows one to persevere without sleep when thoroughly exhausted; in effect this is as though an *extraordinary feat of constitution* has been achieved (see **VOL. I, ATTRIBUTES**, *constitution*). As well, any hit point loss previously suffered is temporarily healed by 50%. The exact number should be recorded, for when the spell's duration elapses, this illusory hit point total plus 1d6 additional hp are lost; even if subsequent curing is rendered, 1d6 hp damage is still incurred. In addition to the consequent hit point loss, once this illusion ends the recipient must rest for 12 turns (2 hours) or suffer –4 penalties “to hit”, damage, and saving throws. Unwilling recipients are allowed *sorcery* saving throws.

Alter Self

Level: ill 2, wch 1; *Range:* 0; *Duration:* 1d6 turns

The sorcerer alters his form; similar to the *disguise self* spell (q.v.), except the change is slightly more radical (up to 50% smaller or larger, lighter or heavier), and it has quasi-actuality. For example, if the new form has wings, the caster is allowed minimal flight, moving at no greater than 50% the actual creature's speed; if the creature has gills, the caster can breathe underwater; and so on. The altered form is limited to men, humanoids, or other bipedal species with which the caster is familiar. This spell does not grant any special abilities beyond locomotion and breathing—no innate magical abilities, no enhanced acuity. The duration of the spell should be rolled in secret by the referee.

Animal Growth

Level: drd 5; *Range:* 120 feet; *Duration:* 6 rounds (1 minute)

Causes up to six normal animals (amphibians, birds, fish, mammals, reptiles; not men, humanoids, or monsters) to double in size. The effect results in doubled hit dice, doubled damage dice, and whatever else the referee deems appropriate to the prevailing circumstances. The reverse of this spell, *animal reduction*, shrinks up to six animals to half their normal size, resulting in halved hit dice and halved damage on attacks. No saving throw is permitted for either form of this spell.

Animate Carrion

Level: nec 1; *Range:* 10 feet; *Duration:* permanent

Skeletons are animated from the bones or carrion of Small animals: amphibians, birds, mammals, and reptiles of natural sort. The animated animals obey the simple instructions of the caster (essentially one-word commands) and follow him unless either slain or *turned* (see **VOL. III, COMBAT ACTIONS**, *turn undead*); the *dispel magic* spell (q.v.) also nullifies the connexion betwixt the sorcerer and the undead animal. The caster can animate and maintain up to 1 HD of animals per CA level. Even if desiccated flesh remains on their bones, the undead animals have statistics as noted in **VOL. IV, BEASTS AND MONSTERS: S**, *skeleton, animal*. Animated carrion loses any special abilities possessed in life; e.g., flight, musk, venom. **N.B.:** For purposes of turning, consider Small undead animals *Undead Type 0*.

Animate Carrion II

Level: nec 3; *Range:* 10 feet; *Duration:* permanent

As *animate carrion*, but effecting undead animals of up to Medium size. The caster can animate and maintain up to 2 HD of animals per CA level. **N.B.:** For purposes of turning, consider Medium undead animals *Undead Type 1*.

Animate Carrion III

Level: nec 5; *Range:* 10 feet; *Duration:* permanent

As *animate carrion*, but effecting undead animals of up to Large size. The caster can animate and maintain up to 3 HD of animals per CA level. **N.B.:** For purposes of turning, consider Large undead animals *Undead Type 2*.

Animate Dead

Level: mag 5, clr 3, nec 4, wch 5; *Range:* 10 feet; *Duration:* permanent

From the bones or cadavers of dead men or humanoids are the undead animated—**skeletons** or **zombies** (*Undead Types 1* and *2*; see **VOL. IV, BEASTS AND MONSTERS: S**, *skeleton*; **BEASTS AND MONSTERS: Z**, *zombie*). The undead will obey without question the commands of the caster, following, attacking, or standing guard as directed. They continue to serve until either slain or *turned* (see **VOL. III, COMBAT ACTIONS**, *turn undead*); the *dispel magic* spell (q.v.) also nullifies the connexion betwixt the sorcerer and the undead. Through this necromancy the sorcerer can animate and control up to 1 skeleton or zombie per CA level. If suitable remains are at hand, the sorcerer can opt to raise **1 large skeleton** per 3 CA levels, or **1 giant skeleton** per 6 CA levels (see **VOL. IV, BEASTS AND MONSTERS: S**, *skeleton, large* and *skeleton, giant*), though zombies may only be created from the whole corpses of men (or **cave-men**).

Animate Dead II

Level: nec 6; *Range:* 10 feet; *Duration:* permanent

From the fresh graves of men, **ghouls** (*Undead Type 3*; see **VOL. IV, BEASTS AND MONSTERS: G**, *ghoul*) are raised by means of unspeakable rites and forbidden incantations. The selected graves must be no older than one week and dug properly. The ghouls claw out from the earth to obey without question the commands of the sorcerer, following, attacking, or standing guard as directed. They continue to serve until either slain or *turned* (see **VOL. III, COMBAT ACTIONS**, *turn undead*); the *dispel magic* spell (q.v.) also nullifies the connexion betwixt the sorcerer and the undead. Through this necromancy the sorcerer can animate and control up to 1 ghoul for every two CA levels. If a 12th-level sorcerer raises 5 ghouls and has them in his keeping whilst raising another, the 6th may emerge as a **ghast** (*Undead Type 6*; see **VOL. IV, BEASTS AND MONSTERS: G**, *ghast*) on a 2-in-6 chance.

Animate Objects

Level: clr 6, wch 6; *Range:* 60 feet; *Duration:* 6 turns (1 hour)

Enchants non-magical objects to animate and do the sorcerer's bidding, affecting one or more objects of total weight not exceeding 400 pounds. The referee should determine movement rate, hit points, attacks, and damage delivered by the animated objects. Consider the following guidelines:

- ★ *Boulder, Round (250 lbs.):* MV 20; AC 4; HD 5; #A 1 (rolling smash); D 1d10
- ★ *Chest, Iron:* MV 10; AC 5; HD 3; #A 1 (bite); D 1d8
- ★ *Statue, Stone:* MV 20; AC 1; HD 6; #A 1 (strike); D 2d8
- ★ *Table, Wooden:* MV 30; AC 7; HD 2; #A 2 (legs); D 1d6 / 1d6

Intentionally the above statistics are incomplete, because exceptions exist: Animated objects use the fighting ability (FA) and base saving throw (SV) of the caster; morale (ML) does not apply. Common sense, of course, must be exercised; e.g., a wooden table should suffer a saving throw penalty versus fire.

Anti-Beast Shell

Level: drd 6; *Range:* 0; *Duration:* 1 turn per CA level

Creates an invisible, hemispherical field that encircles the sorcerer at a 10-foot radius. The barrier prevents any animal (even if enchanted) from approaching the shell or attacking him. This spell does not affect magical beasts or "monsters"; only natural beasts of the animal kingdom are hedged out: amphibians, arachnids, birds, insects, mammals, and reptiles, including giant-sized species. Those afforded the protection of this spell cannot attack or otherwise harm any animal outside the shell, or the spell is terminated.

Anti-Magic Field

Level: mag 6, wch 5; *Range:* 0; *Duration:* 12 rounds (2 minutes)

Invokes a magical energy field to surround the sorcerer at a radius of 1 foot per CA level. The field functions as a shell that repels any spell or sorcerous effect (as from a ring, staff, wand, etc.); however, just as no spell or spell effect can enter the shell, no spell or spell effect can exit it, either.

Anti-Plant Shell

Level: drd 5; *Range:* 0; *Duration:* 1 turn per CA level

Creates an invisible, hemispherical field that encircles the sorcerer at a 10-foot radius. The barrier prevents any plant (even if enchanted) from approaching the shell or attacking him, including plant-like monsters such as **green slime**, **mustard mould**, **shambling mounds**, and **tree-men**. Those afforded the protection of this spell cannot attack or otherwise harm any plant creature outside the shell, or the spell is terminated.

Atonement

Level: clr 5; *Range:* touch; *Duration:* instantaneous

Usually cast on those of similar religion and/or like alignment, this spell removes the onus of misdeeds that are unknowingly, unintentionally, or unwillingly committed; also this spell can dispel the effects of magical alignment change. If the recipient has exercised poor judgment and consequently violated the precepts of faith and/or alignment, this spell can remove the burden or penalties accorded if the character is truly repentant. Ultimately, this must be judged by the referee. Deliberate misdeeds cannot be atoned for. The caster must place a hand on the head of the spell's recipient, use prayer beads, burn incense, and supplicate his deific patron for 6 turns (1 hour). The recipient of the *atonement* spell might be charged with a *quest* (q.v.) to complete his reparations.

Auditory Glamour

Level: mag 2, ill 1; *Range:* 240 feet; *Duration:* 1 turn

A hallucination of sound is created, that of voices, calls, or cries (man, humanoid, animal, or monster); footfalls; or other like noises. The sounds of 1d4 creatures can be invented thus for each CA level of the sorcerer. However, if a sound is of significant volume, the referee must decide on the number of voices and their collective volume (e.g., the roar of one lion may be equal to the shouts of five men).

Augury

Level: clr 2; *Range:* 0; *Duration:* special

Through communion with otherworldly agents, the sorcerer learns whether an action in the near future (within 3 turns) is advantageous or disadvantageous to him and/or his party. The caster must clearly and concisely articulate the considered action (or inaction, as it were) through prayer and cogitation over a 1-turn period. The referee will then inform the player if the course is for weal, for woe, or inconsequential. The chance of successfully divining the future is 7-in-10, which should be rolled secretly by the referee; a failed result, of course, will yield an inaccurate *augury*.

SPELLS: B



Barkskin

Level: drd 2, wch 3; *Range:* touch;

Duration: 1 turn + 1 turn per CA level

Toughens the recipient's skin to the strength of oak bark, providing an armour class equivalent to chain mail (AC 5, DR 1), or +1 AC if other armour is worn. *Barkskin* does not encumber the recipient in any way.

Befriend Animals

Level: drd 1, wch 2; *Range:* 10 feet; *Duration:* permanent

The sorcerer enchants normal animals and so gains their friendship. These must be neutral, non-magical creatures of ordinary sort—amphibians, birds, fish, mammals, and reptiles. The sorcerer can control up to 1 HD of animals per CA level. Each such animal is granted a *sorcery* saving throw. Torpid or non-hostile animals make normal saving throws, but aggressive animals make their saving throws at +2. Animals that fail their saves are mesmerized by the sorcerer and follow him to the best of their ability; those that make their saving throws either wander away or attack the caster, depending on the animal's nature. An enchanted animal can be taught three "tricks" on par with what a trained dog or cat might learn, depending on its intelligence and capability. Each trick requires about a week of uninterrupted training; i.e., not during the course of adventure.

Black Cloud

Level: mag 3, drd 3, wch 3; *Range:* 240 feet; *Duration:* 1 turn

A small black cloud appears 30–60 feet above the intended target area. It releases a torrent of rain that forms a cylinder, showering a 30-foot-diameter area. Normal fires are extinguished; magical fires are temporarily snuffed, their dweomers rekindling 1 turn after the spell terminates (unless their durations elapse). All attacks made whilst under a *black cloud* are at –4 "to hit". *Black cloud* can also be used as a protective measure, for if a *fireball*, *flaming sphere* (qq.v.), or similar effect strikes the deluged area, the fire spell is extinguished, and the rain is vaporized to a cloud of steam. If this spell is cast in an area of subfreezing temperature, the rain is instead heavy snow; or, if the temperature is just at the freezing point, sleet and freezing rain result.

Black Hand

Level: nec 1; *Range:* 0; *Duration:* 3 rounds + 1 round per CA level

The sorcerer's right hand turns dark as pitch and emits tiny motes of black and violet. The *black hand* enhances touch spells of harmful intent, such as *shocking grasp*, *ghoul touch*, and *inflict disease* (qq.v.). These subsequent touch attacks are made at +1 "to hit" for every four CA levels (1st to 4th level = +1; 5th to 8th level = +2; 9th to 12th level = +3). The *black hand* spell does not expire after a touch spell is successfully delivered; it persists for the full duration noted above.

Black Tentacles

Level: mag 4, nec 4, wch 4; *Range:* 30 feet; *Duration:* 1 round per CA level

Black, squid-like tentacles erupt in a 30-foot-diameter area, one such tentacle per CA level of the sorcerer. Each thick and slimy tentacle is 10 feet long, AC 4, and equal in hit points to the sorcerer (at full health). Any creature within range of a *black tentacle* is subject to attack; if a tentacle has more than one potential target, the referee should assign equal chances via random die roll. Each victim must make a *sorcery* saving throw. If the saving throw succeeds, the tentacle lashes the target for 1d6 hp damage before disappearing. If the saving throw fails, the tentacle lash delivers 1d6 hp damage, as well as constricting and rending the victim for a further 2d6 hp damage per round until the spell ends or the tentacle is destroyed. As the tentacles have no intelligence, they will continue to squeeze a dead body and might on occasion be fooled into constricting a tree, barrel, statue, or the like.



Blade Barrier

Level: clr 6; *Range:* 30 feet; *Duration:* 1 turn

The sorcerer conjures a wall of whirling, keen-edged blades that spin and flash around a point selected by him, fencing in an area as small as 5 × 5 feet to as large as 50 × 50 feet. Any creature that attempts to pass through the *blade barrier* is assailed by the whirling blades, sustaining 8d8 hp damage.

Bless

Level: clr 1, wch 2; *Range:* 0; *Duration:* 3 turns

All allies within 25 feet of the caster are blessed by this spell. They each gain a +1 bonus on any *morale* (ML) check, a +1 bonus on any saving throw versus fear effects (sorcery, device, etc.), and a +1 “to hit” bonus on all attack rolls. The reverse form of this spell, *blight*, curses all hostile creatures within 25 feet of the caster, effecting –1 morale, –1 on saving throws versus fear effects, and a –1 “to hit” penalty on all attack rolls.

N.B.: Either form of this spell affects only those within range at the moment the spell is cast; i.e., subsequently moving into or out of range has no impact on the spell’s effects.

Bless Oil or Water

Level: clr 1; *Range:* touch; *Duration:* permanent

This 6-turn (1-hour) ritual is performed exclusively by clerics or priests of Good alignment. A holy blessing is placed on an eight-ounce vessel of vegetable oil or fresh water, thus creating a dose of holy oil / water. Sorcerers of CA 1–4 can cast this spell but once per month; those of CA 5–8 can cast this spell twice per month; and those of CA 9–12 can cast this spell thrice per month. *Bless oil or water* must be cast on hallowed ground, or that which has been sanctified by a *ceremony of consecration* spell (q.v.). A glass vessel of holy oil / water thrown as a missile at an undead target delivers 1d8 hp damage for 2 rounds if a hit is scored (see **VOL. III, COMBAT ACTIONS**, *holy oil / water*).

Blinding Light

Level: ill 4, pyr 3; *Range:* 90 feet; *Duration:* instantaneous

Invokes a flashing, 20-foot-diameter sphere of brilliant white light. Creatures within the light are subject to blindness unless their eyes are closed, or unless they make *sorcery* saving throws. Creatures of 3 HD or less are permanently blinded if they fail their saves; creatures of 4–6 HD are blinded for 2d4 rounds; and creatures of 7 HD or greater are blinded for 1d4+1 rounds. Blinded creatures always lose initiative and suffer –4 penalties on “to hit” rolls, AC, and saving throws. Creatures not within the radius of the spell, and those that make their saves, see spots for 1d6 turns, which might have adverse effects at the referee’s discretion.

Blink

Level: mag 3; *Range:* 0; *Duration:* 1 round per CA level

Randomly the sorcerer “blinks” in and out of existence, making short (2d4-foot) planar jumps through the æther and back to the plane of origin. The caster may attack whilst *blinking* (if within range), but at a –4 “to hit” penalty. Melee and missile attacks automatically miss if the caster wins initiative; if the caster loses initiative, he is subject to attack normally, though only once from each attacker. The sorcerer can also be targeted by area effect spells such as *fireball* or *web* (qq.v.), or by breath weapons, if the original position and the *blink* location are both within the area of effect. The direction of the *blink* is determined by a d8 roll: 1 = north, 2 = northeast, 3 = east, 4 = southeast, 5 = south, 6 = southwest, 7 = west, 8 = northwest. If a solid object blocks the *blink* location, the sorcerer is displaced up to 15 feet in the determined direction in order to reappear. If solid matter still blocks the sorcerer’s re-emergence, he is trapped in another dimension, perhaps the one where Kraken dwells.

Blur

Level: ill 2; *Range:* 0; *Duration:* 1d4+4 rounds

The sorcerer becomes vague, hazy, and nebulous. All melee and missile attacks against him are at –2 “to hit” for the duration of the spell. Likewise, the sorcerer gains a +2 bonus to *device* saving throws (e.g., rods, staves, wands, some rings).

Brain Death

Level: nec 4; *Range:* touch; *Duration:* permanent

Kills a small portion of the victim's brain region related to memory. The target must be touched and is allowed a *death* saving throw. If the saving throw is successful, the target is aware that foul sorcery has been attempted, though resisted. If the saving throw fails, the victim has no inkling that a spell was cast. The sorcerer must then describe the memory he is killing. The memory is limited to a specific event, person, place, thing, conversation, or the like. This spell cannot be used to eradicate an ability; e.g., a farmer cannot be made to forget how to raise crops, a cleric cannot be made to forget how to cast spells. If the target rolls a natural 1 on his saving throw, he loses a full year of memories and 1 point of intelligence; this blank is far more noticeable by the victim's associates. In either case, a throbbing headache follows the failed saving throw.

Breathe Fire

Level: drd 5, pyr 5; *Range:* 10 feet; *Duration:* special

The sorcerer must purse his lips after speaking the final incantation of this spell, for the next time he opens his mouth he releases a jet of flames 10 feet long and 5 feet wide at its terminus. Victims in this path sustain 3d8+3 hp damage, though they can attempt *avoidance* saving throws for half damage. The sorcerer can open his mouth at will to release this spell, so he may move, engage in combat, or perform other like activities, though he may not cast other spells. If, however, *breathe fire* is not released within 1 turn (10 minutes), the sorcerer immolates, suffering maximum damage (27 hp) with no saving throw applicable. (This spell can be dangerous if the caster is forgetful and speaks to an ally or other person.)

Brink of Death

Level: clr 4, nec 5; *Range:* touch; *Duration:* instantaneous

Revives a just-killed man or other creature, providing the spell is cast within 6 rounds (1 minute) of death. The subject must make a *trauma survival* check (see **VOL. I, ATTRIBUTES, constitution**) and furthermore suffers a permanent loss of 1 point of constitution, with no *restoration* possible (q.v.). *Brink of death* can also be used to bring back a living but unconscious subject from a negative hit point total. The subject is immediately restored to consciousness (at 1 hp). Casting the spell in this manner entails neither a *trauma survival* check nor constitution loss.

Burning Hands

Level: mag 1, pyr 1; *Range:* 5 feet; *Duration:* instantaneous

Jets of thin, multihued flames spring from the fingertips of the caster, fanning out in a 120° horizontal arc and causing 2 hp damage per CA level, with no saving throw allowed. Combustible materials (cloth, paper, dry wood) are likely ignited if exposed to *burning hands*.

SPELLS: C

Call Lightning

Level: drd 3; *Range:* 360 feet; *Duration:* 12 rounds (2 minutes) per CA level

Requiring 1 turn to cast, this spell is cast outdoors and is contingent on the presence of a rainstorm, a thunderstorm, or significantly cloudy conditions. The sorcerer can then *call lightning* to strike a target within 360 feet. The lightning inflicts 2d8 hp base damage, plus 1d8 hp per CA level (e.g., a CA 5 caster calls a 7d8 hp lightning bolt), to the target and any other creature within a 10-foot radius. A successful *sorcery* saving throw reduces damage by half. The sorcerer may continue to call down another lightning bolt every 12 rounds (2 minutes) until the spell's duration elapses (i.e., one bolt per CA level) without need of concentration; the sorcerer can cast other spells, move, engage in melee, and so forth.

Captivate

Level: ill 2; *Range:* 10 feet; *Duration:* special

The sorcerer fascinates the subject of this spell if it fails its *sorcery* saving throw. The captivated creature sees the caster as pleasing, desirable, or ideal. The sorcerer can direct the captivated one, who will obey, follow, and trust the caster. However, every time a new request is made, no matter how small or large, the victim of the

spell rolls 3d6: If the total exceeds the caster's charisma score, the spell is broken. Furthermore, if the request is unreasonable or potentially harmful to the victim, the roll is made with a bonus of +1 to +3, as judged by the referee. If the spell is broken, the subject is filled with unbridled rage and will react with ferocity, attacking the caster at +2 "to hit" and damage. Normal animals are also subject to the *captive* spell and will follow the caster for 1d4 days. If the animal is of a sort that might be tamed, and if it has been fed and treated well, it will become the caster's loyal companion if a 3d6 roll does not exceed his charisma score; it will, however, resent other animal companions.

Cataleptic State

Level: mag 3, nec 3; *Range:* touch; *Duration:* 1 turn + 1 turn per CA level

The caster or other willing recipient feigns death in a way indistinguishable from actual mortification. The recipient can see (assuming the eyes are open), hear, smell, and perceive events around him, yet he has no discernible pulse, he does not appear to breathe, and his flesh is cold to the touch. The recipient can willingly emerge from the state at any time, but needs 1 full turn before he is able to begin walking and talking as normal.

Cause Blindness

Level: ill 2, nec 2, wch 2; *Range:* 30 feet; *Duration:* permanent

The subject is blinded unless a *sorcery* saving throw is successful. The afflicted sees grey and nothing more, the tone of which depends on how much light is present. This spell is permanent unless dismissed by the caster; it is also negated by the spells *dispel magic* or *cure blindness* (qq.v.). Blind creatures always lose initiative and suffer -4 penalties on "to hit" rolls, AC, and saving throws.

Cause Deafness

Level: ill 2, nec 2, wch 2; *Range:* 30 feet; *Duration:* permanent

The subject is deafened unless a *sorcery* saving throw is successful. This spell is permanent unless dismissed by the caster; it is also negated by the spells *dispel magic* or *cure deafness* (qq.v.). A deaf creature is surprised on a 4-in-6 chance and suffers an individual initiative penalty of -2 (i.e., the deaf creature may lose initiative, despite its allies winning; see **VOL. III, COMBAT**, *surprise* and *initiative*). Other penalties may apply, at the referee's discretion.

Cause Lycanthropy

Level: wch 5; *Range:* touch; *Duration:* permanent

This 24-hour ritual must be timed to coincide with a full moon's zenith. The victim must be bound to a tree or stone slab, suffering diabolical rites that culminate with the sorcerer tracing a six-pointed star on the victim's breast with an ember-ended stick. The change manifests in 3d8 days, and until that time the victim will feel ill, suffering terrifying nightmares that he is unable to recall; even the ritual endured becomes a vague memory. Ultimately, the victim is cursed with *lycanthropy* and becomes a **werewolf** (see **VOL. IV, BEASTS AND MONSTERS: L**, *lycanthrope*, *werewolf*); whilst the creature is not controlled by the caster, neither will it attack him. A *cure disease* spell (q.v.) cast by a 9th-level cleric, priest, shaman, or witch can end this affliction.

Ceremony of Consecration

Level: clr 1; *Range:* touch; *Duration:* permanent

Consecrates a square area with sides up to 10 feet long per CA level (e.g., a CA 9 sorcerer can consecrate a 90 × 90-foot temple). The consecration hallows the area to whatever deity, otherworldly power, or alignment the sorcerer serves. Once consecrated, creatures opposed to the caster's faith might be at a disadvantage upon entering this hallowed ground (referee discretion; usually a saving throw penalty). The reverse of this spell, *ceremony of desecration*, negates consecration by another sorcerer of equal or lower CA; e.g., a shrine consecrated by a 7th-level cleric cannot be desecrated by a 3rd-level priest. Either ritual requires 6 turns (1 hour) to complete and necessitates a sacrifice of blood and gems valued at 500 gp per 10-foot length of the area consecrated / desecrated (e.g., a 90 × 90-foot temple requires a sacrifice of 4,500 gp in gems).

Chain Lightning

Level: mag 6, nec 6; *Range:* 240 feet; *Duration:* instantaneous

Discharging from the fingertips of the sorcerer is an arcing bolt of lightning. It strikes a designated target for 1d6 hp damage per CA level (e.g., a CA 12 caster discharges a 12d6 hp bolt). The target is afforded a *sorcery* saving throw for half damage. *Chain lightning* will go on to strike the next closest object (within the range of the spell), gravitating to metal if present (e.g., an iron gate or mail-clad warrior). *Chain lightning* does not distinguish betwixt the caster's enemies and inanimate objects; i.e., it will strike a keg of ale before it strikes a monster if the keg is closer to the primary target. Each time the lightning strikes another target it delivers one less die of damage. So, if a CA 12 sorcerer discharges a 12d6 hp bolt, the second target (man, monster, or object) sustains 11d6 hp damage (again, *sorcery* saving throw allowed for half damage; see **VOL. III, SAVING THROW**, *item saving throws* for saves by inanimate objects). *Chain lightning* continues to strike as many objects as the caster has CA levels. It can only strike each target once, and it always stays within the range of the spell. If it strikes a large tree, iron rod, or other like attractor, the lightning is diffused. This spell is potentially dangerous to the caster—it can arc back and strike him if no other targets are in range, or if the caster is perilously close to his primary target. *Example:* A CA 12 sorcerer discharges *chain lightning* at a group of 7 orcs standing by an oak tree 100 feet away. The first orc is struck for 12d6 hp, the second for 11d6 hp, and the third for 10d6 hp, but the next closest target is the tree, which diffuses the bolt. If the tree were not present, the bolt would strike all 7 orcs and then arc back to the caster for 5d6 hp damage. Of course, a save can reduce each strike to half damage.

Change Temperature

Level: drd 4, pyr 4; *Range:* 0; *Duration:* 3 turns + 1 turn per CA level

The sorcerer raises or lowers the temperature in a 10-foot radius by up to 50°F. He can then move as normal, surrounded by the effect. The druidic version of this spell requires a sprig of mistletoe as a component.

Charm Monster

Level: mag 4, wch 4; *Range:* 60 feet; *Duration:* special

Functions as the *charm person* spell (q.v.), except that it affects any living creature or creatures. If the primary target of the spell has 3 HD or less, additional targets may be affected, starting with those closest to the primary target. In total, 3d6 individuals of 3 HD or fewer can be charmed by this spell, so long as they are within range. Each target is allowed a *sorcery* saving throw; if the result is failure, the sorcerer is at once regarded as an ally to be trusted and protected. If communication is possible, the ensorcelled creature(s) might carry out chores, instructions, or requests of reasonable nature. Each creature is allowed a weekly chance-in-six to break the enchantment; a *dispel magic* spell (q.v.) also can cancel it. Victims of 1-2 total levels / HD have a 1-in-6 chance per week to break the spell; victims of 3-4 total levels / HD have a 2-in-6 chance; victims of 5-6 total levels / HD, a 3-in-6 chance; victims of 7-8 total levels / HD, a 4-in-6 chance; and victims of 9+ total levels / HD have a 5-in-6 chance per week to break the spell.

Charm Person

Level: mag 1, wch 1; *Range:* 120 feet; *Duration:* special

The target of this spell (human, humanoid, or giant) must make a *sorcery* saving throw. If the save fails, the victim views the caster as a close and trusted comrade to be protected and defended for the duration of the spell. If the caster and the ensorcelled victim speak the same language, the caster can "suggest" he perform various tasks, so long as these are not diametrically opposite to the victim's nature. Victims of above-average intelligence (13–18) can attempt a new saving throw every hour (6 turns); victims of average intelligence (9–12), every day; and victims of below-average intelligence (3–8), but once per week. The *dispel magic* spell (q.v.) can also negate this enchantment.

Charm Person or Beast

Level: drd 2; *Range:* 120 feet; *Duration:* special

Functions precisely as the *charm person* spell, except that it affects a single person (human, humanoid, or giant) or normal animal (mammals only). The spell does not impart linguistic ability, so communication will be limited if cast on an animal.

Chill Touch

Level: nec 1; *Range:* 0; *Duration:* 1 turn

A violet glow emanates from the hands of the sorcerer. The next foe he strikes, with bare hand or a melee weapon, sustains an additional 1d4 hp of energy-sapping damage, followed by a *sorcery* saving throw. If the saving throw fails, the victim is weakened, suffering penalties of –1 “to hit” and damage for the balance of the spell’s duration. The dweomer fades if the caster does not strike a foe before the spell expires.

Clairaudience

Level: mag 3, wch 3; *Range:* special; *Duration:* 6 rounds (1 minute) per CA level

The caster envisions a known or familiar location and is able to “hear” any sounds within 60 feet of the location’s epicentre. Range is not a factor when casting this spell, so long as the caster is on the same planet, plane of existence, and dimension as the targeted location. As a few examples, a familiar location may be construed as behind a door before which the caster stands, within a cave entrance the caster views, or in a patch of brush the caster spies from a precipice above. If used in conjunction with the *clairvoyance* spell (q.v.), the sorcerer hears and sees the envisioned location.

Clairvoyance

Level: mag 3, wch 3; *Range:* special; *Duration:* 6 rounds (1 minute) per CA level

The caster envisions a known or familiar location and is able to “see” anything within 60 feet of the location’s epicentre, beyond which all sight becomes blurred; if the area is cloaked in darkness, visibility is limited to 10 feet. Range is not a factor when casting this spell, so long as the caster is on the same planet, plane of existence, and dimension as the targeted location. Note the examples of familiar locations in the *clairaudience* spell description. If used in conjunction with *clairaudience*, the sorcerer hears and sees the envisioned location.

Cloudkill

Level: mag 5, nec 5; *Range:* 10 feet; *Duration:* 1 round per CA level

A 30-foot-diameter, 20-foot-high cloud of poisonous, yellow-green vapours is invoked by the sorcerer. The cloud is heavy and clings low to the ground, much like fog, rolling at 30 MV in a direction pointed by the caster. Once the sorcerer points, the cloud’s momentum cannot be altered unless significant wind exists, which always prevails over the will of the sorcerer. (Unusually strong winds may disperse the cloud entirely.) The *cloudkill* spell slays any creature under 5 HD in its path; creatures of 5 HD and greater must roll *death* (poison) saving throws or suffer 3d6 hp damage.

Cold Resistance

Level: clr 1, nec 2; *Range:* touch; *Duration:* 6 turns (1 hour) per CA level

Inures the subject’s body to the effects of cold. Even unclothed the recipient can withstand temperatures as low as –10°F without suffering any ill effects. Against magical cold attacks (*cone of cold*, a **winter wolf’s** breath, etc.), the recipient enjoys a +2 saving throw bonus.

Colour Spray

Level: ill 1; *Range:* 20 feet; *Duration:* instantaneous

From the sorcerer’s hands emerges a rainbow of colours, forming a wedge 5 feet wide at its base, 20 feet long, and 20 feet wide at its terminus. *Colour spray* affects 1d6 creatures within this area of effect, beginning with those closest to the caster. Targets are allowed *sorcery* saving throws. Victims of 6 HD or greater that fail their saving throws are blinded for 1d4 rounds. Blind creatures always lose initiative and suffer –4 penalties on “to hit” rolls, AC, and saving throws. Victims of fewer than 6 HD that fail their saving throws are stricken unconscious for 2d4 rounds. Blind or sightless creatures are unaffected by this spell.

Command

Level: clr 1, nec 1; *Range:* 30 feet; *Duration:* 6 rounds (1 minute)

The caster ensorcelts the target of this spell with a single word of *command*, a word the victim is compelled to obey. The caster and victim must understand the same language, and the *command* must be clear. Typical commands include “Die!”, “Fall!”, “Flee!”, “Jump!”, “Sit!”, “Sleep!”, and “Stop!” The victim will not actually die if commanded to do so, but may fall down and enter a state of unconsciousness. Creatures of above-average

intelligence (13+), as well as those of 6 HD or greater, are entitled to *sorcery* saving throws. Undead and other mindless constructs are not affected by this spell. The spell fails if the caster mistakenly speaks a *command* of more than one word.

Commune

Level: clr 5; *Range:* 0; *Duration:* special

The faithful servant of an otherworldly being or alien power must pray and meditate for 3 turns to cast this spell. The ritual must coincide with the handling of a holy symbol and prayer beads and the burning of incense. Other ritualistic sacrifices are open to interpretation. Once the ritual is complete, the caster may ask his deific patron up to three questions. Correctly the questions will be answered by a straightforward yes or no. Ambiguous or convoluted questions are ignored, but still count against the three-question limit. This spell can only be cast once per adventure or once per month, as the referee deems appropriate.

Commune with Nature

Level: drd 5; *Range:* 0; *Duration:* special

The sorcerer communes with an elemental, animistic, or ancestral spirit. The sorcerer must pray and meditate for 3 turns to cast this spell. The ritual must coincide with the handling of a carved wooden effigy and the burning of incense. Other ritualistic sacrifices are open to interpretation. Once the ritual is complete, the caster may ask his patron up to three questions. Correctly the questions will be answered by a straightforward yes or no. Ambiguous or convoluted questions are ignored, but still count against the three-question limit. This spell can only be cast once per adventure or once per month, as the referee deems appropriate.

Communicate with Monsters

Level: clr 6; *Range:* 30 feet; *Duration:* 6 rounds (1 minute) per CA level

Allows the sorcerer to speak with any monster that possesses even the most rudimentary communicational ability. The monster will understand the intent of the sorcerer's words, if not the precise language. Monsters of the same species as the initial target will likewise understand the communication. Of course, such communication is also contingent on the creature wishing to converse with the caster; it may prefer to eat the sorcerer rather than speak with him.

Cone of Cold

Level: mag 5, nec 5; *Range:* 0; *Duration:* instantaneous

The sorcerer extends his hands and releases a heat-draining cone 30 feet long and 10 feet wide at its terminus. For those in its area of effect, the *cone of cold* drains 1d4+1 hp per CA level, so a 10th-level magician unleashes a *cone of cold* that inflicts 10d4+10 hp damage. Victims are allowed *sorcery* saving throws for half damage.

Confusion

Level: mag 4, ill 4; *Range:* 60 feet; *Duration:* 1 round per CA level

Causes *confusion* in the spell's victims, who consequently behave unexpectedly as determined on the table below. The spell affects 2d6 creatures in a 50-foot-diameter area of effect, including allies if applicable. Creatures of 2 HD or fewer are automatically affected for the duration of the spell. Creatures of 3 HD or more are allowed *sorcery* saving throws to ignore the effects. The referee should determine the actions of each *confusion* victim at the start of each round:

d10 Roll	Confused Action
1	Wander away for 1 turn
2–6	Stand idle, drooling and confused
7–9	Physically attack closest creature
0	Physically attack spell caster

Once affected, victims need not remain in the spell's area of effect; the damage is done. Except for those who wander away, each victim is allowed a new saving throw every round. Once a victim breaks the spell, he no longer needs to roll subsequent saves, though he may need 1 round to gain his bearings.

Contact Otherworldly Being

Level: mag 5, pyr 5; *Range:* 0; *Duration:* special

This ritualistic spell requires 1 turn to cast and necessitates the sacrifice of 1,000 gp, or gems of equal value. The sorcerer must sit before a fire and chant in tongues; he must not be spoken to or interrupted. If these requisites are met, the sorcerer contacts and seeks guidance from an otherworldly being such as a spirit, dæmon, deity, or demigod. Up to three questions may be asked. The more questions asked, the more information can be gleaned; however, the more questions asked, the greater the chance of becoming insane for daring to engage such beings. Consult the following table after deciding how many questions to ask. Your referee will secretly determine and inform you of the results.

Number of Questions	Veracity of Answer	Chance of Insanity
1	3-in-6	—
2	4-in-6	1-in-6
3	5-in-6	2-in-6

Each question should be checked individually. Responses will be simple, one-word answers: “Yes”, or “No”, or “Maybe”, being the most common, though “Futile”, or “Inconceivable”, or “Irrelevant”, or “Foolish”, might also be the response. If the d6 roll so indicates, the caster will be driven mad within 1 turn of receiving his answers. The insane sorcerer will rant and rave incoherently, will be unable to properly care for himself, and may prove combative and self-destructive. Insanity will persist for as many weeks as the number of questions asked. A *cure madness* or *remove curse* spell (qq.v.) can cure the insanity.

Contagion

Level: nec 4, wch 4; *Range:* touch; *Duration:* permanent

By the sorcerer’s wicked touch, the target of this spell is weakened and diseased, unless he makes a *sorcery* saving throw. If the saving throw fails, the victim is at once overcome by a wet cough, skin boils and lesions, loss of hair, and fatigue. The statistical repercussions include 2 lost points of strength, dexterity, and constitution. (For ease of game play, an afflicted enemy creature—man, humanoid, animal, or monster—may suffer penalties of –1 “to hit”, –1 damage, –1 AC, and –1 hp per HD.) The condition persists unless *cure disease* (q.v.) is administered, or until natural healing overcomes the affliction. Following 4 weeks of bed rest, another saving throw is permitted. If the victim succeeds, he is on the path to wellness, which requires another 2 weeks before symptoms and attribute losses are healed. Natural healing, if the first attempt fails, may be attempted again after 8 weeks and 12 weeks of bed rest. Beyond 12 weeks, the condition is terminal, and the victim will die of the *contagion* within 1d4 years.

Continuous Darkness

Level: ill 3, wch 3; *Range:* 120 feet; *Duration:* special

Creates a 60-foot-diameter sphere of darkness black as pitch. It cannot be cast on a single target or object, but rather an area. The effect is permanent (unless dispelled), so long as the caster remains within 10 miles; otherwise, the dweomer begins to dissipate in subtle degrees, ending in a number of months equal to the sorcerer’s CA. Torch and lantern light is rendered ineffective, and *infrared vision* (q.v.) is futile. *Continuous darkness* can dispel *light* and *continuous light* (qq.v.).

Continuous Light

Level: mag 2, clr 3, ill 2, pyr 2, wch 3; *Range:* 120 feet; *Duration:* special

Creates a 60-foot-diameter sphere of lambent light, the subtle hue of which may be selected by the caster. It cannot be cast on a single target or object, but rather an area. The effect is permanent (unless dispelled), so long as the caster remains within 10 miles; otherwise the dweomer begins to dissipate in subtle degrees, ending in a number of months equal to the sorcerer’s CA. *Continuous light* can dispel *darkness* (q.v.) and *continuous darkness*.

Control Lycanthrope

Level: wch 6; *Range:* 120 feet; *Duration:* 1 turn per CA level

The sorcerer controls the actions of a single **lycanthrope** (see **VOL. IV, BEASTS AND MONSTERS: L, lycanthrope**), commanding the cursed beast. No saving throw is allowed. The lycanthrope views the caster as a trusted master to be protected and defended throughout the duration of the spell. If caster and lycanthrope speak the same language, the caster can command the beast to perform various tasks, so long as these are not diametrically opposite to the creature's nature; if such becomes the case, the beast is allowed a *sorcery* saving throw to break the control.

Control Water

Level: mag 6, clr 4; *Range:* 120 feet; *Duration:* 1d6 turns

This spell has three separate functions; the sorcerer must memorize the specific function to be cast. This spell requires the sacrifice of an opal or pearl valued at 100 gp or greater.

- ★ *Lower Water:* The water of a river, pond, small lake, or similar body is lowered to 50% of its normal volume. Rivers will flow at half their normal capacity, lakes and pools will lower, and so on.
- ★ *Part Water:* Divides a body of water to a length and depth of 100 feet, creating a 10-foot-wide corridor with walls of water.
- ★ *Raise Water:* The water of a river, pond, small lake, or similar body is increased by 50% of its normal volume, causing floods, rushing tides, and other like effects.

Control Weather

Level: mag 6, clr 6, drd 6, wch 6; *Range:* 900 feet; *Duration:* special

This spell can only be cast outdoors, requiring 2 turns (20 minutes) to take effect in a 2d6-square-mile area. The sorcerer can stand within the epicentre of the effect, or 300 yards outside its verge, and can *control weather* for as long as he concentrates. Possibilities include:

- ★ *Rain:* Visibility compromised; missile attacks at -2 "to hit", movement reduced to half.
- ★ *Snow:* Visibility reduced to 20 feet; snow collects at 2 inches per hour. Movement reduced to half, then one quarter at 12 or more inches.
- ★ *Fog:* Visibility reduced to 20 feet.
- ★ *Clear / Partly Cloudy Skies:* Cancels the effects of stormy weather.
- ★ *Blistering Heat:* Temperature rises to 100°F.
- ★ *Frigid Cold:* Temperature drops to 0°F.
- ★ *High Winds:* Gale winds (up to 50 mph) prevent missile fire and can drive flying creatures to the ground; this can benefit sailing ships (at the lower range of gale power), increasing vessel speed by 50% or more (see **VOL. III, WATERBORNE EXPEDITIONS, wind**).
- ★ *Hail:* Hail batters all in the area, reducing movement by half and damaging roofs and other structures.
- ★ *Tornado:* A thunderhead manifests under which a powerful whirlwind forms. The tornado is 500 feet in diameter and moves as directed by the sorcerer. Creatures of 1-2 HD in its path must make *death* saves or be swept away, suffering 3d8 hp damage, being hurled 1d10x10 feet in the air, and falling for another 1d6 hp damage per 10 feet (see **VOL. III, DAMAGE, falling damage**). Creatures of 3 HD or greater must make *death* saves or sustain 3d8 hp damage, but are not hurled in the air. This form of *control weather* lasts only 1 round per CA level.

Control Winds

Level: drd 5, wch 5; *Range:* 0; *Duration:* 1 turn per CA level

This spell can only be cast outdoors, taking effect 1 turn after being cast. A minute or so before the effect manifests, winds begin to swirl around the caster, rotating in a clockwise or counter-clockwise direction. The sorcerer stands at the epicentre of the effect; in a 15-foot radius around him, the air remains calm. Once the spell takes full effect, the winds develop into a *strong gale*, or a 60 mph average; the caster may designate a less potent wind force, if desired (see **VOL. III, WATERBORNE EXPEDITIONS, wind**). These winds extend in a 240-foot hemispherical radius around the sorcerer, damaging buildings, bending or even uprooting medium-sized trees, driving away flying creatures, and impacting sailed movement. The sorcerer can move after casting the spell and need not concentrate on it; where he walks, so too moves the epicentre of the winds. The caster can use this spell to control otherwise prevailing winds (natural or not) and is able to end the effect at will.

Controlled Blast Fireball

Level: mag 6, pyr 4; *Range:* 240 feet; *Duration:* instantaneous

This specialized *fireball* spell (q.v.) allows the sorcerer to increase or decrease blast diameter by 10-foot increments. From the palm of the sorcerer's hand shoots a fiery missile, which explodes into a sphere of flames at a target determined by the caster. Damage is 1d6 hp per CA level to all within the area of effect, unless *sorcery* saving throws are made for half damage. A standard blast is 40 feet in diameter, but the diameter of a *controlled blast fireball* can be reduced to 30 feet, 20 feet, or as little as 10 feet without decreasing the potency of the blast. To increase blast size, one die of damage is sacrificed for every 10 feet of diameter added, to a maximum possible diameter of 80 feet. So, a CA 7 sorcerer can fire a standard 7d6 hp *fireball* that encompasses a 40-foot-diameter area, or he can elect to cast a 50-foot-diameter *fireball* for 6d6 hp damage, a 60-foot-diameter *fireball* for 5d6 hp damage, and so on.

Create Food and Water

Level: clr 3; *Range:* 10 feet; *Duration:* permanent

Nourishing food and water are created by the sorcerer, enough to feed 1 man per CA level. (For the purpose of this spell, consider a horse or camel equivalent to 3 men.) The conjured food is always fresh (not dried nor preserved) and thus subject to spoilage, unless *purify food and drink* (q.v.) is also cast.

Create Water

Level: clr 1, drd 2; *Range:* 10 feet; *Duration:* permanent

The sorcerer conjures up to 3 gallons of water per CA level. The water is fresh, clean, and potable. It can be placed within one or more appropriate containers so long as they are touching, or it can be evoked to appear in the air within the spell's range. The reverse of this spell, *destroy water*, can transform a like amount of water to vapour.

Cudgel of Bone

Level: nec 2; *Range:* touch; *Duration:* 1 round per CA level

The sorcerer casts this spell upon the femur of a man, humanoid, or Medium animal to create a **+1 war club** (1d6+1 hp damage). The club is more effective versus undead, functioning as a **+2 war club** (1d6+2 hp damage). The sorcerer cannot attack with the *cudgel of bone* on the same round the spell is cast; neither can it be used by another individual. Upon the spell's termination, the *cudgel of bone* reverts to a normal thigh bone.

Cure Blindness

Level: clr 3; *Range:* touch; *Duration:* permanent

Cures nearly all forms of blindness, unless the eyes themselves have been destroyed. The reverse of this spell, *inflict blindness*, renders its victim sightless unless a *sorcery* saving throw is made. Blind creatures always lose initiative and suffer -4 penalties on "to hit" rolls, AC, and saving throws.

Cure Critical Wounds

Level: clr 5, drd 6; *Range:* touch; *Duration:* instantaneous

Heals a creature for 4d8 hp of damage previously sustained. The reverse of this spell, *inflict critical wounds*, is used to harm a creature for 4d8 hp damage upon a successful touch attack.

Cure Deafness

Level: clr 3; *Range:* touch; *Duration:* permanent

Cures nearly all forms of deafness, unless the internal ear organs have been destroyed. The reverse of this spell, *inflict deafness*, renders its victim unable to hear unless a *sorcery* saving throw is made. A deaf creature is surprised on a 4-in-6 chance and suffers an individual initiative penalty of -2 (i.e., the deaf creature may lose initiative, despite its allies winning; see **VOL. III, COMBAT**, *surprise* and *initiative*). Other penalties may apply, at the referee's discretion.

Cure Disease

Level: clr 3, drd 3, nec 3, wch 3; *Range:* touch; *Duration:* permanent

Cures nearly all forms of disease. The subject is alleviated of all debilitating effects within 1d6 rounds. The reverse of this spell, *inflict disease*, delivers a malady that drains the strength and vitality of its victim, if he fails a *sorcery* saving throw. The disease manifests in 1d6 turns; once it does, the afflicted loses 1 hp per turn and 1 point of strength per hour until total hit points are reduced to one-tenth of normal and strength is reduced to one-third of normal. If the afflicted is not cured within three weeks, he begins to suffer a loss of 1 constitution point per day until that too is reduced to one-third of normal. Such a diseased victim will likely die within a year if never treated.

Cure Light Burns

Level: pyr 2; *Range:* touch; *Duration:* instantaneous

Heals a creature for 1d8 hp of burn damage, as caused by acid, electricity, fire, or heat; it does not apply to other wounds. The reverse of this spell, *inflict light burns*, is used to harm a creature for 1d8 hp damage upon a successful touch attack, effecting burn wounds on the victim.

Cure Light Wounds

Level: clr 1, drd 2; *Range:* touch; *Duration:* instantaneous

Heals a creature for 1d8 hp of damage previously sustained. The reverse of this spell, *inflict light wounds*, is used to harm a creature for 1d8 hp damage upon a successful touch attack.

Cure Madness

Level: clr 5; *Range:* touch; *Duration:* instantaneous

Dispels all forms of insanity, whether magically induced or naturally occurring. For the reverse version of this spell, see *inflict madness*.

Cure Moderate Wounds

Level: clr 2, drd 3; *Range:* touch; *Duration:* instantaneous

Heals a creature for 2d8 hp of damage previously sustained. The reverse of this spell, *inflict moderate wounds*, is used to harm a creature for 2d8 hp damage upon a successful touch attack.

Cure Serious Burns

Level: pyr 4; *Range:* touch; *Duration:* instantaneous

Heals a creature for 3d8 hp of burn damage, as caused by acid, electricity, fire, or heat; it does not apply to other wounds. The reverse of this spell, *inflict serious burns*, is used to harm a creature for 3d8 hp damage upon a successful touch attack, effecting burn wounds on the victim.

Cure Serious Wounds

Level: clr 4, drd 4; *Range:* touch; *Duration:* instantaneous

Heals a creature for 3d8 hp of damage previously sustained. The reverse of this spell, *inflict serious wounds*, is used to harm a creature for 3d8 hp damage upon a successful touch attack.

SPELLS: D

Dancing Lights

Level: mag 1, ill 1, pyr 1; *Range:* 120 feet; *Duration:* 1 turn

Effects 1d4+1 flaming lights that simulate a marching group of torch-bearing patrollers. With a word, the caster can direct the *dancing lights* to move, even around corners, though only within the range of the spell; otherwise, they disappear. Directing a *dancing lights* spell does not require continued concentration, but simply a flick of the hand or finger.

Danse Macabre

Level: nec 2; *Range:* 180 feet; *Duration:* 1 turn per CA level

The corpse of a man or humanoid is animated to undeath and thenceforth controlled like a marionette, the necromancer waving his fingers and dictating the movements of the creature. The *danse macabre* subject is either a **skeleton** or **zombie** (see **VOL. IV, BEASTS AND MONSTERS: S, skeleton**; **BEASTS AND MONSTERS: Z, zombie**). It can be directed to move, pick up objects, or even attack, but requires the constant chanting and gesticulating of the caster. Once the caster ceases to direct, or when the spell's duration elapses in any event, the creature crumples to the ground. Either form can be turned as *Undead Type 1* (see **VOL. III, COMBAT ACTIONS, turn undead**).

Darkness

Level: mag 2, clr 2, ill 1, nec 2, pyr 2, wch 2; *Range:* 120 feet; *Duration:* 6 turns (1 hour)

Invokes magical darkness to consume a 15-foot radius from its selected target point. Torch and lantern light is rendered ineffective, and *infrared vision* (q.v.) is futile. If *darkness* is cast on an unwilling creature, a *sorcery* saving throw is allowed to negate the spell. Creatures affected by *darkness* suffer effects similar to blindness: loss of initiative and –4 penalties on “to hit” rolls, AC, and saving throws. *Darkness* can dispel *light* (q.v.) and *continuous light*.

Dash

Level: mag 1; *Range:* touch; *Duration:* 1d4+2 hours

The movement rate (MV) of this spell's recipient is increased by +20 (maximum 70) for the duration of the spell; e.g., a character with a movement of 40 can move at 60 (120 feet per round running). *Heavily encumbered* characters do not enjoy the benefits of this spell. At CA 4, the caster can empower two runners, and three runners at CA 7. The secondary effect of this spell is marathon-like endurance: The runner can *dash* for 1d4+2 hours before the spell ends, unless terminated earlier by the caster or a *dispel magic* spell (q.v.). A dasher is fatigued once the spell ends and must rest for double the time spent dashing, or the effects of exhaustion are suffered. This is a variable penalty to be determined by the referee, based on the constitution of the character in question, the character's class, and other factors; e.g., the referee might impose a –2 “to hit” and damage penalty.

Death

Level: mag 6, nec 5; *Range:* 240 feet; *Duration:* instantaneous

In a 60 × 60-foot area, slays 2d8 living creatures of fewer than 7 HD, starting with the lowest HD creatures first. Subjects are allowed *death* saving throws. If they fail, their internal organs rupture, spelling instant death. If they make their saving throws, they instead suffer 3d6 hp damage each.

Death Masque

Level: nec 3; *Range:* touch; *Duration:* 1 day per CA level

Using a knife or razor and pincers, the necromancer begins incanting this spell whilst excising the face of a deceased man or humanoid, providing the subject has died within the hour (6 turns). Continuing his baleful incantations, he then affixes the face to his own or that of another willing recipient, forming a necromantic graft that duplicates the deceased creature's face with macabre exactitude. *Death masque* thus requires 2 turns to cast. It can be dispelled via *dispel magic*, or it can be seen through with *true seeing* (qq.v.). When the spell's duration expires, painfully the *death masque* rots and peels off the face of the recipient, causing 1d6 hp damage.

Death Ray of Immolation

Level: pyr 6; *Range:* 60 feet; *Duration:* instantaneous

The sorcerer points at his victim and utters an incantation of fire. The target must make a *death* saving throw or explode into flames, suffering instant death. For every point of difference betwixt the sorcerer's CA and his target's level / HD, the saving throw is modified by ±1. So, if a CA 11 sorcerer casts this spell against a 12th-level fighter, the fighter gains a +1 bonus to his saving throw; if the target is a 7th-level fighter, the saving throw is rolled at a –4 penalty.

Death Smoke Cloud

Level: pyr 5; *Range:* 90 feet; *Duration:* special

A 60-foot-diameter, 20-foot-high cloud of hot black smoke is invoked by the sorcerer; those within suffer intense burning. Any creature under 5 HD sustains 6d6 hp damage, with no save allowed. Creatures of 5 or more HD are allowed *sorcery* saving throws for half damage. If the sorcerer casts this spell in an area too small to confine its size, then he too may be subject to its effects. The damaging effects of this cloud are instantaneous; i.e., they occur on the round the spell is cast. Afterwards, the cloud remains for as many rounds as the caster has CA levels, its effects identical to that of the *smoke cloud* spell (q.v.).

Deceive

Level: ill 3; *Range:* 0; *Duration:* 1 turn per CA level

Allows the sorcerer to copy the alignment aura of another creature within 30 feet of him. If alignment detection spells such as *distinguish alignment* (q.v.) are cast, the caster radiates the copied alignment for the duration of the *deceive* spell (cf. *misdirection*).

Decipher Language

Level: mag 1, ill 1, nec 1, pyr 1, wch 1; *Range:* 0; *Duration:* 1 turn per CA level

Allows the caster to magically interpret a written language that is otherwise unintelligible (excepting magical writing). Treasure maps and secret symbols may also be decoded.

Delay Poison

Level: clr 2, drd 2, wch 3; *Range:* touch; *Duration:* 6 turns (1 hour) per CA level

Suspends the deleterious effects of any poison to which the subject has been exposed. This spell does not eliminate poison effects as *neutralize poison* does (q.v.); as its title suggests, it *delays* poison. Hence, a poison that reduces hit points will continue to affect the victim for a maximum of 1 hp per round, turn, or hour (depending on the poison type), although the victim's hit point total will never drop below 1 as a result of the poison. Once the spell has ended, the poison's effects resume as normal. *Delay poison* may also revive one who has expired from poison, so long as the spell is cast within 12 rounds (2 minutes) of death and a successful *trauma survival* check is made (see **VOL. I, ATTRIBUTES, constitution**). The deceased poison victim is restored to 0 hp, albeit at a price: permanent loss of 1 constitution point.

Demi-Shadow Sorcery

Level: ill 6; *Range:* special; *Duration:* special

Gathers negative energy from the Black Gulf to mimic three spells typically associated with magicians. Each variation manifests uniquely; the effects, however, are somewhat reduced due to their quasi-reality. The caster need not memorize which variation of *demi-shadow sorcery* he is to invoke; he may choose at the time of casting.

- ★ *Cone of Cold:* as the spell, except it drains 1d4 hp damage per CA level, so a CA 12 caster unleashes a cone that delivers 12d4 hp damage. The cone is jet black.
- ★ *Fire Shield:* as the spell, except that successful melee attacks against the sorcerer cause the attacker to sustain $\times 1.5$ the amount of damage (not $\times 2$, as the standard *fire shield* spell). The cold-resistant form is midnight blue, whilst the fire-resistant form is blood red.
- ★ *Wall of Fire:* as the spell, except that the wall inflicts 3d4 hp damage, +1 hp per CA level, versus creatures of 4 HD or greater. Undead sustain 5d4 hp damage, +1 hp per CA level. The flames are violet-black.

Detect Body Heat

Level: pyr 2; *Range:* 60 feet; *Duration:* 1 turn

The sorcerer perceives the presence of warm-blooded creatures within 60 feet of him, including their sizes and number. The sorcerer must stand stationary and concentrate; movement disrupts the spell. *Detect body heat* may be obstructed by metal of one-inch thickness, stone of six-inch thickness, or wood of one-foot thickness; lead completely foils the spell. Undead are not detected by this spell, and cold-blooded creatures are detected only if they have recently warmed themselves in the sun or otherwise. Detection of other monster types is at the discretion of the referee, who must decide whether they are warm-blooded.

Detect Evil

Level: mag 2, clr 1, wch 1; *Range:* 60 feet; *Duration:* 1 turn

The sorcerer detects potent emanations of Evil in a 60-foot-long, 10-foot-wide path where he faces. Sources of evil emanations might include evil artefacts or relics, dæmons, or the undead. Clerics must brandish their holy symbols to cast this spell. *Detect evil* will not discern the alignment of other player or non-player characters, even if they are Evil, unless the subject is of a pure and intense Evil (empowered by dæmons, for example), or is about to commit a most vile act. From a stationary position the caster can slowly rotate, covering 360° before the spell ends. As with similar spells, *detect evil* is obstructed by metal of one-inch thickness, stone of six-inch thickness, or wood of one-foot thickness; lead completely foils the spell. Evil sorcerers cast the reverse version of this spell, *detect good*, which functions the same way with regard to emanations of Good.

Detect Illusion

Level: mag 2, ill 1, wch 1; *Range:* 25 feet; *Duration:* 1 turn

Allows the caster to perceive illusions for what they are. Illusions and phantasms within 25 feet of the caster appear translucent. This spell requires minimal concentration; the caster can move and continue to *detect illusion*, but cannot run, fight, or perform other like actions.

Detect Invisibility

Level: mag 2, ill 1, wch 2; *Range:* 30 feet; *Duration:* 1 turn

Allows the caster to discern the presence of any invisible objects, persons, or monsters within a 30-foot radius; also reveals those who exercise the *hide* ability (thieves, rangers, assassins, et al). This spell requires minimal concentration; the caster can move and continue to *detect invisibility*, but cannot run, fight, or perform other like actions.

Detect Magic

Level: mag 1, clr 1, drd 1, ill 1, nec 1, pyr 1, wch 1; *Range:* 60 feet; *Duration:* 1 turn

Allows the caster to sense the presence of magic items or other dweomered persons, places, or things (e.g., an enchanted treasure chest, a *sorcerer locked door*). The dweomered items will glow before the eyes of the caster in a path of detection 60 feet long and 10 feet wide. From a stationary position the caster can slowly rotate, covering 360° before the spell ends. *Detect magic* may be obstructed by metal of one-inch thickness, stone of six-inch thickness, or wood of one-foot thickness; lead always masks the presence of magic.

Detect Malady

Level: clr 1, wch 1; *Range:* touch; *Duration:* instantaneous

By laying hands on the afflicted, the sorcerer detects the presence of a curse, disease, or poison. Whilst the type of malady is revealed, its exact nature is not (e.g., the caster will discern poison, but not whether it is spider venom or an alchemical concoction).

Detect Neutrality

Level: drd 2; *Range:* 60 feet; *Duration:* 1 turn

Allows the sorcerer to sense whether an observed person, place, or thing is balanced with Neutrality of alignment, tainted neither with Good nor Evil, Law nor Chaos. If the subject of this observation is anything but Neutral, the caster will perceive the imbalance. The caster cannot discern the exact alignment of any non-Neutral person, place or thing, merely that the absence of Neutrality is present.

Detect Silence

Level: mag 2, clr 2, ill 1, wch 2; *Range:* 120 feet; *Duration:* 1 turn per CA level

Allows the caster to hear that which is magically *silenced* or *moving silently* (thieves, barbarians, assassins, et al) in a 120-foot radius. The spell will attune the caster to subtleties of sound otherwise imperceptible, such as a whisper behind a closed door. *Detect silence* can also be used to perceive noises made in adjacent alternate dimensions, if the caster enters a deep trance.

Detect Snares and Pits

Level: drd 1; *Range:* 30 feet; *Duration:* 1 turn per CA level

The caster detects outdoor (wilderness) traps, including pits, deadfalls (falling logs / rocks), snares, and spring traps. His path of detection is 30 feet long and 10 feet wide. The sorcerer must continue to concentrate. He must continue to concentrate, his hands spread wide before him, though he can walk whilst doing so (no jogging, running, etc.). With the exception of pits and other simple traps as noted above, this spell will not detect the sort of complex mechanical traps typically found in dungeons.

Detect Undead

Level: nec 1, wch 1; *Range:* 60 feet; *Duration:* 1 turn

In a 60-foot-long, 10-foot-wide path, allows the caster to discern the presence of lesser undead creatures (*Undead Types 1–5*), including **skeletons, zombies, ghouls, shadows, and wights**. Casters of CA 7 or greater will detect any undead. The detected abominations will glow a putrid green before the eyes of the caster. From a stationary position the caster can slowly rotate, covering 360° before the spell ends. *Detect undead* may be obstructed by metal of one-inch thickness, stone of six-inch thickness, or wood of one-foot thickness; lead completely foils the spell.

Detect Venom

Level: drd 1; *Range:* 30 feet; *Duration:* 1 turn

This spell has two functions. First, it reveals if an ailing person is suffering the effects of poison, whether from a trap, snake venom, spider bite, or the like. The second function determines whether a creature is venomous, or if an object is laced or trapped with poison. The creature or object in question must be viewed by the caster; obstructions will preclude the spell from functioning. From a stationary position the caster can slowly rotate, covering 360° before the spell ends.

Dig Hole

Level: mag 4; *Range:* 0; *Duration:* 1 round per CA level

Causes the caster's hands to transform into enormous, outward-turning paws with long nails, whilst his head becomes long and pointed like that of a mole, and his legs become short and thick. At once he may begin to excavate earth, sand, or mud, scooping 125 cubic feet per round with his oversized paws. Any creature that approaches the hole's edge (within one foot of the hole) must make an *avoidance* saving throw or fall in. Tunnels that are dug just below the surface of the earth are noted by the raised mound / roof caused by the displacement of earth (not unlike the mound of an ant hole).

Dimension Door

Level: mag 4, nec 4, pyr 4; *Range:* 10 feet; *Duration:* instantaneous

The caster teleports himself or one other creature to a specified location up to 360 feet away. If the caster is unaware of the destination, he may designate the distance and direction (e.g., "50 feet south"); however, if the destination is not a safe place on which the transported creature would have firm footing, or if the destination is solid material (such as a wall or tree), then the spell fails to function. An unwilling target is allowed a *sorcery* saving throw to negate the spell's effects.

Discern Lie

Level: clr 4; *Range:* 30 feet; *Duration:* 6 rounds (1 minute)

The sorcerer casts this subtle spell by pinching 1 gp worth of gold dust betwixt his thumb and forefinger, which may be done behind his back or in the folds of his robes. (The casting may go unnoticed by those in his presence.) Once the spell is cast, the sorcerer is able to detect whether those within range are speaking truthfully or not. The detection is perceived in degrees: Horrible lies produce magnified discernment, whilst simple exaggerations give off faint signals. The reverse of this spell, *indiscernible lie*, counters the effects of *discern lie*, allowing the caster or other willing subject to stretch the truth or even tell bald-faced lies that sound reasonable.

Disguise Self

Level: ill 1; *Range:* 0; *Duration:* 1d6 turns

The sorcerer employs illusion to transform his appearance (including his garb and gear) to something or someone else of similar size and shape. He can appear up to one foot taller or shorter, and/or 25% heavier or lighter. He can also assume the general look and shape of any man or humanoid with which he is familiar, though not of a specific person. The variable duration of the spell should be rolled secretly by the referee, the glamour ending abruptly upon the spell's termination.

Disintegrate

Level: mag 6, nec 6, pyr 6, wch 6; *Range:* 60 feet; *Duration:* instantaneous

Causes one creature or one non-magical object to be reduced to dust. Up to a 10 × 10 × 10-foot cube of material is subject to disintegration. Creatures can make *death* saving throws to resist this spell; items are allowed *Class 5* saving throws (see **VOL. III, SAVING THROW**, *item saving throws*).

Dismissal

Level: mag 5, nec 5, pyr 5, wch 5; *Range:* 10 feet; *Duration:* instantaneous

Banishes an otherworldly monster. The common name of the creature type must be known by the sorcerer; if the creature has a proper name (such as a *dæmon*), then this too must be known by the sorcerer, or the spell cannot be cast. Some otherworldly creatures have *spell resistance*, so this must be checked first (see **VOL. III, SAVING THROW**, *spell resistance*). Next, the creature is allowed a *sorcery* saving throw (unless it desires to be sent home and does not seek to resist the spell's effect). The CA of the sorcerer must be compared with the *dismissal* subject. If the subject has more HD than the sorcerer has CA levels, it gains a +1 saving throw bonus per HD / level difference. If the subject has fewer HD than the sorcerer has CA levels, it suffers a -1 saving throw penalty per HD / level difference. If the spell is successful, the victim is swept away, usually to its plane of origin, but it is sent to some other plane instead on a 2-in-10 chance.

The reverse of this spell, *beckon*, calls forth a creature from another dimension, if its type name and proper name (if applicable) are known by the sorcerer. The same saving throw method as described above is used. The *beckoned* creature materializes 10 feet before the sorcerer and may not be pleased about being ripped so rudely from its home. A wise sorcerer will seek to protect himself from the beckoned creature by surrounding himself within a candlelit magic circle. **N.B.:** Neither form of this spell functions on creatures native to the world or dimension on which the spell is cast.

Dispel Evil

Level: clr 5; *Range:* 0; *Duration:* 1 turn

In a 30-foot radius, banishes Evil creatures summoned, conjured, or enchanted by another sorcerer. Possible candidates include **dæmons**, **elementals**, **invisible stalkers**, and the undead. Even creatures of Neutrality, if conjured, can be banished if they were summoned by an Evil sorcerer. Each such creature is allowed a *sorcery* saving throw to resist the spell's effects. If they make their saving throws, they still flee the area of effect as long as the sorcerer continues to chant. Alternatively, *dispel evil* can be used as a touch spell on a single opponent, in which case the saving throw is made at a -2 penalty. The reverse of this spell, *dispel good*, is used by wicked sorcerers to the same effect, albeit versus Good-aligned subjects and other creatures controlled by agents of Good.

Dispel Magic

Level: mag 3, clr 3, drd 4, ill 4, nec 3, pyr 3, wch 3; *Range:* 120 feet; *Duration:* instantaneous

Sorcery and its effects are negated and removed in an area of 20 × 20 × 20 feet. The spell does not negate magic items, but can undo a sorcerous effect created by one. It does not negate the illusions / phantasms of a true illusionist, but it can dispel the illusions / phantasms of other sorcerers. If *dispel magic* is used against sorcery created by a caster of higher CA, the chance of failure is 1-in-20 per level difference. For instance, if a CA 6 caster attempts to dispel the *levitate* spell (q.v.) of a CA 10 sorcerer, he stands a 4-in-20 chance of failure.

Dispel Phantasm

Level: ill 3; *Range:* 120 feet; *Duration:* instantaneous

Automatically negates illusions / phantasms cast by non-illusionists. If used against the illusion / phantasm of a fellow illusionist, the chance of failure is 1-in-20 per CA level difference. For instance, if a CA 6 illusionist attempts to dispel the *phantasm* spell (q.v.) of a CA 10 illusionist, he stands a 4-in-20 chance of failure.

Dissipate Gas

Level: wch 3; *Range:* 90 feet; *Duration:* instantaneous

Disperses a cloud, gas, mist, smoke, or vapour effect. Creatures of gaseous nature, including **air elementals** and those that have assumed temporary gaseous forms, must make *death* saving throws or die.

Distinguish Alignment

Level: clr 2; *Range:* 10 feet; *Duration:* 6 rounds (1 minute)

Allows the sorcerer to determine the exact alignment of the selected individuals. One round is required for each person scanned, so up to six creatures can be distinguished, so long as they are within range. The caster must remain stationary, staring at each subject. No saving throw is allowed for this spell, and if the sorcerer takes the proper measures, the spell's casting might go unnoticed.

Divination

Level: clr 4; *Range:* 0; *Duration:* special

Upon 1 turn of prayer and cogitation, the sorcerer implores the wisdom of otherworldly powers. This spell is similar to the *augury* spell, except that the agent sought is of greater power; hence greater knowledge may be gleaned. The focus of the divination is an area: a small woodland (up to one square mile), a large building or tower, a section of a dungeon, the top of a mountain, or the like. Here follow some suggestions of what may be divined by means of this spell:

- ★ The relative weakness or strength of potential enemies;
- ★ The potential amount of treasure to be won within (scant, moderate, rich);
- ★ The chance of being confronted by enemies if the area in question is intruded;
- ★ The presence of a *dæmon* or otherworldly being;
- ★ The presence of potent sorcery at work.

Note that this spell cannot be used to ask direct questions of a yes or no nature; these are covered by the *commune* spell. After the player states what his character is attempting to divine, the referee must make a secret d10 roll. The sorcerer has a 7-in-10 chance of successfully divining the sought-after information (if the request is reasonable); per the referee's discretion, this chance might be decreased if the request is convoluted, complex, or overly specific. If the reading is successful, the referee will inform the player of the result, providing valuable, albeit general, information. If the reading is unsuccessful, false information may be revealed. Casting this spell might entail consequences: The otherworldly power invoked might charge the sorcerer with a *quest* (q.v.).

Dweomered Weapon

Level: mag 4; *Range:* touch; *Duration:* 1 turn

Temporarily enchants any mundane weapon, granting a +1 "to hit" bonus to a single weapon or three missiles (arrows or quarrels). This spell does not work on magical weapons.

SPELLS: E

Emotion

Level: ill 4; *Range:* 180 feet; *Duration:* special

Controls the emotions of all human and quasi-human victims in a 30-foot-diameter area, unless *sorcery* saving throws are successful (no save necessary if subjects are willing). *Emotion* has three applications, one of which is selected by the sorcerer at the time of casting:

- ★ *Despair:* A feeling of hopelessness and gloom. The affected will turn back, surrender, and submit to the demands of the sorcerer, so long as said demands are not completely contrary to their nature.

- ★ *Fear*: As the *fear* spell (q.v.), except saving throws are made at –2 penalties. *Fear* counters *furious hatred*; also it dispels *berserk rage* (see **VOL. I, FIGHTER SUBCLASSES**, *berserker*).
- ★ *Furious Hatred*: Targets become subject to battle lust not unlike a berserker's *berserk rage*. Attacks are made at +1 "to hit" and +3 damage, but with a –4 AC penalty. Recipients of this effect refuse to surrender and will continue to fight no matter the cost. *Furious hatred* is countered by *fear*.

This spell persists for a maximum duration of 1 round per CA level, but the sorcerer must concentrate throughout (standing still, no other actions taken), or the spell terminates immediately.

Enervation

Level: nec 4, wch 5; *Range*: 30 feet; *Duration*: 1 turn per CA level

From outstretched hands, the sorcerer releases a black bolt of negative energy called forth from the impossible depths of the Black Gulf. The target must make a *sorcery* saving throw or suffer a temporary draining similar to that of certain undead creatures. First, the victim loses 2 HD, so if a fighter is drained, he loses 2d10 hp. Next, the victim suffers penalties of –2 "to hit", –2 damage, and –2 AC. The victim is also beset by a stiffness of the limbs not unlike rigour mortis; this prevents movement any faster than his normal walking speed.

Enlargement

Level: mag 1, wch 1; *Range*: 5 feet per CA level; *Duration*: 1 turn

Enlarges a single object or creature, augmenting $\times 1.5$ the size and mass of organic matter, or augmenting $\times 2$ the size and mass of inorganic matter. This spell will not increase the magical nature of any object: A portcullis can be swollen shut, a dagger can be doubled to a short sword, but an enlarged **potion of healing** does not become a two-potion equivalent. The area of effect is limited to 10 cubic feet per CA level; e.g., a CA 10 caster can double the size of an earthen mound of up to 100 cubic feet in volume. Unwilling creatures are allowed *transformation* saving throws to resist. Enlarged creatures gain a 50% damage bonus to all attacks (attack damage totalled, and then multiplied $\times 1.5$). The reverse of this spell, *reduction*, halves the size and mass of a creature or object (up to 10 cubic feet per CA level). Affected creatures suffer a 50% damage penalty on all attacks (attack damage totalled, and then halved).

Entangle

Level: drd 1; *Range*: 80 feet; *Duration*: 1 turn

Plants and underbrush are enchanted to entwine and entrap all creatures within a 20-foot radius of the target point. Bushes, grasses, shrubs, and even small trees spring to life, ensnaring and twisting about the victims, unless they make *sorcery* saving throws, in which case they may at half MV negotiate a path out from the enchanted flora. Any creature that enters the enchanted area is subject to the same effects. Exceptionally large or robust creatures might not be affected by this spell, or they might gain +4 saving throw bonuses, as judged by the referee.

Enthral

Level: clr 2; *Range*: 30 feet; *Duration*: special

This spell is cast with great subtlety whilst the caster orates, preaches, or sermonizes; hence, the listeners must comprehend the language of the caster. The sorcerer must have the attention of his audience for at least two minutes, preaching without interruption. Once this is achieved, with clever subtlety the spell is laid. The caster may *enthral* an audience whose members are 4 HD or less. Saving throws are grouped by hit dice: All 1-HD creatures save with a single roll; all 2-HD creatures have their own separate save; and so on. If the audience is not of the caster's species (humanoids or giants, for example), or if they are otherwise unfriendly towards his particular culture or race, the saving throw is made at a +1 to +4 bonus (as judged by the referee). *Enthralled* creatures continue to listen to the sorcerer for as long as he preaches, to a maximum of 12 turns (2 hours), and they will view him as having 18 charisma. Once the sorcerer ceases preaching, the spell terminates. Creatures that make their saving throws have the opposite reaction: They view the orator as having 3 charisma, and they are offended or disgusted by his words. They might jeer or mock him, which potentially can inspire conflict betwixt those who adore the speaker and those who despise him. Otherwise, the caster has no control over the actions of the audience; he cannot coerce them to take action as the *suggestion* (q.v.) and *charm person* spells do, for example.

Exploding Skull

Level: nec 3, wch 3; *Range:* touch; *Duration:* special

On the clean skull of a man or humanoid, the sorcerer places a ward that lasts 1 turn or until touched by another living creature. If the skull is touched by someone other than the caster, or at the end of the spell's duration in any case, it explodes with waves of negative energy from the Black Gulf. The blast affects a 25-foot radius. Any creature within range of the blast suffers 1d6 hp damage per CA level of the sorcerer, unless a *sorcery* saving throw is made for half damage. The *exploding skull* can be hurled as a grenade to equal effect, the skull detonating upon impact (see **table III.19.**).

Explosive Runes

Level: mag 3, nec 3, pyr 3, wch 3; *Range:* touch; *Duration:* permanent (until discharged)

Sorcerous runes are inscribed on the surface of a book, manual, map, note, scroll, tome, or other volume. The runes protect the volume's content so that only the sorcerer who inscribed the runes may access the material safely. If the reader is not the caster, the runes explode for 5d6 hp damage. The reader is permitted no saving throw, but those within 10 feet are allowed *sorcery* saving throws for half damage. Detonation effectively destroys the material. Sorcerers who carefully inspect the volume (before simply reading it) have a 1-in-20 chance per CA level of discovering the *explosive runes*. Thieves using the *decipher script* ability detonate *explosive runes* with a successful skill check; again, the player must declare an attempt at deciphering the material. *Explosive runes* can be removed at any time by the caster, or by a *dispel magic* spell.

Extend Spell I

Level: mag 4, pyr 4; *Range:* special; *Duration:* special

The sorcerer must cast this spell one round after casting a level 1–3 spell. Doing so extends the duration of the previous spell by 50%; e.g., a *levitate* spell (q.v.) can be made to last 1½ turns (15 minutes) per CA level, instead of 1 turn per CA level.

Extend Spell II

Level: mag 5, pyr 5; *Range:* special; *Duration:* special

The sorcerer must cast this spell one round after casting a level 1–4 spell. Doing so extends the duration of the previous spell by 50%; e.g., a *tongues* spell (q.v.) can be made to last 1½ turns (15 minutes) instead of 1 turn.

Extend Spell III

Level: mag 6, pyr 6; *Range:* special; *Duration:* special

The sorcerer must cast this spell one round after casting a level 1–5 spell. Doing so doubles the duration of level 1–3 spells, or extends the duration of level 4–5 spells by 50%; e.g., a *detect magic* spell can be made to last 2 turns instead of 1 turn, a *fire shield* spell (q.v.) can be made to last 1½ rounds per CA level instead of 1 round per CA level.

Extermination

Level: nec 1; *Range:* 10 feet; *Duration:* instantaneous

Eradicates rodents and vermin in an area of 1 × 1 × 1 foot per CA level (e.g., a CA 5 sorcerer can affect a 5 × 5 × 5-foot area). Flies, mosquitoes, mice, and ordinary beetles, centipedes, and spiders are instantly killed by this spell; Small animals (ordinary bats, rats, and small birds, for instance) of ¼ HD, however, are allowed *death* saving throws. *Extermination* slays up to 2 Small animals (¼ HD apiece) per CA level, so a CA 2 sorcerer may slay up to 4 ordinary bats upon uttering this spell.

Extra-dimensional Pocket

Level: mag 2; *Range:* 0; *Duration:* 6 turns (1 hour) per CA level

This dweomer is placed on the pocket of a cloak, coat, robe, shirt, tunic, vest or other like garment. The pocket can have a mouth no greater than six inches wide. Such a pocket, which may normally bear about 5 pounds, can instead bear up to 100 pounds via an extra-dimensional space not unlike a tiny **bag of holding** (see **VOL. V, MAGICAL TREASURE, miscellaneous magic items**); i.e., the one who wears the garment with *extra-dimensional pocket* does not feel the weight of the magical pocket's contents. Note that the *extra-dimensional pocket's* mouth remains unchanged, so only coins or other small items can fit inside. If the pocket is torn, ripped,

burned, or otherwise damaged, the contents are ejected into another dimension. If the spell's duration ends and the pocket holds more items than the garment could normally contain, the items eject from the garment in a five-foot fountain of coins, gems, and whatnot.

Extrasensory Perception

Level: mag 2, wch 2; *Range:* 60 feet; *Duration:* 1 round per CA level

Allows the caster, who must pinch a copper coin betwixt thumb and forefinger, to detect the vague surface thoughts (not precise words) of any creature within the spell's range, so long as the creature has thoughts. (Undead and most constructs, for example, do not have thoughts.) The spell can also be used to determine if a monster is lurking behind a door, or even down a dark tunnel (so long as it is within range). When reading the surface thoughts of a lower-order creature, only its most basic instincts are revealed. *Extrasensory perception* targets a single creature; once selected, another cannot be targeted. No saving throw is allowed. The spell can penetrate up to one inch of metal, six inches of stone, or one foot of wood; however, the thinnest sheet of lead will obstruct it.

SPELLS: F

Fabricate

Level: mag 5; *Range:* 10 feet per CA level; *Duration:* permanent

Converts local materials into a desired shape or function. For example, a bridge may be built from stones, a house from sticks and mud, or a raft from logs. Imagination is the limit, though each such construction must be crude and uncomplicated. The sorcerer can convert up to 10 cubic feet of material per CA level; e.g., a CA 10 sorcerer could erect a bridge 1 foot thick, 5 feet wide, and 20 feet long. Completing this spell requires 1 round per 10 cubic feet.

Færie Fire

Level: drd 1, pyr 1, wch 1; *Range:* 60 feet; *Duration:* 6 turns (1 hour)

Suffuses the area of effect in a lambent glow, the colour of which may be chosen by the caster. Up to 10 square feet per CA level can be affected thus, equivalent to 1 Medium creature or 2 Small creatures per CA level. For larger creatures, the referee must determine a reasonable number of potential targets using the above guidelines (e.g., a **mountain ape** may be considered the equivalent of two men). Illumed creatures can be struck at a +1 "to hit" bonus.

Faithful Hound

Level: mag 5, ill 4, nec 5; *Range:* 10 feet; *Duration:* 6 turns (1 hour) per CA level

From the nether reaches of the Black Gulf a phantom guard dog is conjured, seen only by the caster. The creature can be commanded to guard a door, gate, room, hall, or the like; the sorcerer can never move more than 30 feet from the location of the *faithful hound*, or the spell is broken. The *faithful hound* immediately begins to bark and howl when anything larger than a rat approaches. The hound can detect invisible, inaudible, and even extra-dimensional creatures, so it makes for an astonishingly perspicacious guardian. If an intruder turns its back on the *faithful hound*, the guardian makes a single bite attack as though it were an FA 10 creature, inflicting 3d6 hp damage. The hound itself cannot be attacked, though it can be destroyed via the *dispel magic* spell.

False Vacancy

Level: ill 4; *Range:* 10 feet per CA level; *Duration:* 1 turn per CA level

Creates a potent illusion that causes an area to appear vacant, empty, and/or neglected. The affected area can be up to 10 feet in diameter per CA level. *False vacancy* is a potent combination of *phantasm* and *invisibility* (qq.v.), but it cannot mask living creatures. The details of *false vacancy* are up to the sorcerer. Observers might, for example, see a treasure room as a dusty, cobweb-filled chamber containing a few broken pieces of furniture. If a group passes through the dweomered area, the illusion adapts to their passage: Cobwebs will float, dusty footprints will be left in their wake, and so forth. Unless a masked object is touched by an investigating creature, the area will seem empty of what it actually contains. If the real contents of the masked area are forcibly shaken

or handled roughly, the creature doing so may make a *sorcery* saving throw. If he succeeds, the illusion will begin to shimmer before his eyes, and the invisible object will be revealed. If the saving throw fails, the subject merely believes he has come in contact with an object enchanted with *invisibility*. Note that casual and careful touching of masked objects is not cause for a saving throw, because the illusion cannot be disrupted unless handled with force. *Dispel phantasm* can break this spell, revealing that which is concealed by the illusion, but *dispel magic* and *detect invisibility* are ineffective.

Fear

Level: mag 4, ill 3, nec 4; *Range:* 60 feet; *Duration:* 1 round per CA level

The eyes of the sorcerer assume kaleidoscopic aspect as they emit an invisible cone 5 feet wide at its base and 30 feet wide at its terminus. Creatures under 6 HD in the area of effect must make *sorcery* saving throws or flee in panic for the duration of the spell; if they have nowhere to flee, they cower in a corner. Creatures of 6 HD or greater are allowed saving throws at +4. *Fear* victims have a 3-in-6 chance of dropping anything they are holding.

Feather Fall

Level: mag 1; *Range:* 60 feet; *Duration:* 1 turn

Causes the caster or other willing recipient to assume the mass and weight of a feather, so that a precipitous fall will cause no damage, at least for the duration of the spell. This spell does not work on unwilling recipients.

Feeblemind

Level: mag 5, drd 6, nec 5; *Range:* 120 feet; *Duration:* permanent

This enchantment affects sorcerers: humans or other creatures who casts spells. Creatures with innate spell-like abilities do not qualify, unless they too are spell casters. The designated target becomes a drooling idiot, an invalid incapable of coherent speech or thought, and likewise incapable of controlling his bodily functions, unless a *sorcery* saving throw is made. If the target is of higher CA than the caster, the save is made at a +1 bonus per level difference; conversely, if the target is of lesser CA than the caster, the save is made at a -1 penalty per level difference. *Feeblemind* is negated by *dispel magic* or cured by a *heal* spell (q.v.).

Find Plants

Level: drd 2; *Range:* 240 feet; *Duration:* 3 turns per CA level

Allows the sorcerer to locate any sought-after plant or plant type, providing it is available. Specific plants with which the caster is familiar may be sought, including roots, fruits and berries, and fungi. Only one species or type can be selected once the spell is cast. The radius of detection is 240 feet from the caster, who is allowed to move as normal (though not run) throughout the duration of the spell.

Find the Path

Level: clr 6; *Range:* 0; *Duration:* 6 turns (1 hour) + 1 turn per CA level

The sorcerer names a specific place upon uttering this spell; the direction of that place, whether or not visited by him before, is known throughout the duration of the spell. Furthermore, the sorcerer will, through otherworldly guidance, understand the best, most efficient manner in which he may achieve the desired location. For example, if a crevasse presents an obstacle, he will understand the best way around it; or he might comprehend the existence of a secret door that must be accessed in order to achieve the desired location; or he might know where to avoid a trap. Once the spell's duration is elapsed, the sorcerer retains a general idea of what must be done; however, if he attempts to map, record, or otherwise disclose his data to others, the path is lost and forgotten. The reverse of this spell, *forget the path*, is a touch spell that causes its victim to become lost and wander about aimlessly for the duration of the spell, unless a *sorcery* saving throw is made.

Find Traps

Level: clr 2, drd 2, wch 2; *Range:* 30 feet; *Duration:* 1 turn per 2 CA levels

The sorcerer detects the presence of any magical or mundane traps within range, his path of detection being 30 feet long and 10 feet wide. He must continue to concentrate, his hands spread wide before him, though he can walk whilst doing so (no jogging, running, etc.).

Finger of Death

Level: clr 5, drd 6, nec 6, wch 6; *Range:* 30 feet; *Duration:* instantaneous

The sorcerer points at his victim and utters a baleful incantation; from his finger emits a death ray. The target must make a *death* saving throw or die. For every point of difference betwixt the sorcerer's CA and his target's level / HD, the saving throw is modified by ± 1 . So, if a CA 11 sorcerer casts this spell against a 12th-level fighter, the fighter gains a +1 bonus to his saving throw; if the target is a 7th-level fighter, the saving throw is rolled at a -4 penalty. This sorcery is associated with dæmonism, so if the caster was not already Evil upon learning it, he likely gravitates to that ethos through its indiscriminate use; for clerics and druids, excommunication may result.

Fire Protection

Level: drd 3, pyr 3; *Range:* touch; *Duration:* special

Inures the caster or other recipient from any damage related to normal fire for a duration equal to 1 turn per CA level. Against magical fire (*fireball*, **komodo dragon** breath, **flame tongue** sword, etc.), the sorcerer gains immunity from a single attack before the spell is broken; a recipient of this spell other than the sorcerer simply gains a +4 saving throw bonus versus magical fire attacks.

Fire Resistance

Level: clr 2, drd 1, pyr 1; *Range:* touch; *Duration:* 6 turns (1 hour) per CA level

Inures the subject's body to the effects of intense heat. Even clad in full armour, the recipient can withstand temperatures as high as 120°F without suffering any ill effects. Fire and magical fire attacks are saved against with a +2 bonus.

Fire Seeds

Level: drd 6, pyr 6; *Range:* 40 feet; *Duration:* special

This dweomer is laid on four small nuts (acorn, walnut, etc.) or six small berries (blueberry, holly, etc.), each type effecting a different result. A nut becomes a *fire seed* missile, whilst a berry becomes a *fire seed* bomb.

- ★ *Fire Seed Nut:* A nut (*fire seed* missile) can be thrown at a target within 40 feet (dexterity modifier applies; see **VOL. I, ATTRIBUTES**, *dexterity*). A miss indicates the missile was ineffective, the nut lost. If a hit is scored, the *fire seed* explodes in a burst of flame, delivering 2d8 hp damage to all within 10 feet of the target. The struck target is not allowed a saving throw, but those within 10 feet are allowed *sorcery* saving throws for half damage.
- ★ *Fire Seed Berry:* Berries (*fire seed* bombs) must be placed within the spell's range (though not necessarily by the caster). The caster designates a spoken word that detonates the berries, each one bursting into a 10-foot-diameter gout of flame that causes 1d8 hp damage. The berries can be piled together for a cumulative effect, or spread out as the sorcerer desires (perhaps creating a wall of flames). Victims are allowed *sorcery* saving throws for half damage.

Regardless of the *fire seed* type created, they are of limited duration if not discharged: They remain enchanted for 1 turn per CA level, and if they go unused their dweomer vanishes.

Fire Shield

Level: mag 4, pyr 4; *Range:* 0; *Duration:* 1 round per CA level

Blue-green wisps of flame radiate from the caster's body, shedding 15 feet of light. The sorcerer is thus protected against cold-based spells and effects; he gains a +2 saving throw bonus versus such attacks, taking no damage if the saving throw is made, and no more than half damage if the saving throw fails. Alternatively, violet-blue flames radiate from the caster, protecting him from fire-based attacks instead (+2 saves, no damage if save is made, half damage if save fails). No matter which variation is selected at the time of casting, melee attacks that hit the caster cause the assailant twice as many hp of damage as he inflicts, this in the form of a fiery backlash.

Fire Trap

Level: mag 4, drd 2, pyr 4; *Range:* touch; *Duration:* permanent (until discharged)

This dweomer is placed on any object that can be closed (book, bottle, box, chest, door, shutter, etc.), so long as no other enchantment is laid on the object. When the object is opened, a blast of fire explodes in a five-foot radius for 1d4 hp damage per CA level to any creature within the blast radius (*sorcery* save for half damage);

however, the *fire trapped* item is never affected by the spell. Note that a *knock* spell (q.v.) can open a *fire trapped* portal, yet the spell is not triggered until a person manually opens it. *Fire trap* can be discovered and removed via a thief's *manipulate traps* ability (see **VOL. I, CLASSES, thief**), though failure to remove the trap automatically detonates it. It can also be removed by a *dispel magic* spell, or simply by the sorcerer who laid the *dweomer*, who is immune to the trap's effects. A sorcerer may maintain only as many non-discharged *fire traps* as he has CA levels.

Fire Web

Level: pyr 2; *Range:* 90 feet; *Duration:* 3 rounds

From the sorcerer's fingertips shoots a flaming web that ensnares and burns one Medium or smaller creature for 3d4 hp damage. The victim is allowed an *avoidance* saving throw. If the save is successful, the victim suffers half damage and is not ensnared. If the save fails, the target is trapped (i.e., *prone*; see **VOL. III, COMBAT, attack modifiers**) for the spell's duration, and subsequent damage is sustained: 2d4 hp on round 2, and 1d4 hp on round 3. Furthermore, any flammable clothing or gear is destroyed (cloaks burn, cloth sacks burn and spill their contents, and so forth). A *dispel magic* spell extinguishes this *dweomer*.

Fireball

Level: mag 3, pyr 3; *Range:* 240 feet; *Duration:* instantaneous

From the palm of the sorcerer's hand shoots a fiery missile, which explodes into a 40-foot-diameter sphere of flames when it strikes a target designated by the caster. Damage is 1d6 hp per CA level to all within the area of effect, unless *sorcery* saving throws are made for half damage; e.g., a CA 5 sorcerer creates a 5d6 hp *fireball*. **N.B.:** The *fireball* must occupy its full volume (~33,500 cubic feet); if cast in an enclosed area, its diameter will expand as necessary.

Firestaff

Level: pyr 3; *Range:* 0; *Duration:* 1 turn per 2 CA levels

The sorcerer must grip a quarterstaff in his outstretched hands to cast this spell. At once the ends of the staff emit bright orange flames, effecting light in a 60-foot radius. The quarterstaff becomes a temporary magical weapon (+1 "to hit"), which inflicts 2d6 hp damage per hit (1d6 hp staff damage, 1d6 hp fire damage); undead suffer an additional 1d6 hp fire damage (3d6 hp total). By gripping it with two hands and speaking a command, the caster may also use the *firestaff* to fly at a rate of 60 MV. Aerial combat with the *firestaff* is also possible (see **VOL. III, AERIAL COMBAT**) with manœuvrability comparable to the *fly* spell (q.v.). **N.B.:** If this spell is cast on a quarterstaff that is already enchanted, the +1 "to hit" bonus is not cumulative.

Flame Arrow

Level: mag 3, pyr 3; *Range:* touch; *Duration:* 1 round per CA level

Enchants one arrow or crossbow bolt per round for as many rounds as the sorcerer has CA levels. The caster must touch each missile, which then must be fired (presumably by an ally) within 1 round of the sorcerer's touch. Once a *flame arrow* is launched, it ignites, and if it strikes its intended target, it causes an extra 1d6 hp damage. Each enchanted missile is considered a magical weapon, though it has no "to hit" bonus.

Flame Blade

Level: drd 2, pyr 2; *Range:* 0; *Duration:* 1 round per CA level

The sorcerer must grip a bladeless hilt (of any sword or dagger) to cast this spell. Upon reciting a sibilant incantation, a *flame blade* not unlike the shape of a scimitar springs from the bladeless hilt. The *flame blade* is wielded as though it were a magical scimitar; it functions at +2 "to hit" and delivers 1d8+2 hp damage, with an additional +2 damage bonus versus undead (1d8+4 hp total). Fire-resistant creatures, however, are afforded their standard resistance (usually half damage). *Flame blade* can also be used to ignite oil and other combustibles (cloth, paper, parchment, wood, etc.).

Flame Strike

Level: clr 5, drd 5, pyr 5; *Range:* 60 feet; *Duration:* instantaneous

Evokes a column of roaring flames to descend from the air, perhaps immolating a sacrifice to the otherworldly powers the sorcerer serves. The *flame strike* is 50 feet high and 10 feet in diameter. Any creature in the area of effect suffers 6d8 hp damage, with a *sorcery* saving throw allowed for half damage.

Flaming Missile

Level: pyr 1; *Range:* 90 feet; *Duration:* instantaneous

A flaming dart shoots from the pointed forefinger of the caster, automatically striking any visible target for 1d4+1 hp damage (1d6+1 hp versus undead). At CA 3, two darts are fired; three darts at CA 5; four darts at CA 7; and so on. *Flaming missiles* can be divided amongst multiple targets, so long as they are all within range.

Flaming Sphere

Level: mag 2, drd 2, pyr 2; *Range:* 10 feet; *Duration:* 1 round per CA level

A burning globe of six-foot diameter is evoked by the caster. This sphere begins rolling at a rate of 10 MV in the direction the caster points, rolling over barriers and other obstructions up to five feet high. Combustibles are set ablaze by the *flaming sphere*, and struck creatures suffer 2d4 hp damage unless *sorcery* saving throws are successful, which negate the spell. As long as the caster concentrates and points, he can continue to direct the *flaming sphere* for 1 round per CA level; otherwise, it remains stationary until the duration elapses.

Flash

Level: pyr 1; *Range:* 0; *Duration:* 24 hours

Requires one hour to cast, using the bladder of an ungulate such as a cow, goat, or sheep. The spell creates five small capsules of densely packed powder, each of which can be hurled at a single creature; refer to **table III.19.** for the “to hit” score required. If a hit is scored, the capsule explodes in a blinding flash upon impact, and the victim is blinded for 1d4 rounds; a miss indicates failure, a small, ineffective puff of smoke. Blind creatures always lose initiative and suffer –4 penalties on “to hit” rolls, AC, and saving throws.

Floating Disc

Level: mag 1; *Range:* 10 feet; *Duration:* 6 turns (1 hour)

Causes a flat, shield-sized disc to materialize behind the caster. The disc floats horizontally and follows the caster at about waist level, remaining 6–10 feet behind and moving at a rate equal to the caster’s. The disc can bear up to 500 pounds in weight; anything greater will ground it. When the spell ends, the *floating disc* disappears, and anything it bore falls to the ground.

Floating Skull

Level: nec 3; *Range:* 120 feet; *Duration:* 1 turn

Imbues the clean skull of a man or humanoid with sorcerous power. The *floating skull* emanates a soft, violet glow as it floats over the caster’s shoulder, where it will continue to hover for the duration of the spell, following the caster wherever he moves. If the caster stops, closes his eyes, and concentrates, he may send the *floating skull* forth to serve as his “eyes”, so to speak, the skull ranging up to 120 feet ahead of the caster’s stationary position at 30 MV. The *floating skull* can see to a distance of 30 feet and does so with *infrared vision* (as the spell) if exploring in the dark. If attacked, the skull has AC 7 and is destroyed by a single hit.

Fly

Level: mag 3; *Range:* touch; *Duration:* 6 turns (1 hour) + 1 turn per CA level

The caster (or a touched ally) gains the ability to fly at a rate of 60 MV (*unencumbered*). If *encumbered*, fly rate is 40 MV; if *heavily encumbered*, 20 MV (see **VOL. III, MOVEMENT, encumbrance**). Any direction of movement is allowed; likewise the flyer may stop in midflight, hovering as the *levitate* spell (q.v.). Combat whilst flying is also possible (see **VOL. III, AERIAL COMBAT**), as is spell casting (from a stationary midair position).

Fog Cloud

Level: ill 2; *Range:* 10 feet; *Duration:* 4 rounds + 1 round per CA level

A thick mass of green-hued, foul-smelling vapours is invoked by the caster, the cloud being 40 × 20 × 20 feet in volume. The *fog cloud* moves away from the caster at a rate of 10 MV until the spell’s duration ends, moving in a direction pointed by the caster. Once the sorcerer points, the cloud’s momentum cannot be altered unless significant wind exists, which always prevails over the will of the sorcerer. The *fog cloud* looks, smells, and behaves like the *cloudkill* spell, though it merely obscures vision: Those who are consumed can see no farther than five feet before them, and the range of *infrared vision* (q.v.) is halved.

Forbiddance

Level: clr 6; *Range:* 30 feet; *Duration:* permanent

This dweomer enforces a *ceremony of consecration* spell. Creatures of like alignment and/or faith as the caster might be instructed in a special prayer or password to enter the forbidden area. Without knowledge of the prayer / password, entry is not possible unless a *sorcery* saving throw is made. Creatures whose alignment and/or faith are in opposition to the caster's cannot enter—even if they know the prayer / password—unless they make *sorcery* saving throws. If the saves fail, they each suffer 4d6 hp damage, a painful wracking of the body; otherwise, trespassers who make their saves are terribly uneasy whilst within the forbidden area. Casting this spell requires a 12-turn (2-hour) ritual that involves much chanting and prayer. Holy oil / water must be sprinkled about the perimeter of the consecrated area whilst laying this dweomer.

Forceful Hand

Level: mag 6; *Range:* 10 feet per CA level; *Duration:* 1 round per CA level

A giant disembodied hand appears betwixt the sorcerer and his selected enemy. The *forceful hand* presents a constant obstruction, remaining betwixt the two, whilst the sorcerer can go on to cast subsequent spells or perform other actions. The *forceful hand* is aggressive, pushing back the target at a rate of 10 MV to the maximum range of the spell, unless the target weighs more than 500 pounds; if such is the case, the hand effectively functions as an *interposing hand* spell (q.v.), slowing the approach of the enemy. The *forceful hand* has AC 0 and as many hit points as the sorcerer at full health. If the hand pushes an enemy to a wall or other obstruction, it will hold the victim there until the spell's duration ends, unless destroyed. Otherwise, only an *extraordinary feat of strength* (see **VOL. I, ATTRIBUTES, strength**) allows one to escape.

Forest of Bones

Level: nec 2; *Range:* 90 feet; *Duration:* 1 turn

Skeletal hands and claws emerge from the earth, grabbing and clutching at all within this spell's 40-foot-diameter area of effect. Those who fail *sorcery* saving throws are held fast for the duration of the spell; those who succeed can carefully negotiate their way through at half their normal movement rate (unless, of course, they are at the very edge of the area of effect). *Turn undead* does not affect the *forest of bones*. Confined victims do have one recourse: An *extraordinary feat of strength* (see **VOL. I, ATTRIBUTES, strength**) allows a victim to break free. Giant humanoids, monsters, or robust animals might not be affected by this spell, or they might gain +4 saving throw bonuses, as judged by the referee.

Freezing Sphere

Level: mag 6, nec 6, wch 6; *Range:* special; *Duration:* special

This dweomer requires the sacrifice of a 1,000-gp-value sapphire. It evokes a two-inch-diameter sphere of blue-white ice in the palm of the caster, which can be implemented in three different manners:

- ★ *Ice Bullet:* The sphere can be hurled (refer to **table III.19** for the "to hit" score required) or launched from a sling as an *ice bullet*. Wherever it strikes, the *ice bullet* bursts, delivering 6d6 hp in cold damage to all within a 20-foot radius of the blast (*sorcery* save for half damage).
- ★ *Ice Sheet:* The sphere can be tossed into a body of water such as a river, pond, or lake, effecting an *ice sheet* on the surface six inches in depth, covering 100 square feet per CA level. The *ice sheet* lasts for as long as logic dictates, based on prevailing weather.
- ★ *Ray of Cold:* The sorcerer can squeeze the sphere, releasing a thin *ray of cold* that extends 10 feet per CA level. The aimed *ray of cold* moves in a straight line and passes through all in its path, inflicting 4 hp damage per CA level, though all damage is negated if *sorcery* saving throws are made.

The *freezing sphere* can be held by the caster for as many rounds as he has CA levels. If he does not use the sphere before then, it explodes as an *ice bullet*, but the sorcerer is not allowed a saving throw for half damage.

Friends

Level: mag 1, wch 1; *Range:* 0; *Duration:* 1 turn

The caster improves his charisma score by 2d4 points (to 18 maximum). Creatures that speak with the caster must make immediate *reaction rolls* (see **VOL. III, THE ENCOUNTER, reaction**), modified by the sorcerer's improved charisma score (see **VOL. I, ATTRIBUTES, charisma**). If the result is favourable (score of 9+), the

caster is at once viewed as a charming and impressive person, worthy of help, consideration, and support. The caster is convincing to those whom he affects, so long as he is not overly abrasive. Once the spell's duration has expired, those who were influenced by the caster realize they were ensorcelled.

SPELLS: G

Geas

Level: mag 6, ill 6, nec 6, pyr 6, wch 6; *Range:* 30 feet; *Duration:* special

Compels the victim (man or humanoid) to carry out some service or task until it is completed. The target may make a *sorcery* saving throw to resist this enchantment. The task must be reasonably achievable and not a blatant death sentence, or the spell breaks after one to two weeks. (One cannot be directed to fall on his sword, but if *geased* by a sorcerer high atop Mount Vhuurmithadon, a fighting man might be commanded to find and offer himself to Xathoqqua.) If the *geased* individual fails or refuses to carry out his appointed task, he suffers weakness and dies after one to two weeks. *Geas* cannot be broken by *dispel magic* or *remove curse* (q.v.). Only the reverse of this spell, *remove geas*, can negate the effects of a *geas*; too, it can negate a *quest* spell (q.v.).

Gelatinize Bones

Level: nec 5, wch 6; *Range:* 90 feet; *Duration:* permanent

Causes the victim's skeleton to become gelatinous. Unless a *transformation* saving throw is made, the victim collapses to a blubbery glob of flesh, still breathing but unable to move and hardly able to eat or drink unless assisted. The victim cannot manipulate objects, speech is limited to grunts and groans, and breathing is a terrible labour. Death is inevitable for the victim, usually transpiring within two to four weeks, though some victims have been known to survive for months, or even years, if provided constant care. Means do exist by which this curse can be undone: A *heal* or *regeneration* spell (qq.v.) will restore the bones to their former state, but the process is painful, causing 3d6 hp damage.

Ghoul Touch

Level: nec 2, wch 2; *Range:* touch; *Duration:* 2d4 rounds

The sorcerer's touch becomes like that of a **ghoul** (see **VOL. IV, BEASTS AND MONSTERS: G, ghoul**). The first person he touches must make a *death* saving throw or become locked in rigid paralysis. The reverse of this spell, *reverse ghoul touch*, removes such paralysis, as well as that caused by actual ghouls; it is ineffective versus paralysis from other sources, such as the *hold person* spell (q.v.).

Glitterdust

Level: mag 2, ill 2, pyr 2; *Range:* 90 feet; *Duration:* 1d4+1 rounds

The sorcerer must have 25 gp of gold dust to cast this spell; this may be gold ground with a file or stone. The sorcerer effects a 20-foot cube of *glitterdust* that explodes within the spell's range, covering its victims from head to toe in sparkling gold dust. Those within the cloud must make *sorcery* saving throws or be blinded for the spell's duration. Blind creatures always lose initiative and suffer –4 penalties on "to hit" rolls, AC, and saving throws. This spell also reveals invisible creatures, as the *glitterdust* clings to and sparkles on them for its duration. Note that the cloud itself is no more than a flash, so this spell's duration is not for the cloud, but rather the spell's sorcerous effect.

Globe of Invulnerability, Greater

Level: mag 6; *Range:* 0; *Duration:* 1 round per CA level

An invisible field surrounds the sorcerer in a three-foot radius, protecting him from all level 1–5 spells, except *dispel magic*, which negates the effect. The sorcerer can cast spells from within the globe. The globe does not negate the sorcery of devices (magic rods, staves, wands, rings, etc.).

Globe of Invulnerability, Lesser

Level: mag 4; *Range:* 0; *Duration:* 1 round per CA level

An invisible field surrounds the sorcerer in a three-foot radius, protecting him from all level 1–3 spells, except *dispel magic*, which negates the effect. The sorcerer can cast spells from within the globe. The globe does not negate the sorcery of devices (magic rods, staves, wands, rings, etc.).

Glyph of Warding

Level: clr 3, wch 4; *Range:* touch; *Duration:* permanent (until discharged)

Protects a box, chest, door, gate, portcullis, or other portal from unauthorized entry. The sorcerer needs 2 turns to trace the *glyph*, which becomes invisible upon completion, using a crushed gem of at least 100-gp value. Once the *dweomer* is laid, it can be detected by spells such as *detect magic* or *detect invisibility*, or possibly by a thief searching for traps. The *dweomer* is placed with a code word that prevents the *glyph* from discharging. The caster may supply allies with this code word, which must be spoken before the warded portal is opened or passed through. If an unauthorized creature triggers the *glyph*, one of the following effects occurs, selected by the sorcerer at the time of casting: 1d4 hp damage per CA level of cold, fire, or electrical damage (a blast effect); *inflict blindness* (reversed form of *cure blindness*); *inflict deafness* (reversed form of *cure deafness*); or *cause paralysis* (reversed form of *remove paralysis*). A successful *sorcery* saving throw negates each *cause / inflict* spell and reduces the three blast effects (cold, fire, electricity) to half damage.

Goodberry

Level: drd 1, wch 2; *Range:* touch; *Duration:* 1 day + 1 day per CA level

This *dweomer* is placed upon a handful of fresh berries, 2d4 of which are enchanted to *goodberries*. Only the caster knows which berries are enchanted, though *detect magic* can also reveal this. A single berry can nourish a man for a day, or it can cure him of 1 hp damage, the choice a sort of mini-wish by the consumer. However, only eight healing berries can be consumed by one man in a 24-hour period. The reverse of this spell, *badberry*, must be cast on spoiled or rotten berries. It makes them appear fresh. These berries deliver mild poison to the consumer for 1 hp damage each, negated by a *death* (poison) saving throw. If multiple *badberries* are consumed at the same time, only one saving throw is allowed, though the same maximum of eight *badberries* are effective (thus 8 hp damage).

Grease

Level: mag 1; *Range:* 10 feet; *Duration:* permanent

A fatty, greasy film coats an area of effect equal to 2 × 2 feet per CA level (e.g., a CA 10 sorcerer affects an area of up to 20 × 20 feet). Any creature that steps on the *greased* area will slip and fall unless he makes an *avoidance* saving throw. A fallen victim is momentarily *prone* (see **VOL. III, COMBAT**, *attack modifiers*). *Grease* is not limited to flooring; it can be used to make slick a rope, a chair, or other objects. If the spell is cast on an enemy or something an enemy holds or wears, a *sorcery* saving throw can be made to negate the effects.

Guards and Wards

Level: mag 6, ill 6; *Range:* 0; *Duration:* 6 turns (1 hour) per CA level

The sorcerer uses this *dweomer* to protect his tower or other stronghold. The protected area can be a cube with sides as large as 10 feet per CA level; e.g., a CA 12 sorcerer can affect an area as large as 120 × 120 × 120 feet. The effects are as follows:

- ★ Pale green mist fills corridors, limiting visibility to 10 feet.
- ★ All doors / gates are *sorcerer locked* (q.v.).
- ★ One door per CA level is covered by a *phantasm* (q.v.) to appear as a wall.
- ★ Stairs are filled with *webs* (q.v.).
- ★ Intersections and forks invoke a minor form of the *confusion* spell in which the intruder turns in a direction he did not intend.
- ★ The sorcerer can also select one of the following optional effects:
 - ☆ *Dancing lights* in up to four corridors;
 - ☆ *Magic mouths* (q.v.) placed in two locations;
 - ☆ *Stinking clouds* (q.v.) placed in two locations;
 - ☆ *Suggestion* (q.v.) placed in one location.

If *detect magic* is cast, the entire area of effect radiates potent magic. Each effect of this spell should be considered a separate *dweomer* for *dispel magic* attempts.

Gust of Wind

Level: mag 2, drd 2, pyr 2; *Range:* 0; *Duration:* 1 round

A breeze blows from the caster (in the direction he faces) in a path that is 10 feet wide and 5 feet long per CA level; e.g., a CA 6 sorcerer can invoke a *gust of wind* that is 10 feet wide by 30 feet long. *Gust of wind* extinguishes small fires, though it fans and excites the flames of larger blazes; too, it disperses and thus dispels magical clouds, fogs, and smoke, such as *cloudkill*, *fog cloud*, and *stinking cloud* (q.v.). At its greatest effectiveness, this spell can belly the sail of a small craft.

SPELLS: H

Hallucinatory Terrain

Level: mag 4, drd 4, ill 3, wch 4; *Range:* 300 feet; *Duration:* permanent

Conjures an illusionary landscape that conceals the actual topography. A meadow, for instance, might be made to appear as a forest, a hill, a river, a swamp, or the like. The maximum size of the illusion is a cube with sides up to 5 feet long per CA level; e.g., a CA 8 sorcerer can effect a 40 × 40 × 40-foot illusion. The *hallucinatory terrain* persists until it is touched by an intelligent creature, unless either *dispel magic* or *dispel phantasm* is cast.

Haste

Level: mag 3, pyr 3; *Range:* 120 feet; *Duration:* 18 rounds (3 minutes)

Doubled are the attack and movement rates of this spell's recipients; unwilling targets are allowed *sorcery* saving throws. The caster selects a target point and *hastens* a number of creatures equal to his CA level in a 15-foot radius. Those closest to the centre of the circle are affected first, potentially including the sorcerer's enemies; however, the caster can limit the radius of the spell, shrinking it as desired. *Hastened* creatures are able to move at double their normal rates and to make twice as many attacks per combat round; i.e., 1/1 = 2/1, 3/2 = 3/1, 2/1 = 4/1, 5/2 = 5/1, 3/1 = 6/1, and so on. Sorcery (spells and magical devices) is not *hastened* in any way. *Haste* counteracts the *slow* spell (q.v.). This spell cannot be "stacked" with other spells or magic items that increase speed. Recipients of *haste* are aged by one year as a result of this spell.

Heal

Level: clr 6; *Range:* touch; *Duration:* instantaneous

Cures diseases and mends injuries. By his touch the sorcerer alleviates ailments such as blindness, deafness, disease, mental illness (including *feeblemind*), and all hit point loss, save 1d4 hp. The reverse form of this spell, *harm*, afflicts the victim with a disease (or blindness or deafness, at the sorcerer's option) and causes injuries that amount to loss of all hit points, save 1d4 hp. The victim must be touched, but no saving throw is allowed.

Heat Metal

Level: drd 2, pyr 2; *Range:* 30 feet; *Duration:* 9 rounds

Anneals metallic objects to searing temperatures. For every CA level of the sorcerer, up to 5 square feet of metal can be affected, equivalent to 1 Small creature or ½ a Medium creature per CA level; e.g., a CA 6 sorcerer can affect three adjacent armoured men. For larger creatures, the referee must determine a reasonable number of potential targets using the above guidelines (e.g., a **mountain ape** may be considered the equivalent of two men). *Heat metal* is quick to warm, burn, and then sear; likewise it is quick to cool. The dweomer lasts for 9 rounds, with metal treated thusly if in contact with skin:

- ★ *Round 1:* metal becomes *hot*, uncomfortable to the touch.
- ★ *Rounds 2–4:* metal becomes *very hot*, burning for 1d4 hp damage per round.
- ★ *Round 5:* metal *sears* for 2d4 hp damage.
- ★ *Rounds 6–8:* metal cools to *very hot*, burning for 1d4 hp damage per round.
- ★ *Round 9:* metal cools to *hot*.

Materials such as cloth, leather, or wood in touch with *searing* metal are subject to smouldering or even catching fire, per referee judgment. Furthermore, without the aid of magical healing, a *searing* burn can have a detrimental effect on a character for a prolonged period. *Fire resistance* and *fire protection* negate the harmful effects of this spell.

Heroes' Feast

Level: clr 6; *Range:* 10 feet; *Duration:* 6 turns (1 hour)

Conjures a grand banquet that feeds a number of people equal to the sorcerer's CA. Casting this spell requires the use of a holy symbol, prayer beads, or incense. The *heroes' feast* appears on a great table surrounded by as many chairs as needed (up to the sorcerer's CA). The *feast's* main course might be roasted pig, stuffed pheasant, butter and dill fried cod, boiled lobster, or the like; it also includes appetizers, side dishes, greens, legumes, beer, wine, and more. The courses are served by a half-dozen *unseen servants* (q.v.), though these perform in no other capacity than to serve the *feast*. Consuming the meal requires one hour. Thereafter, the feasters experience a mild ambrosia-like effect by which they are immune to poison, disease, and sorcerous fear for 12 hours; they are healed of 1d8+4 hp damage; and they enjoy the effects of a *bles* spell for 1d8 hours. If the *feast* is interrupted, however, all benefits are negated.

Hold Animal

Level: drd 3; *Range:* 120 feet; *Duration:* 6 turns (1 hour)

Freezes ordinary animals still (amphibians, birds, fish, mammals, and reptiles). The enchantment affects mundane animals only, not magical or supernatural beasts. It can be cast at a single animal or a group of animals, so long as they are within a 20-foot radius of the primary target. Each targeted animal can weigh up to 200 pounds per CA level of the sorcerer. When cast at a group, up to four animals are affected, beginning with those closest to the primary target. Each is allowed a *sorcery* saving throw; if but a single target is selected, its saving throw is made at a –2 penalty.

Hold Monster

Level: mag 5, nec 5; *Range:* 120 feet; *Duration:* 1 turn per CA level

Functions as the *hold person* spell (q.v.), except that it is not limited to men, humanoids, and giants—it affects any living creature, except the undead and mindless constructs.

Hold Person

Level: mag 3, clr 2, nec 3, wch 2; *Range:* 120 feet; *Duration:* 6 turns (1 hour)

Hold person victims are frozen still, motionless, paralyzed. This enchantment affects men, humanoids, and giants. It can be cast at a single opponent or a group of individuals, so long as they are within a 10-foot radius of the spell's primary target. When cast at a group, up to four individuals are affected, beginning with those closest to the primary target. Each is allowed a *sorcery* saving throw; if but a single target is selected, its saving throw is made at a –2 penalty.

Hold Portal

Level: mag 1, wch 1; *Range:* 25 feet; *Duration:* 2d6 turns

Magically secures a door, gate, portal, or the like. *Hold portal* is similar to the *sorcerer lock* spell (q.v.), though of limited duration. The referee must secretly roll 2d6 to determine the spell's duration. A *dispel magic* spell will negate it, a *knock* spell (q.v.) will open it, or a strong man (17+ strength) or creature might break it open (see **VOL. III, ADVENTURE, doors**). Lastly, *hold portal* can simply be passed through without aid of magic or brute force by any magician (or magician subclass) whose CA is at least 3 levels greater than the one who placed the dweomer.

Hold Vegetation

Level: drd 4; *Range:* 120 feet; *Duration:* 6 turns (1 hour)

Causes ambulatory plants (natural and supernatural) to cease movement and freeze; likewise it prevents enchanted plants from entangling, and it prevents vegetation from being moved by other forces, such as wind or rain. Up to 40 × 40 feet of vegetation can be so held. *Hold vegetation* also affects plant-like monsters, such as **violet fungi**, **green slimes**, **mustard moulds**, **shambling mounds**, and **tree-men**. A group of up to four plant monsters within a 20-foot radius can be targeted, beginning with those closest to the primary target. Each is allowed a *sorcery* saving throw; if but a single target is selected, its saving throw is made at a –2 penalty.

Hypnotic Pattern

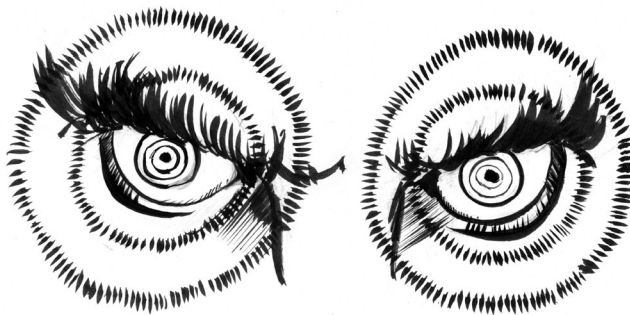
Level: ill 2; *Range:* 90 feet; *Duration:* special

With precise gestures the sorcerer creates waves of polychromatic, zigzagging lines that fill the air in a 30-foot-diameter circle. The spell affects up to 24 HD of creatures, each of which is entitled to a *sorcery* saving throw. It affects those of the lowest HD first, though not blind or unseeing creatures. The ensorcelled become mesmerized imbeciles, staring at the colours until the spell terminates. The spell lasts as long as the caster continues to gesticulate, plus 1d4 rounds thereafter.

Hypnotism

Level: ill 1, wch 2; *Range:* 30 feet; *Duration:* 1 turn

The sorcerer's eyes take a kaleidoscopic aspect as he makes weird, mesmerizing gestures and speaks in low, reverberating tones. He is thus able to *hypnotize* 1d6 selected creatures. Targets are allowed *sorcery* saving throws to resist the effects of the spell. Hostile or aggressive creatures gain +1 to +3 bonuses on their saving throws, as judged by the referee. *Hypnotized* creatures become susceptible to a *suggestion* effect (as the spell), which the caster may utter at any time after the hypnosis takes effect, though before the spell's duration elapses; once the spell ends, so too does the *suggestion*.



SPELLS: I

Ice Javelin

Level: mag 4; *Range:* 240 feet; *Duration:* special

Conjures a blue *ice javelin* from the frozen depths of Hyperborea's glaciated interior. The weapon manifests in the hand of the sorcerer, who at once hurls it at a target within 240 feet. The *ice javelin* is +3 "to hit" and inflicts 6d6 hp damage (dexterity modifier "to hit" applies, as does strength modifier to damage; see **VOL. I, ATTRIBUTES**, *strength* and *dexterity*). On contact the *ice javelin* can also freeze its victim in an inch-thick sheen of ice, unless a *sorcery* saving throw is made. The ice does not harm the victim and in fact slows all bodily processes. The ice is negated by *dispel magic*; also, heat or fire (magical or mundane) thaws it. If the *ice javelin* misses its target, it is destroyed on a 4-in-6 chance; otherwise the caster may retrieve it, but if anyone else attempts to retrieve it, in a flash it melts.

Ice Storm

Level: mag 4; *Range:* 120 feet; *Duration:* instantaneous

Enormous, fist-sized hailstones erupt from the sky, causing 3d10 hp damage to all within the 30 × 30-foot area of effect, with no save allowed. The damage is the result of blunt force, not cold, so spells such as *cold resistance* offer no defence. Alternatively, the sorcerer can use this spell to create a 90 × 90-foot area of driving sleet that effectively snow-blinds its victims and reduces movement by 50%. Any attempt to run through such an area is subject to an *avoidance* saving throw, or the subject slips and falls.

Identify

Level: mag 1, nec 1, pyr 1, wch 2; *Range:* 0; *Duration:* 1 turn per CA level

This ritual requires 6 turns (1 hour) to cast in a peaceful environment and necessitates the sacrifice of 100 gp worth of treasure (gold, gems, etc.) per item *identified*. The spell enables the caster to perceive the magical properties of one magic item per CA level, each item requiring 1 turn to properly *identify*. Note that whilst the properties of a magic item can be *identified*, the charges of a wand or like item may not be reckoned, and the exact description of such magical properties is always at the referee's discretion. The item(s) in question must be handled by the sorcerer; in the case of boots, cloaks, rings, and the like, the item(s) must be worn. This opens the possibility of a cursed item affecting the caster with whatever deleterious effects it harbours. This ritual is exhausting; consequently, the caster suffers a temporary 8-point constitution drain until the appropriate rest is taken. During this time of rest, 1 point of constitution is restored per hour. If the constitution loss results in a score of 3 or lower, the caster falls unconscious for a period of 24 hours.

Illusory Script

Level: ill 3; *Range:* touch; *Duration:* permanent

The sorcerer pens a message, instructions, or map in a script that only he and his desired recipient(s) can read or understand. An illusionist will recognize the *illusory script* for what it is, though he will likewise be unable to comprehend it. Any attempt to read the script requires a *sorcery* saving throw, or else the reader becomes *confused* (as the *confusion* spell) for 1d6 rounds. This spell is broken if the source material (book, parchment, scroll, etc.) is physically destroyed or if *dispel magic* or *dispel phantasm* is cast on it.

Illusory Wall

Level: ill 4; *Range:* 90 feet; *Duration:* permanent

This spell requires a sacrifice of gold or gems valued at 300 gp or more. The sorcerer creates an illusion of a wall, floor, ceiling, or other surface. The *illusory wall* can be as large as 1 × 10 × 10 feet and is convincingly realistic. The surface can be made to look as though it were of stone, brick, wood, or like material. It might be used to create the appearance of a dead end, or perhaps to cover a pit, in which case only careful searching will reveal the deception. The illusory surface can be passed through, but this does not dispel it. The spell is permanent unless *dispel phantasm* is cast.

Illusory Wall of Fire

Level: ill 3, pyr 3; *Range:* 60 feet; *Duration:* 1 turn per CA level

Creates an illusion of a barrier of fire. *Illusory wall of fire* can be as large as 1 × 10 × 10 feet and is realistic to the eyes and ears, but it does not give off actual heat; the thermal properties of this spell are purely deceptive. The *illusory wall of fire* can be passed through, but this does not dispel it. The spell lasts for its duration unless *dispel magic* or *dispel phantasm* is cast. Creatures that pass through the *illusory wall of fire* must make *sorcery* saving throws or suffer 2d6 hp damage (manifesting actual burn wounds). If a creature becomes aware of the deception and warns his allies, they can attempt to pass through with +4 bonuses on their saving throws; however, inflicted damage remains real. Creatures of an innately fiery nature (such as **fire elementals**) are never fooled by this spell.

Imbue with Spell Ability

Level: clr 4; *Range:* touch; *Duration:* special

The sorcerer imprints into the mind of a willing subject up to three memorized spells. The recipient must have a minimum wisdom score of 9, or the spell fails. The recipient is then able to cast these spells at a time of his choosing, as though he were the sorcerer himself. Like the sorcerer's memorization, the conferred spells remain burned in the recipient's mind until such time that he casts them. Up to two level 1 spells and one level 2 spell can be conferred. Once a recipient is thus *imbued*, the sorcerer cannot memorize a transferred spell level until the recipient casts the spell. So, if a sorcerer grants a *cure light wounds* spell to an ally, he can memorize one fewer level 1 spell until the spell is cast. Of course, the sorcerer cannot confer more spells than he is able to memorize himself.

Improved Invisibility

Level: ill 4; *Range:* touch; *Duration:* 4 rounds + 1 round per CA level.

Functions as the *invisibility* spell (q.v.), except that its recipient can attack enemies without reappearing, in exchange for a limited duration. The invisible man's attacks, however, cause a slight shimmer or vibration in the air where he stands, thus allowing enemies to distinguish his approximate whereabouts; hence they can counterattack, though at -4 "to hit".

Improved Phantasm

Level: ill 2; *Range:* 240 feet; *Duration:* special

Functions much like the *phantasm* spell (q.v.), with a few enhancements. A visual illusion is created, a projected image of nearly anything the caster can imagine, up to 30 × 30 × 30 feet in area. Victims must be living creatures of animal intelligence or greater; undead, constructs, oozes, and the like are unaffected. *Improved phantasm* can be used to create an attacking monster or other damaging hazard—but the illusion is strictly of sight and sound, not of smell or temperature. The auditory component of an *improved phantasm* cannot consist of precisely spoken words, but the semblance of garbled speech, mumbling, shouting, and so forth are possible. These sounds can create the opportunity for more believable illusions than those created by the *phantasm* spell.

Once cast, this spell persists as long as the caster concentrates and for 2 rounds thereafter, unless the illusion is touched or dispelled via a *dispel magic* or *dispel phantasm* spell. An *improved phantasmal* monster has AC 8 and will disappear if hit; otherwise, it can continue to attack as manipulated by the caster. The caster can direct the illusion to move anywhere within the spell's range; this requires his full attention, though he can walk at half speed and maintain control. *Improved phantasm* targets are not allowed saving throws unless the referee feels the illusion is not credible, in which case *sorcery* saving throws are rolled. Credibility may come into question because of the illusion's lack of scent or thermal properties. To the eyes of the disbeliever, the *improved phantasm* becomes a flawed and flickering transparent image. Otherwise, an *improved phantasm* can inflict real physical damage, as high as 1d4 hp per CA level per round to each victim. Such damage remains even if the spell is subsequently broken.

Incantation

Level: clr 2; *Range:* 0; *Duration:* special

The sorcerer chants eldritch invocations that effect a potent benison to allies, and anathema to enemies, within a 25-foot radius. Allies gain +1 bonuses "to hit" and to all saving throws; enemies are penalized -1 "to hit" and to all saving throws (no saving throw allowed). The bonuses / penalties persist as long as the caster continues to chant and remains perfectly stationary (no dexterity bonuses applicable). If the caster is struck for damage, or successfully grappled, the spell is broken; likewise, *dispel magic* or *silence* (q.v.) can break this spell.

Incinerate Normal Missiles

Level: pyr 3; *Range:* 0; *Duration:* 1 turn per CA level

The sorcerer is protected from normal missiles with shafts composed of wood. Arrows, bolts, javelins, and spears incinerate within 10 feet of the caster. Magical missiles are less likely to be affected: +1 missiles incinerate on a 3-in-6 chance, +2 missiles on a 2-in-6 chance, and +3 missiles on a 1-in-6 chance; missiles greater than +3 are not affected. The same chance of failure applies to normal missiles fired from a magical launcher (e.g., if a **+2 short bow** fires a normal arrow, the arrow incinerates on a 2-in-6 chance).

Incite Chaos

Level: ill 5; *Range:* 60 feet; *Duration:* 1 turn per CA level

As the *confusion* spell, except saving throws are at -4 penalties; also note the extended duration.

Infernal Tongues

Level: nec 2, wch 2; *Range:* 0; *Duration:* 1 turn per CA level

The sorcerer speaks in the tongues of netherworldly dæmons. Such tongues are known to raise the hackles of ordinary animals of 3 HD or less, causing them to flee the presence of the sorcerer, pending *sorcery* saving throws. Any number of animals can be affected, but they must be within 30 feet of the sorcerer. Animals that make their saving throws have a 2-in-6 chance of becoming enraged, attacking the caster at +2 "to hit".

Inflict Madness

Level: ill 5, nec 4; *Range:* touch; *Duration:* permanent

When cast by a cleric or necromancer, this evil curse brings insanity to its victim (man or humanoid). When cast by an illusionist, the spell effects a phantasmal nightmare that produces madness. In either case, the target must make a *sorcery* saving throw or suffer a random form of insanity (see **VOL. III, SPECIAL DAMAGE, madness**). A *remove curse* spell (q.v.) ends the madness if the spell was cast by a cleric or necromancer; *dispel phantasm* can exorcize madness caused by illusionists (cf. *cure madness*).

Influence Normal Fire

Level: mag 1, drd 1, pyr 1, wch 1; *Range:* 60 feet; *Duration:* 1 round per CA level

Allows the caster to affect non-magical fires from as small as a torch or lantern to as large as a small bonfire (of three-foot maximum diameter). With a wave of the hand, a bonfire may be doubled, or shrunk to the size of a lit match. The fire's fuel consumption is impacted by the spell, but heat output is not.

Infrared Vision

Level: mag 3, nec 3, pyr 2; *Range:* touch; *Duration:* 12 turns (2 hours) + 6 turns (1 hour) per CA level

The caster or other recipient can perceive light in the infrared spectrum, effectively seeing in the dark to a range of 60 feet. All subtle differences of heat radiation are defined before the eyes of the recipient, so that a warm-blooded creature stands out against the cool walls of a dungeon chamber. Fire or other notable heat in the proximity of the viewer can be a hindrance (lantern, torch, etc.) or a complete obstruction (bonfire, lava, etc.). This spell does not reveal invisible objects or creatures.

Inoculate

Level: clr 5, wch 5; *Range:* touch; *Duration:* 24 hours

The recipient is immune to disease and poison for the duration of the spell, so long as he remains within one mile of the caster. Also the recipient recovers double hit points from natural healing, if proper rest is taken.

Insect Plague

Level: clr 5, drd 4, nec 5; *Range:* 360 feet; *Duration:* 1 turn per CA level

This spell must be cast outdoors. The sorcerer summons a vast swarm of flying insects (usually a combination of bees, beetles, cicadas, locusts, and mosquitoes) 30 feet high and 60 feet in diameter. Vision is reduced to 30 feet for those victims caught within the swarm, and the shrill droning of the cicadas is maddening. Animals or monsters under 3 HD are almost always driven away in panic. For every round spent within the swarm, victims sustain 1 hp damage from stings and bites. Heavy smoke or a roaring fire will drive away the *insect plague*; otherwise, it remains stationary until the spell's duration elapses.

Interposing Hand

Level: mag 5; *Range:* 10 feet per CA level; *Duration:* 1 round per CA level

A giant disembodied hand appears betwixt the sorcerer and his selected enemy, floating and providing cover. The *interposing hand* presents a constant obstruction, remaining betwixt the two, whilst the sorcerer can go on to cast other spells or perform other actions. The *interposing hand* pushes against an approaching enemy, effectively limiting his movement to a maximum rate of 10 MV. The *interposing hand* has AC 0 and as many hit points as the sorcerer at full health.

Invisibility

Level: mag 2, ill 2, pyr 2; *Range:* touch; *Duration:* special

Renders the spell's recipient invisible until the spell is cancelled or dispelled, or the subject attacks another creature. (In this instance, an "attack" is defined as any action that would directly harm or adversely affect another creature.) Invisible creatures cannot be seen by *detect magic* or *infrared vision*, but *detect invisibility* will reveal them. *Invisibility* extends to the clothes / armour worn and gear carried by the subject, but a rope or other lengthy item, for example, becomes visible beyond five feet of the subject. Also, in bright sunlight, an invisible creature casts a faint shadow. *Invisibility* does not confer silence. An undetected invisible creature can attack an opponent in melee at a +4 "to hit" bonus. If an invisible target is attacked, the attacker must have some idea where the target is or the attack is futile; if the whereabouts are known, the attack is made at

–4 “to hit”. Characters and creatures of 10 or more HD can make *sorcery* saving throws when an invisible creature approaches within 30 feet of them. If successful, they clearly discern the invisible creature as a semitransparent figure.

Invisibility Hemisphere

Level: mag 3, ill 3; *Range:* touch; *Duration:* special

Functions just as the *invisibility* spell, except that it extends in a 10-foot-radius hemisphere from the primary recipient. The *invisibility hemisphere* moves with the primary recipient. Those within 10 feet at the time of casting become invisible, but they can see one another. If a beneficiary of this spell steps out from its radius, he becomes visible, unable to resume *invisibility* unless the spell is cast again. If the primary recipient makes an attack, the entire spell is negated; however, if one of the spell’s other recipients makes an attack, only that one becomes visible.

Invisibility to Undead

Level: clr 2, nec 1; *Range:* touch; *Duration:* special

Causes undead to completely ignore the subject; living creatures are unaffected. The recipient remains invisible to undead until the spell is cancelled or dispelled, or if the subject attacks another creature—be it undead or not. (In this instance, an “attack” is defined as any action that would directly harm or adversely affect another creature.) The recipient of this spell cannot *turn undead*. Intelligent undead creatures of 10 or more HD can make *sorcery* saving throws if the spell’s recipient approaches within 30 feet; if successful, they discern the spell’s recipient as an apparition of sorts.

SPELLS: J

Jump

Level: mag 1; *Range:* touch; *Duration:* 1 turn

Allows the caster or other recipient to leap 40 feet forward (with a 10-foot apex trajectory), 20 feet straight up, or 10 feet backward. For every additional 3 CA levels of the sorcerer, the affected can make another *jump*, so a CA 4 sorcerer can empower two such *jumps*, a CA 7 sorcerer can empower three, and so forth, so long as all *jumps* occur before the spell’s expiration.

SPELLS: K

Knock

Level: mag 2; *Range:* 60 feet; *Duration:* instantaneous

Automatically opens any stuck or locked door, gate, or other portal, including a locked box, chest, coffin, set of manacles, or even a secret door. Even a *sorcerer locked door* (q.v.) is opened by this spell, though but temporarily; the spell resumes after 1 turn. Of course, this spell does not disarm trapped portals.

SPELLS: L

Legend Lore

Level: mag 6, pyr 6; *Range:* 0; *Duration:* special

Provides knowledge of some legendary artefact or locale. The referee must judge whether the thing or place is sufficiently “legendary” to qualify; if not, the spell fails. If the thing or place is indeed legendary, the information is gleaned via a dream or vision some 1d10 days later, as secretly determined by the referee. The lore revealed by this spell is oft cryptic in nature and may be learnt in the form of a poem, riddle, sign, symbol, or picture.

Levitate

Level: mag 2, pyr 2, wch 2; *Range:* 20 feet per CA level; *Duration:* 1 turn per CA level

Vertically the caster (or other recipient) floats up or down in the air at a rate of 10 MV. Maximum *levitation* weight is 300 pounds. Horizontal movement is not possible unless some surface such as a ceiling is reached, in which case the *levitated* person can use his hands and feet to move at 10 MV. If this spell is cast on another person, the sorcerer must concentrate on directing that one, *levitating* him a maximum distance of 20 feet per CA level. If *levitate* is cast on an unwilling subject, he is allowed a *sorcery* saving throw to resist the effect. The spell can be cancelled at a time of the caster's choosing.

Light

Level: mag 1, clr 1, drd 1, ill 1, pyr 1, wch 1; *Range:* 120 feet; *Duration:* 6 turns (1 hour)

Effects a 30-foot-diameter sphere of soft, lambent light, somewhat dimmer than full daylight. The spell can be centred on an object, on a person, or in the air. If *light* is centred on the visual organs of a creature, and it fails a *sorcery* saving throw, the target is partially blinded for the duration of the spell, suffering a –2 penalty on “to hit” rolls, AC, and saving throws. This spell can be ended by the caster at will. A *light* spell can dispel a *darkness* spell, and vice versa, but not *continuous darkness*.

Lightning Bolt

Level: mag 3, nec 3; *Range:* 180 feet; *Duration:* instantaneous

A bolt of lightning 5 feet wide by 60 feet long erupts from the outstretched hands of the caster, striking all within its path until it reaches its maximum range. Struck creatures suffer 1d6 hp damage per CA level, with *sorcery* saving throws allowed for half damage. The *lightning bolt* will travel its full range of 180 feet before ceasing; if it strikes a wall or other solid surface before reaching its 180-foot range, it will rebound, potentially striking again those within its path—and possibly the caster himself. For example, if a CA 9 sorcerer casts this spell whilst in the doorway of a 70 × 70-foot room, the 9d6 hp bolt will strike its targets, then upon reaching the far wall it will bounce back, hit the targets again (who must each make another saving throw for half damage), and then strike the caster himself, travelling 40 feet farther before dissipating.

Lightning Protection

Level: drd 4; *Range:* touch; *Duration:* special

Inures the caster or other recipient from any damage related to normal electricity for 1 turn per CA level. Against magical electricity (*behir* breath, *lightning bolt*, *shocking grasp*, etc.), the sorcerer gains immunity from a single attack before the spell is broken; a recipient of this spell other than the sorcerer simply gains a +4 saving throw bonus versus magical lightning / electricity attacks.

Liveoak

Level: drd 6; *Range:* touch; *Duration:* 1 day per CA level

Usually cast on an oak tree, though any hardwood can be used, so long as it is at least 18 feet in height. The tree animates, transforming to a **16-HD tree-man** (see **VOL. IV, BEASTS AND MONSTERS: T**, *tree-man*) whose function is to protect a person, place, or thing as prescribed by the sorcerer. This animation triggers when a specific condition is met, as set by the caster; e.g., “If any creature comes within 30 feet of this camp, animate!” The *liveoak* attacks as a normal tree-man, except it can go no farther than 120 feet from its original location and cannot summon other tree-men. This spell can be negated by a *dispel magic* spell, or the caster may end it at will.

Locate Object

Level: mag 2, clr 3, wch 2; *Range:* 90 feet; *Duration:* 1 turn per CA level

The caster announces an object to be found; this might be a lost sword, a bronze door, or the like. The object must be well known by the caster: its colour, texture, size, and so forth. Someone describing the item to the caster is insufficient. If the object is within range, the caster will know which direction to seek, but not the precise distance.

Locate Ordinary Animal

Level: drd 1; *Range:* 300 feet; *Duration:* 2 turns

The sorcerer selects a known animal type to be found (bear, eagle, wolf, etc.). The type must be well known by the caster; another person describing the animal type is insufficient, and magical or supernatural creatures do not qualify. If an animal of the stated type is indeed within range of the spell, the caster will know which direction to seek, but not the precise distance.

Locate the Dead

Level: nec 1, wch 1; *Range:* 30 feet; *Duration:* 1 turn

Detects the presence of dead creatures in a 30-foot radius. During this spell's duration, the caster can walk at half speed, chanting, gesticulating, and attuning himself to the presence of death. Although *locate the dead* can detect the presence of undead creatures, it does not distinguish betwixt death and undeath. This spell penetrates 10 feet of packed earth, five feet of wood, three feet of stone, or one inch of metal (except lead). *Locate the dead* can also be used to seek a specific dead person or creature; however, the caster must have in his possession a personal item or memento of the sought-after corpse.

SPELLS: M

Magic Jar

Level: mag 5, nec 5, wch 5; *Range:* 120 feet; *Duration:* special

The sorcerer places his life force in a small, inanimate object (a *magic jar*). So long as the *magic jar* remains within 30 feet of his physical body, he can then attempt to possess another living creature within 120 feet. If the target fails its *sorcery* saving throw, it is possessed by the sorcerer. A possessed body can be controlled like a puppet, performing normal actions and using all its special abilities (including spells), though not the possessor's abilities or spells. Fragmentary memories of the possessed might be accessed by the possessor; the details should be fuzzy, provided by the referee. Note the potential consequences of this spell:

- ★ If the body of the possessed is destroyed, the spirit of the sorcerer returns to the *magic jar*. The sorcerer's spirit may then attempt to possess another body or return to his own.
- ★ If the sorcerer's body is destroyed whilst his spirit is without, his spirit must forever remain in the body it presently possesses; or, if his spirit is in the *magic jar*, his spirit may possess another, but permanently.
- ★ If the *magic jar* is destroyed whilst the sorcerer's spirit is inside it, the sorcerer's physical body dies, and his spirit is forever lost.
- ★ If the *magic jar* is destroyed whilst the sorcerer's spirit possesses another, his spirit must forever remain in the body of the possessed.

Possession is prevented by a *protection from evil* spell (q.v.). It can be terminated by a *remove curse* spell (q.v.), sending the sorcerer's spirit back to the *magic jar*. Casting a *magic jar* spell may be considered an act of Evil, depending on the circumstances.

Magic Missile

Level: mag 1; *Range:* 150 feet; *Duration:* instantaneous

A glowing arrow shoots from the pointed forefinger of the caster, automatically striking any visible target for 1d4+1 hp damage. At CA 3, two missiles are fired; three missiles at CA 5; four missiles at CA 7; and so on. *Magic missiles* can be divided amongst multiple targets, so long as they are all within range.

Magic Mouth

Level: mag 2, ill 2, wch 2; *Range:* 10 feet; *Duration:* permanent

Once triggered, this enchantment causes a two-foot-wide illusory mouth to manifest. The *magic mouth* appears where the caster places the spell. It might be triggered by movement within 10 feet of it, or by other conditions as the caster prescribes, though the trigger range can be no greater than 30 feet. (For instance, placed upon a door, the *magic mouth* might only appear if the door is rapped on.) Once triggered, the *magic mouth* speaks a message that may not exceed 25 words. It might speak in a sibilant tongue, a commanding tone, a kind voice, or any like variation, though only in a language spoken by the caster. *Dispel magic* terminates this enchantment.

Magic Stone

Level: clr 1, drd 1; *Range:* touch; *Duration:* 1 turn

Enchants one pebble for every three CA levels; i.e., one stone for a CA 1–3 caster, two stones for a CA 4–6 caster, three stones for a CA 7–9 caster, and four stones for a CA 10–12 caster. *Magic stones* can be hurled as normal stones (see **VOL. I, EQUIPMENT**, *missile weapons*) or launched with a sling, by the caster himself or by an ally. A *magic stone* is an enchanted weapon that functions at +1 “to hit” and inflicts 2 hp damage. Each stone issues a sharp report upon impact. Only one stone can be hurled at a time, unless the target is no more than 10 feet away, in which case multiple stones may be hurled. If a sorcerer is struck by a *magic stone* whilst casting a spell, he must make a *sorcery* saving throw to maintain concentration; if struck by three or more stones simultaneously, spell loss is automatic. Once a *magic stone* is tossed, its enchantment is lost, whether it strikes its intended target or not.

Magic Vestment

Level: clr 3; *Range:* touch; *Duration:* 1 turn + 1 turn per CA level

Conjures a translucent suit of chain mail (AC 5, DR 1) in which the sorcerer bedecks himself or another recipient. The armour has no weight, though it rattles like ghostly chains whenever the caster moves. *Magic vestment* cannot be “stacked” with other armour, though one can bear a shield or enjoy other forms of magical protection.

Major Creation

Level: ill 5; *Range:* touch; *Duration:* special

Functions as the spell *minor creation* (q.v.), except that the sorcerer can also effect the creation of iron or stone items. However, should he use *major creation* to effect what is essentially a *minor creation*, the duration is doubled.

Mass Suggestion

Level: ill 6; *Range:* 60 feet; *Duration:* 6 turns (1 hour) per CA level

As the *suggestion* spell (q.v.), except that the caster influences multiple creatures, and the duration is more limited. Should the caster wish to target but one creature, its *sorcery* saving throw is at a –4 penalty. Otherwise, the caster can target as many creatures as he has CA levels, selecting each one at his discretion so long as they are all within range.

Mass Treemorph

Level: mag 4, drd 4, ill 4; *Range:* 240 feet; *Duration:* 1 turn per CA level

Up to 100 willing men or humanoids can be concealed by this spell. The subjects appear as trees (i.e., a small orchard or grove) so long as they stand still. Creatures can move through and even touch the “trees” without being aware of their true form. However, if a “tree” is attacked, it will bleed red blood. If any subject of this spell moves, he reappears as normal; if the caster moves, the spell is broken. *True seeing* (q.v.) will reveal the “trees” for what they are, and *dispel magic* will cancel the spell.

Maze

Level: ill 5; *Range:* 60 feet; *Duration:* special

Creates an extra-dimensional space where the victim is forced to wander a shifting labyrinth of energy planes. No saving throw is allowed. The victim is entrapped thus for a period of time dependent on his intelligence:

Intelligence Score	Duration of Entrapment
3–5	1d4 turns
6–8	1 turn
9–12	1d8 minutes
13–16	1d6 minutes
17–18	1d4 minutes

The referee may assign or roll (3d6) the intelligence of monsters and NPCs. Scores of 3–5 should be assigned to animals and semi-intelligent creatures; scores of 6–8 should be assigned to creatures of less than average intelligence; scores of 9–12 should be considered average; scores of 13–16 should be considered above average; and scores of 17–18 should be considered high intelligence.

Meld into Stone

Level: clr 3; *Range:* touch; *Duration:* 1 turn

The sorcerer or other willing recipient unites his form with a large stone. The subject can carry up to 100 pounds of inanimate gear with him. The stone must be of equal or greater size as the recipient (i.e., he must fit inside the stone) or the spell fails. The subject may step out of the stone at a time of his choosing, but only in the precise direction he entered the stone. If the subject does not exit the stone before the spell's duration terminates, he must make a *transformation* save or remain forever trapped. This saving throw is rolled once per additional turn spent within the stone. A trapped victim can be saved by a *stone to flesh* spell (q.v.), his body tearing out from a sort of fleshy egg, or by a *dispel magic* spell.

Melt Ice

Level: mag 1, drd 2, pyr 1; *Range:* 30 feet; *Duration:* special

Causes ice or hard-packed snow to melt, liquefying a volume equal to 30 cubic feet per CA level. Each 30 cubic feet of ice requires 1 round to melt. (So, if a CA 5 sorcerer wishes to melt 150 cubic feet of ice, he needs 5 rounds to do so.) If this spell is cast upon light, fluffy snow, the effects are instantaneous. If *melt ice* is cast under the feet of an opponent, the victim is allowed an *avoidance* saving throw to elude the melting area.

Mending

Level: mag 1, ill 1, wch 1; *Range:* 30 feet; *Duration:* instantaneous

Repairs small breaks or tears in objects. The spell can weld a broken metallic object, such as a chain link, dagger, or knife; fuse the shards of a broken bottle; stitch a torn cloth, a frayed or severed rope, or perforated leather; and so forth. *Mending* cannot be used to repair magical devices.

Message

Level: mag 1, wch 1; *Range:* 240 feet; *Duration:* 1 round per CA level

The sorcerer points at the recipient and whispers a message that is heard as though the two stood side by side. The recipient can then reply, if the spell's duration has not elapsed. The caster and the recipient must be able to see each other. If the spell is cast at an unwilling target, a *sorcery* saving throw can be made to block the audibility of the spell.

Messenger Bird

Level: drd 1; *Range:* 0; *Duration:* 6 turns (1 hour) per CA level

Casting this spell requires 1 turn. The sorcerer must whistle an incantation, thus calling forth a tiny bird such as a finch, sparrow, or titmouse. If no such bird is within one mile, the spell fails. The arriving bird is afforded a *sorcery* saving throw. If the save succeeds, the bird flies away; if it fails, the bird perches on the hand or shoulder of the sorcerer and remains for the duration of the spell, acting on his behalf. The caster can assign it a simple task or affix to its leg a small note to be delivered. The recipient cannot use the *messenger bird* to reply. Once the spell terminates, the bird resumes its normal activity.

Mind Blank

Level: mag 2, wch 2; *Range:* 60 feet; *Duration:* permanent

Causes victims to forget the last minute of their lives prior to and including the very casting of this spell. The targets may make *sorcery* saving throws. Up to four people, chosen by the caster, can be affected, but each is allowed a saving throw. The greater the number of targets, the less potent the spell: Two targets each receive a +1 bonus to their saving throws, three targets each receive a +2 bonus, and four targets each receive a +3 bonus. This spell does not negate the effects of other enchantments such as *charm person* or *geas*. Lost memories can be restored via a *heal* spell.

Minor Creation

Level: ill 4; *Range:* touch; *Duration:* 6 turns (1 hour) per CA level

Effects the creation of an object no denser than hardwood (ash, beech, oak, etc.); stone and metal objects are not achievable. The object can be no greater than 1 cubic foot in size per CA level. To create the item, the sorcerer must have some piece of the material to be created: If he wishes to create a 50-foot hemp rope, he must at least have a small thread of hemp; if he wants to create a small raft of beech, he must possess a splinter of beech wood. The item disappears when the spell ends.

Mirage Arcana

Level: ill 6; *Range:* 120 feet; *Duration:* 6 turns (1 hour) per CA level

Similar to the *false vacancy* spell, but more complex. The sorcerer creates a phantasm that makes one area appear like another area with which he is familiar; this familiarity allows him to conjure the details with great precision. (The most realistic *mirage arcana* is conjured when the illusionist has a small piece of the area he wishes to emulate.) The area of effect is up to a 10-foot radius per CA level; e.g., a CA 12 sorcerer effects an illusion of up to 120-foot radius. A vacant chamber might be made to appear as elaborately furnished, a muddy pond might appear as a swath of grass, a desert might appear to have a small oasis, and so forth. The actual contents within the illusion are masked; see the *false vacancy* spell as to how these might be revealed. The illusion has all the properties of quasi-reality: It has sight, sound, smell, and touch—even taste, should one pick an apple from an illusory tree. However, the caster and his allies cannot make use of *mirage arcana* to, say, have a comfortable place to sleep, because they do not truly believe in it.

Mirror Gaze

Level: ill 1; *Range:* 0; *Duration:* 1 round per CA level

A round, shimmering mirror appears before the caster, reflecting the gaze of any creature that uses its eyes to attack or beguile, including **basilisks**, **gorgons**, **vampires**, et al. Such gaze attacks are reflected at the gazer, and if the gazer does not make a saving throw (*sorcery* or *transformation*, as the case may be), it becomes a victim of its own devices. If the sorcerer's CA is 5 or more, a subtler version of the spell may be cast: Sometimes called *mirror eyes*, this alternative form causes the caster's eyes to become mirrored for the duration of the spell.

Mirror Image

Level: mag 2, ill 1; *Range:* 0; *Duration:* 2 rounds per CA level

Invokes 1d4+1 illusory duplicates of the sorcerer to spring into being. Each image is indistinguishable from the caster. Each has AC 9, modified by the dexterity of the caster, if applicable (see **VOL. I, ATTRIBUTES, dexterity**), and is dispelled if struck. When the caster is attacked, the referee must assign a probability by which the *mirror images* each have an equal chance of being targeted. For example, if two images appear, a d6 may be used: 1–2 = the caster; 3–4 = image one; 5–6 = image two. The images duplicate the movements of the caster and appear to switch places with one another, so even if the caster strikes an enemy or if the caster is himself struck, he is at once indistinguishable from his duplicates.

Mirror, Mirror

Level: mag 4, ill 5, nec 4, wch 4; *Range:* touch; *Duration:* 1 round per CA level

Enchants a polished silver mirror to become a temporary scrying device. The sorcerer may then view a familiar subject (man or monster) over any distance, so long as they are on the same plane of existence. The extent of familiarity dictates the probability of success:

Familiarity	Chance of Locating
Very familiar	5-in-6
Somewhat familiar	4-in-6
Saw a picture / sketch of	3-in-6
Item or garment in possession	2-in-6
Described by another person	1-in-6

The subject can be observed for the duration of the spell, including anything or anyone within 30 feet of him. If the subject is in complete darkness, the caster sees the subject somewhat hazily, and only 5 feet around him. Creatures with intelligence of 13 or higher have a 1-in-6 chance of realizing they are being watched by means sorcerous.

Misdirection

Level: ill 2; *Range:* 60 feet; *Duration:* 1 round per CA level

Counteracts detection spells, including *detect magic*, *detect snares and pits*, *detect illusion*, *detect invisibility*, *distinguish alignment*, and other like spells. This spell creates an opposite reading for the detection caster (or one who activates a similar supernatural ability), perhaps shewing a mundane item as having a magical aura, or a trapped passageway as perfectly safe. The caster of *misdirection* can direct the spell at either the object being detected or at the caster of the detection sorcery. In either case, the detection caster is allowed a *sorcery* saving throw. If the saving throw is made, *misdirection* fails (cf. *deceive*).

Mislead

Level: ill 6; *Range:* 0; *Duration:* 1 round per CA level

This spell is cast whilst moving. The sorcerer creates a phantasm of himself at the same instant that he becomes invisible, albeit for only as long as the *mislead* spell lasts. The caster is then at liberty to move elsewhere as his illusory double continues forth. Through mental command the sorcerer can direct the image to speak; likewise it will mimic his manner of walking, body language, facial expressions, and so forth. The phantasm will leave footprints and other physical signs of passage. If attacked it appears to dodge, block, or shimmer as though some protective sorcery were in effect. It can be disrupted by *dispel phantasm*; otherwise it persists until the duration expires, at which time it disappears, and the sorcerer reappears. No saving throw is permitted to disbelieve this illusion.

Mnemonic Enhancer

Level: mag 4; *Range:* 0; *Duration:* 24 hours

Casting this ritual requires 1 turn and sacrifice of a gem of 100-gp value or greater. Once cast, the sorcerer can *memorize* or *remember* additional spell levels, selecting one of the following four allotments:

- ★ Four level 1 spells
- ★ Two level 1, one level 2
- ★ Two level 2
- ★ One level 1, one level 3

If the memorize option is cast: The additional spells are at the disposal of the sorcerer for a 24-hour period before they fade from his memory.

If the remember option is cast: The sorcerer recalls spells that he has already cast that day. The remembered spells must be cast within 24 hours or they fade from memory.

Moonlight

Level: drd 4, wch 4; *Range:* 90 feet; *Duration:* 6 turns (1 hour) per CA level

Illumes a 25-foot-diameter area with a moonbeam, the luminosity of which rivals that of a full moon; the effect is not unlike a spotlight. Soft light extends in a 25-foot radius beyond the spell's area, so the entire effect (75-foot diameter in total) appears quite natural (when outdoors, of course). This spell does not interfere with *infrared vision*, though it can enhance *ultraviolet vision* (q.v.).

Mount

Level: mag 1; *Range:* 10 feet; *Duration:* 3 turns per CA level

A tame **riding horse** or **camel** (caster's choice) is summoned, the beast serving the caster before disappearing whence it came. On a 2-in-6 chance, the creature arrives with saddle and harness; in such cases, a distinct possibility exists that a rider somewhere in Hyperborea has been temporarily deprived of his mount.

Move Earth

Level: mag 6; *Range:* 240 feet; *Duration:* 6 turns (1 hour)

Requires 1 turn to cast. The sorcerer causes dirt (but never solid rock) to move. A hill can be formed, or a trench. The dirt is moved at 60 feet per turn. The sorcerer is able to manipulate a volume of earth equal to a cube with sides 10 feet long per CA level; e.g., a CA 12 sorcerer can affect a 120 × 120 × 120-foot area. Once the spell ends, the effect is permanent.

Mummification

Level: nec 2; *Range:* touch; *Duration:* permanent

This ritual requires 12 turns (2 hours) to complete. By handling a fresh corpse and speaking baleful incantations, the necromancer infuses the body with enchanted preservative spices. He then evokes violet-charged cloth wraps to take form. The enchanted wraps spin and weave about the corpse, covering and preserving it from decomposition. If the caster later attempts to animate the corpse to a **zombie**, **flesh automaton**, or similar form, it gains +2 hp per HD. This spell can also preserve a fallen man from decomposition, should his allies seek to convey him elsewhere for interment or sorcerous revival.

SPELLS: N

Necromantic Ventriloquism

Level: nec 1; *Range:* 120 feet; *Duration:* 1 round per CA level

The necromancer throws his voice in a manner similar to the *ventriloquism* spell (q.v.), except it issues from the corpse of a dead man, or a **skeleton** or **zombie**. The thrown voice is not that of the caster, but simulates that which a dead or undead creature might issue; i.e., a cold, raspy skeletal timbre, or a gurgling, maggot-infested resonance.

Neutralize Poison

Level: clr 4, drd 3, wch 4; *Range:* touch; *Duration:* instantaneous

Detoxifies a poison victim. If used within 6 rounds (1 minute) on a creature killed by poison, the victim is revived to 0 hp, pending a *trauma survival* check (see **VOL. I, ATTRIBUTES, constitution**). This spell can also detoxify a venomous creature (snake, spider, etc.) with a successful touch attack. The creature is afforded a *sorcery* saving throw to negate the effect (and, given sufficient time, will eventually regenerate its venom sacs in any case). *Neutralize poison* can likewise detoxify other poisonous or poisoned objects such as food, plants, and the like. The reverse of this spell, *poison*, is delivered via a touch attack. The victim is allowed a *death* (poison) saving throw. If the saving throw is successful, the victim sustains 2d6 hp damage; if the saving throw fails, he falls deathly ill, suffering fever and delirium within 1 turn, paralysis after 6 turns (1 hour), and death in 48 hours.

Nondetection

Level: ill 3; *Range:* 0; *Duration:* 1 turn per CA level

The sorcerer makes himself and anyone with whom he joins hands invisible to spells that would scry his location, including *clairaudience*, *clairvoyance*, and *extrasensory perception*; likewise any spells that *detect* or *discern*. Furthermore, any scrying devices such as **crystal balls**, **wands of magic detection**, and the like are ineffective.

SPELLS: O

Obscure

Level: drd 2, wch 2; *Range:* 0; *Duration:* 1 turn

Swirling, misty vapours surround the caster in a cubic area with sides of 10 feet per CA level; e.g., a CA 6 sorcerer *obscures* a 60 × 60 × 60-foot area. Within the *obscured* area, visibility is reduced to five feet, and spells such as *infrared vision* are ineffective. A strong wind reduces the duration of *obscure* by 90%; i.e., the 10-minute (1-turn) duration is reduced to 1 minute (6 rounds).

Omen

Level: clr 1; *Range:* touch; *Duration:* 1 turn

The sorcerer reveals to himself or another recipient an *omen* regarding the near future. The next time the recipient makes an attack roll or a saving throw, three rolls are made and the best result selected. This can be done but once, and if the *omen* is not utilized before the spell's duration has passed, the dweomer is lost.

SPELLS: P

Paralyze

Level: ill 3; *Range:* 180 feet; *Duration:* 1 turn per CA level

The illusion of immobilization overcomes the minds of those victims who fail their *sorcery* saving throws. The caster can affect twice as many HD as he has CA levels, targeting a single individual or a 20 × 20-foot area; when used in an area of effect, the lowest HD creatures are always affected first. This spell is negated by *dispel magic*, *dispel phantasm*, or *remove paralysis* (q.v.).

Pass Tree

Level: drd 5; *Range:* 240 feet; *Duration:* special

Creates a mystical portal in the trunk of a tree with a diameter of at least 2½ feet. The sorcerer and his comrades (up to 1 per CA level) may then pass through the tree, exiting from another tree of the sorcerer's selection that is likewise at least 2½ feet in diameter and within 240 feet of the initial tree. The portal is 2 × 5 feet and remains open for as long as the caster desires, up to a maximum of 1 turn per CA level. If passing through alone, the sorcerer may choose to delay his exit, remaining within the initial or destination tree, but if he does not exit before the duration elapses, he is painfully ejected for 3d6 hp damage. Whilst dwelling within the confines of a tree the sorcerer may observe what transpires without, and none can detect his presence unless *true seeing* (q.v.) is cast (cf. *plant portal*). If this spell is used betwixt a pair of oak trees, the range and duration of the spell are doubled.

Pass without Trace

Level: drd 1; *Range:* touch; *Duration:* 1 turn per CA level

The recipient of this spell can move through wilderness terrain—whether it be forest, desert, or snowy mountainside—without leaving a footprint, a scent, or other trace, regardless of armour type worn. A tracker has no chance of finding a trail; however, should one cast *detect magic*, a faint trail of magical footprints will be discerned, these lasting for 6 turns (1 hour) after the spell's recipient has passed.

Pass without Trace, 15' r.

Level: drd 3; *Range:* touch; *Duration:* 1 turn per CA level

Functions precisely as the *pass without trace* spell, except that the dweomer radiates 15 feet around the caster or other recipient.

Passwall

Level: mag 5, pyr 5; *Range:* 30 feet; *Duration:* 3 turns

Opens a temporary 6-foot-diameter, 10-foot-deep passage in any wall, be it of wood or stone. The spell can be ended by its caster at will.

Perceive Disguise

Level: clr 1; *Range:* 30 feet; *Duration:* 1 round

Allows the caster to determine if one creature is pretending (via disguise or illusion) to be something it is not. The spell will not reveal what the creature actually is; neither will it detect alignment or allow the caster to glean any additional information, merely that the target is not what it pretends to be. The target of this subtle spell is almost always unaware that sorcery is at work. It is allowed a *sorcery* saving throw; if it makes its save, the effect of its disguise is enhanced.

Perceive Heartbeat

Level: nec 2, wch 2; *Range:* 60 feet; *Duration:* 1 turn

Undisturbed the sorcerer must meditate for half a turn (five minutes) before casting this spell from his nigh trance-like state. During this preparatory phase, the caster tunes out his own heartbeat (and those of his allies). Once the spell is cast, he can hear the heartbeats of all other living creatures within 60 feet of him. The strength or speed of each heartbeat may be determined; however, if many heartbeats (10+) are heard, they become difficult to discern from one another. This spell penetrates 10 feet of packed earth, two feet of wood, one foot of stone, or one inch of metal, but even the thinnest sheet of lead can mask a heartbeat.

Perform Exorcism

Level: clr 4; *Range:* 10 feet; *Duration:* instantaneous

By means of this potent ritual, which requires 6d10 turns to complete, the sorcerer exorcizes a dæmon or other supernatural force from possession of a person or object. This spell can negate dæmonic possession, a *magic jar* spell, or any of the enchantments or charms that compel one to behave as he otherwise would not, such as *suggestion* (q.v.) and *charm person*. If a possessed person is the subject of this spell, the exorcized dæmon or force is banished to the netherworld whence it came. If a possessed object is the subject of this spell, the possessing dæmon or force is not necessarily banished; it will attempt to possess a nearby creature, possibly the caster of this spell. The referee must randomly determine who the dæmon or force will seek. It may be one that the dæmon feels it can conquer easily, one of little willpower such as a child or person weak of body and mind. The potential victim is granted a *sorcery* saving throw, or suffers the effects of possession. The victim may be unaware of the possession until such subtle signs as uncharacteristic behaviour and memory loss present.

Permanent Phantasm

Level: ill 6; *Range:* 240 feet; *Duration:* permanent

Derived from the *advanced spectral phantasm* spell. A visual illusion is created, a projected image of nearly anything the caster can imagine, up to 60 × 60 × 60 feet in area. Victims must be living creatures of animal intelligence or greater; undead, constructs, oozes, and the like are unaffected. *Permanent phantasm* can be used to create an attacking monster or other damaging hazard. The illusion can be of sight, sound, smell, and/or temperature. The auditory component might include a shout, a roar, or a sentence of up to nine words in length (not including articles *a*, *an*, and *the*).

Once cast, this spell persists infinitely, with no need of concentration unless the caster wishes to manipulate the movements of the illusion; this requires his full attention, though he can walk at half speed and maintain control. The illusion is broken if touched or dispelled via a *dispel phantasm* spell. A *permanent phantasmal* monster has AC 5 and will disappear if hit; otherwise, it can continue to attack without caster direction. *Permanent phantasm* targets are not allowed saving throws unless the referee feels the illusion is not credible, in which case *sorcery* saving throws are rolled. With sight, sound, smell, and/or temperature, credibility is rarely an issue with this spell, but if such arises and the save is made, the disbeliever sees the *permanent phantasm* as a flawed and flickering transparent image. Otherwise, this illusion can inflict real physical damage, as high as 1d10 hp per CA level per round to each victim. Such damage remains even if the spell is subsequently broken.

Phantasm

Level: mag 3, ill 1, wch 3; *Range:* 240 feet; *Duration:* special

A visual illusion is created, a projected image of nearly anything the caster can imagine, up to 20 × 20 × 20 feet in area. Victims must be living creatures of animal intelligence or greater; undead, constructs, oozes, and the like are unaffected. *Phantasm* can be used to create an attacking monster or other damaging hazard—but the illusion is strictly of sight, not of sound, smell, or temperature.

Once cast, this spell persists as long as the caster concentrates, unless the illusion is touched or dispelled via a *dispel magic* or *dispel phantasm* spell. A *phantasmal* monster has AC 9 and will disappear if hit; otherwise, it can continue to attack as manipulated by the caster. The caster can direct the illusion to move anywhere within the spell's range; this requires complete concentration, and no movement is allowed. *Phantasm* targets are not allowed saving throws unless the referee feels the illusion is not credible, in which case *sorcery* saving throws are rolled. Credibility may come into question due to the soundlessness of the illusion (e.g., a charging

mammoth); in other instances, such as a *phantasm* of fire, a lack of thermal properties can create suspicion. To the eyes of the disbeliever, the *phantasm* becomes a flawed and flickering transparent image. Otherwise, a *phantasm* can inflict real physical damage, as high as 1d4 hp, +1 hp per CA level, per round to each victim. Such damage remains even if the spell is subsequently broken.

Phantasmagorical Precipitousness

Level: ill 6; *Range:* 60 feet; *Duration:* 1 round per CA level

This potent phantasm relates to the effects of falling, sliding, or rushing water. *Phantasmagorical precipitousness* is a programmed illusion, triggered by some predetermined event, such as opening a door, falling in a pit, walking down stairs, and so forth. The sorcerer can effect an illusion that is up to 90 × 90 feet in area. The spell's duration begins to elapse once the program is activated. Those affected by the spell are allowed *sorcery* saving throws. If they fail, they believe what they see; hence, the spell's effects are real for its victims. For example, if a man who falls down a 10-foot pit believes he is falling 70 feet, he will indeed sustain damage as though he had fallen 70 feet; if a man opening a heavy iron door believes he is being swept away by water, he will indeed be swept away; and if another man believes the stairs he was descending have turned into a slide, he will indeed slide to some unknown fate. This spell is open to the caster's imagination, but must always be associated with falling, sliding, or rushing water.

Phantasmal Armour

Level: ill 2; *Range:* 0; *Duration:* 6 rounds (1 minute)

A quasi-real suit of dull black plate mail clads the sorcerer. The armour is formed of shadow material conjured from the Black Gulf; it provides AC 3 and DR 2 (see **VOL. I, EQUIPMENT, armour**). *Phantasmal armour* does not affect movement as normal plate mail does; it is weightless. With the exception of shields, this spell does not combine or "stack" with other armour worn. *Phantasmal armour* is dispelled by *dispel magic* or *dispel phantasm*.

Phantasmal Door

Level: ill 5; *Range:* 10 feet; *Duration:* 6 rounds (1 minute) per CA level

The sorcerer creates an illusion of a door. At a time of the caster's choosing (within the spell's duration), he appears to enter the door and close it behind him. He has in fact stepped away in a state of *invisibility* (as the spell) that persists as long as this spell lasts. If the *phantasmal door* is opened, it reveals a 10 × 10-foot room that appears abandoned and presents no egress. The room has quasi-actuality; if entered, it is truly there, but once the spell ends it ejects its occupants. No saving throw is allowed to resist the effects of this spell; however, *dispel phantasm* can disrupt it.

Phantasmal Killer

Level: ill 4; *Range:* 60 feet; *Duration:* 1 round per CA level

This cerebral phantasm preys on the most horrific fears of its victims, who must be of animal intelligence or greater. A nightmarish beast is seen only by the sorcerer and the target. The beast attacks as an FA 4 creature. If it hits, the victim is allowed a *sorcery* saving throw, adding his wisdom modifier if applicable (see **VOL. I, ATTRIBUTES, wisdom**). The target's saving throw might also be modified by any of the following conditions:

- ★ *Surprise:* If the target is surprised (see **VOL. III, COMBAT, surprise**), he suffers a -2 penalty on his saving throw.
- ★ *Target Has Previous Experience:* If the target has been subject to the wiles of such an illusion before, he gains a +2 bonus to his saving throw.
- ★ *Target Is an Illusionist:* If the target is an illusionist, he gains a +2 bonus to his saving throw, this in addition to his *perceive illusion* ability (see **VOL. I, MAGICIAN SUBCLASSES, illusionist**).
- ★ *Target Wears a Helm of Telepathy:* If the target wears a **helm of telepathy** (see **VOL. V, MAGICAL TREASURE, miscellaneous magic items**), he gains a +3 bonus to his saving throw; furthermore, if he makes his save he can turn the *phantasmal killer* back on the caster, though the caster is afforded all bonuses normally accorded (see above).

If the saving throw fails, the victim is slain by the *phantasmal killer*. If the saving throw is successful, the target has disbelieved the phantasm, and a backlash effect strikes the caster unconscious for 1d10 rounds.

Phantasmal Wind

Level: ill 3; *Range:* 180 feet; *Duration:* 1 turn per CA level

Invokes from the Black Gulf a wind of phantom kind that is neither seen nor felt, yet can extinguish torches, fan flames, rustle flags, or disperse spells such as *cloudkill* and *fog cloud*. *Phantasmal wind* blows in the direction the caster points, moving at 30 MV from the time it is cast, and petering out at the spell's maximum range. At its greatest effectiveness, this dweomer can belly the sail of a small craft.

Phantom Steed

Level: ill 3; *Range:* 10 feet; *Duration:* 6 turns (1 hour) per CA level

Formed from the shadow-stuff of the Black Gulf is a quasi-real, horse-like mount for the caster or other recipient. Requiring 1 turn to fully form, the beast is smoky grey to black in colour, with pale white eyes. The *phantom steed* makes no sound as it moves, and its shadowy hooves never touch the ground. Normal animals shun the *phantom steed*, exhibiting uneasiness in its presence. Monsters, however, can attack the *phantom steed*, though it is itself incapable of combat. The *phantom steed* has MV 60, AC 7, HD 2. It cannot be healed if injured and disappears at 0 hp. Note that saddlebags and other equipment cannot be placed upon the *phantom steed*, only the caster (or other recipient) and whatever he carries on his person. If the caster is CA 8 or greater, the *phantom steed* can cross sandy, muddy, or swampy terrain uninhibited; at CA 10 or greater, it can pass over water as though it were solid ground; and at CA 12, the *phantom steed* can walk on air (though not fly, per se), able to cross a chasm or crevasse as though a solid bridge were present.

Placate

Level: wch 2; *Range:* 60 feet; *Duration:* 1 turn + 1 turn per CA level

Causes 1d4 creatures of 5 HD or fewer to cease hostilities, pending a failed *sorcery* saving throw for each target. The spell affects hostile targets in a 20-foot-radius area of effect, save for the undead, constructs, and like mindless creatures. The affected will cease combat, their desire for bloodshed quelled, their anger pacified. *Placated* creatures will not harm the sorcerer or his allies for the duration of this spell and may present as somewhat confused or introspective. If a *placated* creature is attacked, the spell is broken for all affected.

Plague Rats

Level: nec 5; *Range:* 60 feet; *Duration:* special

Conjures forth 1d6 plague-infested black **rats** (see **VOL. IV, BEASTS AND MONSTERS: R**, *rat, normal*). The rats must be directed by the caster to attack a victim. The rats attack on the next round and continue to do so until slain or until their victim is dead. The caster is free to perform other actions whilst this occurs. *Plague rats* carry a different disease than normal rats, one that is contagious and deadly. If they successfully bite their target, the victim must make a *death* (poison) saving throw or suffer *plague* (as *inflict disease*, the reverse form of *cure disease*). This variation of the disease, however, is contagious; anyone with whom the victim comes in contact must also make a *death* (poison) saving throw or suffer the adverse effects of *inflict disease*. The *plague* is aggressive and airborne; within one week of affliction, the victim develops a cough that might, per the referee's discretion, affect others through proximity or physical contact with infected objects (door handles, food, tools, etc.). The disease is likely to kill its victims within four months, not one year as *inflict disease* suggests.

Plane Shift

Level: clr 5; *Range:* touch; *Duration:* permanent

The sorcerer transports himself and up to six allies (all holding hands) to a realm unseen, a place of shadows, smoke, death, and destruction, where all is ruin and where forlorn spirits, shadowy beasts, and other nameless horrors dwell. Those transported by *plane shift* are cursed to forever remain in this realm of despair unless brought back by the sorcerer or some other agent. Encounters in this shadowy realm are entirely possible, as the referee will determine, and frequent visitors are more likely to garner attention. If this spell is used offensively to banish an opponent, the target must be of 6 HD or fewer and is allowed a *sorcery* saving throw to resist its effects.

Plant Growth

Level: mag 4, drd 3, wch 4; *Range:* 160 feet; *Duration:* permanent

Causes normal vegetation to grow and expand to form a jungle-like thicket. The affected area is 20 × 20 feet per CA level, and it must be vegetated already, containing bushes, creepers, shrubs, trees, vines, or the like. The exact dimensions may be chosen by the caster but should generally be square or rectangular. Men attempting to pass through the affected area must hack it away with machetes or like blades, moving at no greater than 10 MV whilst doing so (20 MV for Large creatures).

Plant Portal

Level: drd 4; *Range:* touch; *Duration:* 1 turn

Opens a magical passageway in trees, vines, or thick underbrush, no matter how impenetrable it appears. Even enchanted *plant growth* is affected by this spell. The portal is up to 3 feet wide, 7 feet high, and 100 feet long. After this spell is cast, those companions who are touched by the sorcerer (up to 1 per CA level) can pass through as well, though they must stay behind him. Alternatively, the sorcerer can use this spell solely on himself to enter a tree and remain within it for up to 9 turns, hiding within the trunk and observing what transpires without. If he does not exit the tree before the spell's termination, he must make a *transformation* saving throw or be forever trapped; otherwise he is ejected. *Detect magic* will not reveal the sorcerer's presence in the tree, but the *true seeing* spell (q.v.) will (cf. *pass tree*).

Polymorph Other

Level: mag 4, nec 4, wch 4; *Range:* 60 feet; *Duration:* special

Transforms one creature into another type of creature (though not a specific individual), unless a *transformation* saving throw is made. Unlike the *polymorph self* spell (q.v.), the affected creature actually becomes the new form in all ways, including all attacks and special abilities. The victim also assumes the behaviour and tendencies of the new form. For example, a man turned into an ass will think and behave as an ass does; his personality is buried. Note that the victim cannot be transformed into any creature more than 5 HD greater than his original form; his hit point total, however, remains the same, so if a 22-hp fighter is transformed into a toad, he becomes a 22-hp toad. This spell is broken only if the victim dies, or if *dispel magic* is cast; in the latter case, the victim must make a *trauma survival* check (see **VOL. I, ATTRIBUTES, constitution**) to survive the transformation.

Polymorph Self

Level: mag 4, wch 4; *Range:* 0; *Duration:* 1 turn per CA level

The sorcerer transforms into any living creature of equal or lesser HD (though not a specific individual), from as small as a mouse to as large as a mammoth, so long as he is familiar with the desired shape. Upon transforming, the caster retains his armour class, hit points, fighting ability, and saving throws. His possessions are melded with the new form, and he no longer realizes their benefits if any are of magical nature. (Some referees might make an exception for a magical ring.) The sorcerer acquires the natural physical abilities of the new form (e.g., an **owl bear's** claw / claw / bite attacks, a **falcon's** flight, a **shark's** undersea breathing), but he does not gain special attacks (e.g., a **ghoul's** paralysis, a **snake's** venom, an **eel's** electric shock) or special immunities (e.g., a **black pudding's** immunity to cold, a **werewolf's** immunity to normal weapons). Unlike *polymorph other* victims, the caster retains his mental capacity, though he is unable to speak as normal or cast other spells if the form is not humanoid. The sorcerer can terminate the spell at will without need of a *trauma survival* check; when the spell ends, he heals 2d6 hp of damage sustained (if applicable). If killed whilst *polymorphed*, the sorcerer's true form is revealed.

Prayer

Level: clr 3; *Range:* 0; *Duration:* special

Functions as the *incantation* spell, albeit with the following enhancements: Damage is also increased by one (+1) for allies and decreased by one (-1) for enemies within the area of effect; also, the spell's effects persist for 3 rounds after the caster ceases to chant, unless the spell is broken via *dispel magic* or *silence* (q.v.).

Precipitate

Level: clr 1, drd 1; *Range:* special; *Duration:* 1 turn per CA level

Cast outdoors under at least a partly cloudy sky, this spell involves a chanting ritual that requires 1 turn to complete. The spell invokes the clouds to release their precipitation for the duration of the spell. The heaviness and consistency of the rain depend on the cloud cover and the prevailing temperature; hence, precipitation could be sleet if the temperature is at or near freezing, or snow if below freezing.

Produce Bonfire

Level: drd 4, pyr 4, wch 5; *Range:* 30 feet; *Duration:* special

Causes a bonfire to magically ignite, a full, roaring blaze of up to 12 feet in diameter. If cast upon an appropriate pile of wood, the blaze can persist for up to 1 day per CA level; if made to spring from thin air, it lasts but 1 turn per CA level. Creatures in the area of effect suffer 1d4 hp damage, with no saving throw allowed. Any combustibles worn by the victims (cotton, linen, wool, etc.) might be damaged or destroyed by the *produce bonfire* spell; certainly papers and parchments stand no chance of survival. The reverse of this spell, *quench bonfire*, will extinguish a normal fire within the range of the spell.

Produce Flame

Level: drd 2, pyr 2; *Range:* 0; *Duration:* special

A small, torch-like flame ignites in the palm of the sorcerer, creating a 15-foot radius of light. The flame does not harm the caster and can remain in his palm for up to 6 turns (1 hour), so long as he does not cast other spells. If the sorcerer closes his hand to a fist, he extinguishes the flame. The sorcerer can opt to hurl the flame up to 30 feet as a ranged attack. The flame bursts in a five-foot diameter if it strikes, igniting combustibles and causing 1d4 hp damage, +1 hp per CA level (e.g., a CA 5 sorcerer can hurl a *produced flame* that inflicts 1d4+5 hp damage). A *sorcery* saving throw reduces damage by half.

Programmed Phantasm

Level: ill 6; *Range:* 240 feet; *Duration:* special

Creates a *spectral phantasm* spell (q.v.) that activates when a predetermined condition is met, or by a command word from the caster. The predetermined condition might be when a particular door is opened, when a passage is entered, when a gate is approached, or the like. Once activated, its duration and other effects are exactly as the *spectral phantasm* spell.

Project Image

Level: mag 6, ill 5, pyr 6; *Range:* 240 feet; *Duration:* 6 rounds (1 minute)

The sorcerer projects a duplicate likeness of himself within 240 feet. The image remains without need of concentration. The sorcerer can then cast subsequent spells through the *projected image*, though he must be able to see his target with his own eyes. The image is unaffected by spells, save *dispel magic* and *dispel phantasm*; however, it disappears if touched or if struck by a melee or missile weapon.

Protection from Evil

Level: mag 1, clr 1, nec 1, pyr 1, wch 1; *Range:* 0; *Duration:* 6 turns (1 hour)

A pale circle of light surrounds the caster, preventing summoned creatures (e.g., **dæmons**, **elementals**) from attacking him. All other Evil creatures attack at penalties of –1 “to hit” and –1 damage, and saving throws versus their attacks are made at +1. The reverse of this spell, *protection from good*, can only be cast by Evil or Neutral sorcerers; it functions the same way, except versus creatures of Good alignment.

Protection from Evil, 15' r.

Level: mag 3, clr 4, nec 3, pyr 3, wch 3; *Range:* 0; *Duration:* 12 turns (2 hours)

Functions as the *protection from evil* spell, except it forms a circle that radiates 15 feet around the caster. All who are friendly to the caster within the circle enjoy the benefits of the *protection from evil* spell. As the caster moves, so too does the *protection* circle. The reverse of this spell, *protection from good, 15' r.*, is cast by Evil or Neutral sorcerers; it functions the same way, except versus creatures of Good alignment.

Protection from Ordinary Missiles

Level: mag 3; *Range:* touch; *Duration:* 1 turn per CA level

Grants the caster or other recipient complete immunity to normal, non-magical missiles, including arrows, bolts (quarrels), and sling bullets / stones. Siege engine missiles or hurled boulders are unaffected.

Purify Food and Drink

Level: clr 1, drd 1, wch 2; *Range:* 10 feet; *Duration:* instantaneous

Decontaminates up to 1 cubic foot of spoiled or rotten foodstuffs per CA level. Even poisonous food is made pure by this spell. The reverse of this spell, *putrefy food and drink*, spoils and rots an equal amount of food and drink; it cannot make food “poisonous”, but putrefied food may well sicken a consumer.

Pyrotechnics

Level: mag 2, drd 3, pyr 2; *Range:* 240 feet; *Duration:* 2 rounds per CA level

Uses an existing flame (brazier, campfire, torch, etc.) to create a great, fiery spectacle of flashing colours and luminous lights. Alternatively, a thick, rolling smoke can be created, clouding a 20-foot-diameter area around the blaze. Once created, the *pyrotechnics* persist until the spell duration is met or the source is extinguished.

SPELLS: Q

Quest

Level: clr 5; *Range:* 30 feet; *Duration:* special

Similar to the *geas* spell, except death is not the end result of failure to complete the assignment. Failure results in a curse as charged by the sorcerer who laid the *quest* spell. When cast by a player character, the resulting curse is up to the imagination of the player (with referee approval). When cast by a non-player character, the PC is at the mercy of the referee’s device. The reverse of this spell, *remove quest*, can dispel its effects or those of a *geas* spell. If cursed by failure to complete the *quest*, a *remove curse* spell (q.v.) also negates the curse.

SPELLS: R

Rainbow Bridge

Level: ill 3; *Range:* 120 feet; *Duration:* 1 turn per CA level

Invokes a misty, arching rainbow to take form. The *rainbow bridge* is 10 feet wide and can bridge a distance of 10 feet per CA level. The arch has an apex equal to one-half its length. *Rainbow bridge* can be traversed as though it were solid ground at normal walking speed, but running will cause the crosser to fall through. It can be used to bridge a chasm, pit, lava pool, or other hazard. This spell is negated by *dispel magic* or *dispel phantasm*. The sorcerer cannot end the spell prematurely; i.e., once cast it persists until its duration expires.

Rainbow Pattern

Level: ill 4; *Range:* 90 feet; *Duration:* special

The sorcerer’s weird gesticulations invoke a pattern of rainbow-hued, interweaving colours in a 30-foot-diameter area. The sorcerer can direct the *rainbow pattern* to move at 30 MV to the limit of its range. The spell affects up to 24 HD of seeing creatures; i.e., it does not affect blind or sightless creatures. Those who fail their *sorcery* saving throws doltishly follow the interplaying colours. The spell lasts for as long as the caster continues to gesticulate, plus 1d4 rounds thereafter. If the *rainbow pattern* leads its victims off a cliff or other hazard, each is allowed a second saving throw to see if he actually follows the effect to his potential demise.

Raise Dead

Level: clr 5, nec 6, wch 6; *Range:* 30 feet; *Duration:* instantaneous

Enables the sorcerer to restore a dead man or humanoid to life. This powerful necromantic spell entails ritual chanting, burning incense, and flourishing a holy symbol over a period of 6 turns (1 hour). The body of the deceased must be whole and intact; any missing parts will remain missing, but wounds, burns, and other injuries will be healed (though leaving notable scars). The time limit betwixt death and resurrection is 7 days + 1 day per CA level. Once the spell is complete, the dead man must roll a *trauma survival* check

(see **VOL. I, ATTRIBUTES**, *constitution*). If this roll succeeds, the victim is *raised*, but is aged 3 years and permanently loses 1 point of constitution, with no *restoration* possible (q.v.); if the roll results in failure, the man is truly dead and cannot be *raised*. After being *raised*, the subject needs one week of complete bed rest before engaging in activity.

Ray of Enfeeblement

Level: mag 2, nec 2, pyr 2, wch 2; *Range*: 30 feet; *Duration*: 1 round per CA level

From the hand of the caster springs a silvery flash of light that automatically strikes its intended target, sapping that one of 4 points of strength. A *spell* saving throw negates this spell. If a monster is affected, the referee should reduce damage dice: d12 reduced to d10; d10 to d8; d8 to d6; d6 to d4; d4 to d3; d3 to d2; d2 to 1. Bonuses to damage dice should also be proportionately reduced, so a creature that normally inflicts 1d8+2 hp damage should inflict 1d6+1 hp damage, and so on.

Reflection

Level: ill 1, wch 1; *Range*: 10 feet; *Duration*: 6 turns (1 hour) per CA level

Invokes an image to appear on any reflective surface. The *reflection* is still as a picture but can be as vague or detailed as the sorcerer wishes.

Reincarnation

Level: mag 6, drd 6, pyr 6; *Range*: touch; *Duration*: instantaneous

Provides a new body for a man who has been dead up to 7 days + 1 day per CA level. A portion of the dead man's corpse must be touched by the sorcerer, even if all that remains are ashes. Within 1d6 rounds, the dead man is *reincarnated*, very likely as a different race of man, or possibly a quasi-man or humanoid. The *reincarnated* will retain the faculties of his erstwhile mind; i.e., he retains his class, experience, and most of his memories. If he is *reincarnated* as anything other than a man, however, he must abide a 50% XP penalty for the remainder of his new life; i.e., he requires double the normal number of experience points to advance in levels. Casting this spell requires 6 turns (1 hour), culminating in the formation of a new, mature body; unlike *raise dead*, no *trauma survival* check is required. Roll a d6: If the result is 1–5, refer to **Reincarnation (Humans) table** below; if the result is a 6, refer to **Reincarnation (Quasi-Humans) table** below. Next, roll a d12 on the appropriate table to determine the new incarnation. The *reincarnated* always returns as the same gender; if *reincarnation* of a female results in an **abominable snow-man**, a complete reroll is required, as no females of that species exist.

Reincarnation (Humans) (d6: 1–5)

d12 Roll	New Incarnation
1	Man, Common*
2	Man, Amazon
3	Man, Atlantean
4	Man, Esquimaux
5	Man, Hyperborean
6	Man, Ixian
7	Man, Kelt
8	Man, Kimmerian
9	Man, Kimmeri-Kelt
10	Man, Pict
11	Man, Pict (Half-Blood)
12	Man, Viking

Reincarnation (Quasi-Humans) (d6: 6)

d12 Roll	New Incarnation
1	Ape, Albino (<i>White Ape</i>)**
2	Ape, Mountain (<i>Ogre</i>)**
3	Ape-Man**
4	Cave-Man (<i>Neanderthal</i>)
5	Fish-Man (<i>Deep One</i>)
6	Hyæna-Man (<i>Gnoll</i>)
7	Lizard-Man
8	Minotaur**
9	Orc (<i>Dæmon-Pict</i>)
10	Snake-Man
11	Snow-Man, Abominable (<i>Yeti</i>)**
12	Vhuurmis (<i>Beast-Man</i>)

* If desired, the player may roll once or twice more on the human table to determine racial traits or heredity; e.g., a common man who shews traces of Pict and Esquimaux. However, because Atlanteans and Hyperboreans have evolved to sexual incompatibility with the other races, common men shew no such traits; reroll, if desired.

** These quasi-human creatures are of exceptional strength. **Ape-men** and **abominable snow-men** have minimum strength scores of 16; i.e., if the *reincarnated* subject's previous strength score was 15 or less, he now gains a 16. **Albino apes**, **mountain apes**, and **minotaurs** have 18 strength, so if the *reincarnated* subject's strength was any less than this, accordingly it is upgraded.

Remove Curse

Level: mag 4, clr 3, nec 4, wch 3; *Range:* touch; *Duration:* special

Permanently wipes away a curse suffered by a man or other creature, though not the cursed enchantments of swords, shields, armour, and the like. The reverse of this spell, *bestow curse*, is not of permanent duration; rather, its duration is 1 turn per CA level. The victim of *bestow curse* is allowed a *sorcery* saving throw to avoid affliction. Typical curses include:

- ★ One attribute reduced to a score of 3;
- ★ All saving throws penalized by -4;
- ★ All "to hit" rolls penalized by -4;
- ★ Armour Class penalized by -2;
- ★ 50% chance per round of dropping in-hand items.

Some other minor effect can be imagined by the player with referee approval. The effect must be reasonable. For example, the victim cannot be turned into a toad; that must be accomplished via the *polymorph other* spell. He might, however, be cursed to grow the snout of a pig.

Remove Fear

Level: clr 1; *Range:* touch; *Duration:* special

Grants the recipient steely resolve against the effects of sorcerous fear. Cast as a preparatory spell, any fear-based saves are made at +4 for 1-turn duration. Cast on one who already suffers the effects of fear, a new saving throw is allowed, this at a +2 bonus. If the reverse of this spell, *cause fear*, is memorized, a touch attack is required. If the target is struck and fails its *sorcery* saving throw, it must flee from the caster at maximum speed for 1 round per CA level (or simply cower if cornered). *Cause fear* is broken if the victim is attacked.

Remove Paralysis

Level: clr 3, wch 3; *Range:* special; *Duration:* special

Via a touch, this spell can free an afflicted victim from the effects of *ghoul touch*, *paralyze*, or similar spells such as *hold person*. The reverse of this spell, *cause paralysis*, is a 30-foot ranged spell. The caster must point at his victim and speak his baleful incantation. If the target fails its *death* saving throw, it falls limp, unable to move for 1 turn per CA level.

Repel Wood

Level: drd 6; *Range:* 0; *Duration:* 1 round per CA level

Causes successive waves of force to roll forth in the direction the sorcerer faces. Any wooden objects of up to six-inch thickness in this path (tables, chairs, spear shafts, weapon hafts, arrows, wooden shields, etc.) are repelled, forced away from the caster; if something holds onto such an object, it is either dragged back with it, or the object bursts into splinters and moves as this sorcery dictates (i.e., a man might be pulled by his axe, whilst a door might burst from its hinges). The wave of force is 60 feet wide and moves at 40 MV to a maximum distance of 20 feet per CA level.

Repulsion

Level: mag 6, nec 6, pyr 6; *Range:* 120 feet; *Duration:* 6 rounds (1 minute)

The sorcerer creates a path that is 10 feet wide and extends 30 feet before him. All creatures in this path suffer *repulsion* and are compelled to flee from the sorcerer at 30 MV until they are beyond the 120-foot spell range. Victims gain no saving throws if they are of 6 HD or fewer; creatures of 7 HD or more are allowed *sorcery* saving throws to resist *repulsion*. Those affected can do nothing but flee for the duration of the spell. If the sorcerer continues to concentrate, he can walk at half speed, maintaining this dweomer until the duration is met. If a repulsed creature is attacked whilst fleeing, the effect is broken for that creature.

Resilient Sphere

Level: mag 4, pyr 4; *Range:* 20 feet; *Duration:* 1 round per CA level

A shimmering globe of force encapsulates the subject of this spell. The subject must be of Medium or smaller size and must make a *sorcery* saving throw or be trapped within the confines of the *resilient sphere* until the spell's duration elapses. Inside the *sphere*, the air is breathable. If the subject struggles for freedom, the only result is a slight movement of the *sphere*; in fact, those who are outside the *sphere* may roll it, should they choose to. The *sphere* is immune to physical harm, but is negated by a *dispel magic* spell, a *disintegrate* spell, or magic items that produce similar results.

Restoration

Level: clr 6; *Range:* touch; *Duration:* instantaneous

Returns drained energy or life force (hit dice / experience levels), attributes, and/or other abilities; also reverses the effects of supernatural ageing (alas, the ageing cost noted below still applies). The spell must be cast within 1 day per CA level since the time of the drain in order for the *restoration* to be effective; e.g., a CA 11 sorcerer has 11 days to restore a level-drained character. When *restoration* is used to repair lost levels of experience, experience points are restored to the least amount required to be at the restored level; e.g., a 7th-level fighter who is drained to 5th level by **wights** can be restored to but 64,000 XP. The effect is permanent, but not without cost: The restored character ages 1d2 years.

Rope Trick

Level: mag 3, ill 2; *Range:* 0; *Duration:* 2 turns per CA level

The sorcerer casts skyward a rope of 5- to 25-foot length. The rope stands rigid and upright; it then must be climbed. At the apex, the caster and up to five allies can enter and hide in a small extra-dimensional space. This pocket dimension is a grey, opaque, featureless cube of 20 × 20 × 20 feet, illumed dimly within, the air breathable. The rope remains hanging; if pulled, the hiders fall out, spilling to the ground. Similarly, if the spell expires, those within the extra-dimensional space will precipitate to the ground.

SPELLS: S

Sanctuary

Level: clr 1; *Range:* 0; *Duration:* 1 turn

Persuades opponents to completely ignore the caster if they fail their *sorcery* saving throws. The caster can move about freely, taking other inoffensive actions until the spell's duration terminates. However, if the caster happens to be in the range of an area effect spell (*entangle*, *fireball*, etc.), *sanctuary* provides no special protection; this can only transpire if a nearby ally is targeted. Any offensive actions taken by the caster (physical attacks, harmful spells, or the like) will break the spell.

Sanctuary from Animals

Level: drd 1; *Range:* 0; *Duration:* 1 turn

Similar to the *sanctuary* spell, this spell is effective solely against ordinary animals, causing them to ignore the sorcerer. The caster can move about freely, taking other inoffensive actions until the spell's duration terminates. However, if the caster happens to be in the area of effect of an animal's special attack (e.g., a **giant ferret's** musk), *sanctuary from animals* provides no special protection; this can only transpire if a nearby ally is targeted. Any offensive actions taken by the caster (physical attacks, harmful spells, or the like) will break the spell.

Scare

Level: mag 2, ill 1, nec 1, wch 1; *Range:* 10 feet; *Duration:* 2d6 rounds

A less potent version of the *fear* spell. The caster can direct the spell at but one creature, which is allowed a *sorcery* saving throw. If the save fails, the victim enters a state of utter fear, at once cowering and trembling uncontrollably. If attacked or cornered, however, the frightened creature will fight back, though at a -1 "to hit" penalty until the duration of the spell terminates. Undead and other creatures devoid of emotion are not affected by this spell.

Scrying Font

Level: clr 4; *Range:* touch; *Duration:* 1 round per CA level

As the *mirror*, *mirror* spell, except that the medium is not a mirror, but rather a font (basin, bowl, etc.) that contains no less than 24 ounces of holy water. Once the spell's duration elapses, the holy water evaporates.

Scythe of the Reaper

Level: nec 2; *Range:* 30 feet; *Duration:* 1d6 rounds

Summons a scythe to materialize floating in the air, surrounded by black motes of negative energy. The floating weapon is directed to attack any opponent within the spell's range. For every three CA levels, the weapon has a +1 bonus "to hit" and damage; hence CA 1–3 = +1; CA 4–6 = +2; CA 7–9 = +3; and CA 10–12 = +4. So, a CA 5 sorcerer can summon a *scythe of the reaper* that attacks at +2 "to hit" and inflicts 1d8+2 hp damage. The *scythe of the reaper* strikes with a fighting ability (FA) equal to that of the sorcerer. The caster knows not how many rounds the spell will last, but whilst it does he need not focus on it; he can take other actions, cast other spells, and so forth whilst continuing to direct the scythe at will. *Dispel magic* terminates this spell.

Secret Chest

Level: mag 5; *Range:* touch; *Duration:* 120 days

A popular spell used to sequester spell books and magic items, the sorcerer must first have a 2 × 2 × 3-foot chest built by a master craftsman in order to cast this spell. Furthermore, he must have constructed a tiny replica of that same chest, about the size of a ring box. The total cost can be no less than 5,000 gp, as the materials used might include the rarest wood, mammoth ivory, gold hinges, and the like. The sorcerer then enchants the chest and its tiny replica by way of a 1-turn ritual. The larger chest can contain up to 1 cubic foot of material per CA level, regardless of its actual size, but living creatures ruin the spell if placed within. The larger chest, upon completion of the spell, disappears to some nether realm within the Black Gulf. So long as the miniature replica chest is kept safe, the larger one may be recalled by the sorcerer at any time. If the *secret chest* is not recalled before the duration elapses, it is permanently lost to the illimitable depths of the Black Gulf. Once the spell expires, a new set of chests must be crafted before casting this spell again. A sorcerer cannot maintain more than one *secret chest*.

Secret Page

Level: mag 3, ill 3, pyr 3; *Range:* touch; *Duration:* permanent

Alters the contents of a page to appear as something else: A map might be changed to a poem, a secret formula to a recipe for soup, and so forth. With a command word the caster can view the contents at any time and then allow the dweomer to resume as before. A *secret page* cannot be revealed through a *decipher language* spell, but *detect magic* will reveal its magic, and *dispel magic* can nullify the dweomer; however, if the *dispel magic* spell fails, the *secret page* is destroyed. Note that *explosive runes* or *sepia snake sigil* (q.v.) may also be inscribed on a *secret page*.

Secure Shelter

Level: mag 4; *Range:* 20 feet; *Duration:* 12 turns (2 hours) per CA level

The sorcerer conducts a 6-turn (1-hour) ritual that requires the sacrifice of 500 gp in gold or gems. He thus conjures a hut or lodge from materials natural to the area where the spell is cast (e.g., sod, stones, timbers, wattle and daub). The material rises to form a single-storey shelter with floor space of 30 × 30 feet. It may be fashioned to have windows, a door, a chimney, and other simple features—even a table, chairs, and bunk beds, if so desired. The *secure shelter* enjoys other enchantments as well:

- ★ Impervious to normal fire and normal missiles (arrows and quarrels).
- ★ Can withstand winds up to 75 mph.
- ★ Its door (or doors) has a *sorcerer lock* (q.v.), and each door and window is *alarmed* (as the spell).
- ★ The house contains an *unseen servant* (q.v.) with the sole functions of maintaining the cleanliness of the place and assisting with cooking, stoking the fire, and so forth.

See

Level: wch 6; *Range:* 5 feet; *Duration:* 6 turns (1 hour)

This spell requires 1 turn to cast. The sorcerer uses a reflective surface to see any single creature—at any distance—including a five-foot radius around the subject. At first the surface clouds, then slowly it resolves to reveal the subject (unless the attempt fails), much like a **crystal ball** (see **VOL. V, MAGICAL TREASURE, miscellaneous magic items**). The attempt to see the subject is not without chance of failure; the following table lists the chance-in-twelve of success:

Acquaintance with Subject	Chance of Success
Subject is well known by caster	11:12
Subject is somewhat known by caster	9:12
Well-drawn picture of subject available	7:12
Crudely drawn picture of subject available	5:12

The chance-in-twelve of success might be modified by the following factors:

- ★ Belonging of subject in possession of caster: +1
- ★ Well-informed description of subject: +1
- ★ Subject on different plane / world: -3
- ★ Subject is dead: -5

For every turn of *seeing*, the subject has a cumulative 1-in-6 chance to intuit that he is being watched; i.e., 1-in-6 on turn 1, 2-in-6 on turn 2, and so on. Barbarians' chances are doubled. By turn 6 any subject will suspect he is being watched by means sorcerous.

Sending

Level: mag 5, pyr 5; *Range:* special; *Duration:* instantaneous

The sorcerer conveys a message to one with whom he is familiar (i.e., one whose name and appearance he knows). Range is not a factor, so long as the subject inhabits the same world / dimension as the caster. The sorcerer can send one word per CA level (not including articles *a*, *an*, and *the*). The message is heard and understood by any intelligent recipient, but does not compel obeisance. A message can be sent once with no save allowed. If an unwilling recipient is subjected to more than one *sending* within the same week, he is permitted *sorcery* saving throws to reject subsequent *sendings*.

Sepia Snake Sigil

Level: mag 3, nec 3, wch 3; *Range:* 10 feet; *Duration:* special

This spell may be discharged via one of three methods: 1) a glowing sigil drawn in the air and directed at a target within the spell's range; 2) a grey-brown sigil inscribed upon an object that, if studied or touched, activates the dweomer; 3) a small character inscribed into a book or scroll that, if studied or touched, activates the spell. Whichever the method, a brown, snakelike force is invoked to strike its nearest victim. It attacks at a fighting ability (FA) equal to the sorcerer's casting ability (CA). If the *sepia snake sigil* misses its target, it disappears in a puff of brown smoke. If it hits, the victim is at once enveloped by a shimmering amber force field, imprisoned within and rigidly paralyzed until the caster releases the victim, the caster dies, or *dispel magic* is cast; no saving throw is allowed. Nothing can approach the entrapped victim; all attempts are rebuffed by the force field. The imprisoned victim does not age, sleep, or grow hungry; neither is he aware of what transpires about him. The casting of this spell requires snake scales and powdered amber of 100 gp value.

Serpent Charm

Level: clr 2, nec 1; *Range:* 60 feet; *Duration:* 1 turn

By piping a flute, the sorcerer can hypnotize as many hit dice of snakes as he has CA levels. The snakes stare at the caster, some (usually cobras) posturing themselves erect and swaying side to side. Slowly, the caster and his party can move away whilst the snakes remain thus, though any violent or sudden movement will jar them from the *charm*. The effectiveness of this spell is predicated on the circumstances: An approaching

snake—even one with intent to attack—or a torpid or otherwise unsuspecting snake is not allowed a saving throw; the effects are automatic. Snakes that have already attacked or been attacked are allowed *sorcery* saving throws to resist this enchantment.

Shades

Level: ill 6; *Range:* 30 feet; *Duration:* 1 round per CA level

As the *spawn shadow monsters* spell (q.v.), except each monster has d8 hit dice and AC 5.

Shadow Conjunction

Level: ill 5, nec 5, wch 5; *Range:* 60 feet; *Duration:* 1 round + 1 round per CA level

Conjures 1d4 incorporeal creatures composed of negative energy. Each **shadow** (see **VOL. IV, BEASTS AND MONSTERS: S**, *shadow*) is under the caster's control. These hateful monsters hunger for life energy; they attack or defend as commanded and will continue to do so until destroyed or until the spell expires.

Shadow Sending

Level: mag 3, ill 3; *Range:* 0; *Duration:* 1 round per CA level

By sacrificing a piece of obsidian (volcanic glass) whilst sitting cross-legged before a fire, the sorcerer infuses his own shadow with the negative energy of the Black Gulf. Once cast, the sorcerer's shadow elongates in any direction (up or down, left or right) to a length of 90 feet per round; so, a CA 5 sorcerer can send his shadow forth 450 feet (150 yards) in 5 rounds. The caster can hear and see through the shadow (even in natural darkness), but he cannot touch. The shadow is silent; it is only noticed on a 1-in-10 chance, unless it is under direct sunlight. It has AC 9 (plus caster's dexterity modifier, if applicable) and 9 hp, though it can be harmed only by spells, or by silver or magical weapons. If the shadow is struck, the sorcerer also sustains like damage.

Shadow Sorcery

Level: ill 5; *Range:* special; *Duration:* instantaneous

The sorcerer gathers negative energy from the Black Gulf to mimic one of three different battle-magic spells commonly used by magicians. Each variation manifests uniquely; their effects, however, are slightly reduced due to their quasi-reality. The caster need not memorize which variation of *shadow sorcery* he is to invoke; he may choose at the time of casting.

- ★ *Fireball:* As the spell, except each *fireball* inflicts 1d6–1 hp damage (min. 1) per CA level. The *fireball* explodes with violet-blue flames.
- ★ *Lightning Bolt:* As the spell, except each *lightning bolt* inflicts 1d6–1 hp damage (min. 1) per CA level. The *lightning bolt* appears as a dead black bolt of energy limned in blue.
- ★ *Magic Missile:* As the spell, except each *magic missile* inflicts 1d4 hp damage per CA level. The *missiles* appear as black bolts that leave a wake of purple fire.

Shatter

Level: mag 2, wch 2; *Range:* 60 feet; *Duration:* instantaneous

Causes a single, non-magical object of baked clay, ceramic, crystal, earthenware, glass, porcelain, or other like material to *shatter* into hundreds of shards. Objects weighing more than 10 pounds are not subject to this spell.

Shield

Level: mag 1; *Range:* 0; *Duration:* 2 turns

A magical barrier surrounds the caster to protect him from his assailants providing the equivalent of plate mail armour versus missile attacks (AC 3, DR 2) and chain mail armour versus melee attacks (AC 5, DR 1). This spell will block a *flaming missile* or *magic missile* spell, but such an attack effectively dispels the *shield*.

Shillelagh

Level: drd 1; *Range:* 0; *Duration:* 1 turn

Transforms the sorcerer's oaken club or unshod staff into a magical weapon that is +1 "to hit" and inflicts 2d4+1 hp damage. Only the caster may wield the *shillelagh*.

Shock Wave

Level: wch 4; *Range:* 0; *Duration:* instantaneous

A burning, concussive wave of electromagnetic force emanates from the sorcerer, radiating 30 feet and causing 4d8 hp damage to all within range (*sorcery* saving throws allowed for half damage).

Shocking Grasp

Level: mag 1, nec 1; wch 1; *Range:* touch; *Duration:* instantaneous

The sorcerer touches his target, unleashing a jolt of electricity that delivers 1d8 hp damage, +1 hp per CA level (so a CA 3 sorcerer delivers 1d8+3 hp damage). The sorcerer must be able to touch the victim, or a reasonable conductor that is in contact with the victim. **N.B.:** Metal armour is ignored when calculating the victim's AC.

Shout

Level: mag 4, pyr 4; *Range:* 0; *Duration:* instantaneous

Endows the sorcerer with astonishing vocal power, which he releases in an ear-splitting sonic cone that radiates from his mouth. The cone is 30 feet long and 10 feet wide at its terminus. Those who are within the area of effect must make *sorcery* saving throws or suffer 2d6 hp damage; victims are also deafened for a like number of rounds. A deaf creature is surprized on a 4-in-6 chance and suffers an individual initiative penalty of -2 (i.e., the deaf creature may lose initiative, despite its allies winning; see **VOL. III, COMBAT**, *surprize* and *initiative*). Targets that make their saves sustain half damage and suffer not deafness. Brittle objects, including glass and clay, can be shattered by the sonic blast. Even a *wall of ice* spell (q.v.) can be shattered by this spell. *Shout* can be used no more than once per day, or the caster will be permanently deafened.

Shove

Level: mag 1; *Range:* 50 feet; *Duration:* instantaneous

Invokes an invisible force to push a creature or object. The caster discharges 10 pounds of force per CA level. Inanimate objects do not gain saving throws, but might not be affected depending on their weight and mass, as judged by the referee. Creatures are allowed *sorcery* saving throws to negate the effects of this spell. An affected target is pushed 5 feet plus 1 foot per CA level. As a general rule, 20–30 pounds of force will push a Small creature, 40–60 pounds of force will push a Medium creature, and 70+ pounds of force will push a Large creature. Of course, common sense must prevail; e.g., an **albino ape** may be pushed back by 90 pounds of force, but **woolly mammoths** and other huge creatures are not likely to be impacted.

Shroud of Fear

Level: clr 4, nec 4; *Range:* 0; *Duration:* 1 turn + 1 turn per CA level

The sorcerer radiates a personal aura of *fear* (as the spell) in a three-foot radius upon uttering this spell, which manifests as a ghostly, nearly imperceptible death shroud. Any creature (friend or foe) that intrudes on this space must make a *sorcery* saving throw or run away in fear for 6 rounds (1 minute). The spell remains in effect throughout its noted duration, until one falls victim to the fear (i.e., fails a saving throw), upon which the *shroud of fear* dissipates. This spell has no effect against the undead.

Silence

Level: clr 2; *Range:* 120 feet; *Duration:* 6 rounds (1 minute)

Invokes a field of absolute soundlessness that radiates 15 feet from a selected point. Creatures may move out from the spell's area of effect, but within the *silenced* field, all noise and speech are snuffed, and spells cannot be cast. If targeted directly at an opponent, the subject is allowed a *sorcery* saving throw to negate the spell; otherwise he is subject to utter *silence*. Spell casters gain +1 bonuses to their saving throws for every two CA levels they possess. **N.B.:** An affected creature that radiates *silence* may impact friends and foes alike.

Skeleton Hands

Level: nec 2; *Range:* 30 feet; *Duration:* 1 turn

A pair of skeletal hands materializes, floating before the sorcerer and aglow with crimson lambency. The sorcerer manipulates the *skeleton hands* by gesturing with his own hands. The hands can perform simple tasks such as lifting things, opening doors, and retrieving items. Each hand can hold up to 5 pounds of weight individually, or 15 pounds when working together. *Skeleton hands* can also be used to attack with the following statistics: MV 20, AC 5, HD 1, hp 2 (1 hp each), #A 2, D 1d4. The hands can also be dispelled via *dispel magic* or *turn*

undead (*Undead Type 0*; see **VOL. III, COMBAT ACTIONS**, *turn undead*). Always the hands must be kept together, and if the caster ceases to concentrate and gesticulate, the hands disappear.

Skeleton Servant

Level: nec 1; *Range:* 240 feet; *Duration:* 6 turns (1 hour)

This ritual requires 1 turn to cast, using the complete skeleton of a man or humanoid. The skeleton is animated to an undead creature of limited means. This *skeleton servant* attends the caster; it can clean, fetch / carry a 10-pound item (or drag a 20-pound item), tie a simple knot, mend a torn cloth or sack, open an unlocked door, or perform other menial tasks throughout the duration of the spell, so long as it remains within 240 feet of the sorcerer. The creature cannot fight. Its relevant statistics are: *Undead Type 0*; AL CE, MV 30, AC 7, HD ½, #A 0, D —, SV 17, *Special:* *Immune to sleep, charm, and cold magic; edged and piercing weapons inflict ½ damage.*

Sleep

Level: mag 1, wch 1; *Range:* 120 feet; *Duration:* 2d8 turns

Induces victims of 4 HD or fewer to slumber, with no saving throws possible. This enchantment encompasses a 30-foot-diameter area and affects 2d8 HD of creatures, starting with the lowest HD creatures first. Note that any “+” to hit dice should be ignored when determining the HD value of affected targets (e.g., a 3+1 HD creature counts as 3 HD, though a 3 HD creature is ensorcelled before a 3+1 HD creature). Alternatively, this spell can be targeted at a single creature of 5 HD or fewer. Sleeping victims will not awaken from normal noise, though they will if shaken or slapped. Undead and constructs are unaffected by this spell.

Sleep Everlasting

Level: wch 5; *Range:* touch; *Duration:* permanent

The sorcerer touches a single victim, causing that one to fall asleep. A *sorcery* saving throw is allowed only if the victim is of greater HD / level than the sorcerer. The effect is permanent, unless *dispel magic* or *remove curse* is cast. The enchanted victim’s bodily processes slow such that the victim will neither starve, dehydrate, nor age.

Slow

Level: mag 3, nec 3, wch 3; *Range:* 120 feet; *Duration:* 3 rounds + 1 round per CA level

Halved are the attack and movement rates of this spell’s victims who fail their *sorcery* saving throws. The caster selects a target point and *slows* a number of creatures equal to his CA level in a 15-foot radius. Those closest to the centre of the circle are affected first, potentially including the sorcerer’s allies; however, the caster can limit the radius of the spell, shrinking it as desired. *Slowed* creatures move at half their normal rates, lose any dexterity bonuses to AC, and make half as many attacks per combat round; i.e., 1/1 = 1/2, 3/2 = 3/4 (1 attack, 1 attack, no attack, 1 attack), 2/1 = 1/1, 5/2 = 5/4 (1 attack, 1 attack, 1 attack, 2 attacks), 3/1 = 3/2, 4/1 = 2/1, and so on. *Slow* eliminates the use of the combat action *two-weapon fighting* (see **VOL. III, ADVANCED COMBAT**, *advanced combat actions*). *Sorcery* (spells and magical devices) is not *slowed* in any way. *Slow* counteracts the *haste* spell.

Smoke Cloud

Level: pyr 1; *Range:* 60 feet; *Duration:* 1d6+4 rounds

A dense cloud of smoke forms, occupying an area of 8,000 cubic feet (e.g., a 20 × 20 × 20-foot room, a 10 × 10 × 80-foot passage). The sorcerer can stand in the centre of the *smoke cloud*, casting the spell in such a way that it extends away from him in all directions, but any movement places him in the smoke. The cloud induces mild coughing and irritates the eyes of those within its confines. *Smoke cloud* also obstructs vision: Missiles may be fired 10 feet into it at –4 “to hit”, but longer ranges are impossible; melee within the smoke cloud is likewise at –4 “to hit”.

Solid Fog

Level: ill 4; *Range:* 30 feet; *Duration:* 12 rounds (2 minutes)

Creates a fog cloud similar to the *wall of vapours* spell (q.v.), up to 10 feet thick, 30 feet long, and 30 feet high. Unlike the lower-level spell, only a very strong wind (35 mph or greater) will disperse this spell; even a *gust of wind* spell is insufficient. Any creature within or attempting to traverse the *solid fog* is slowed by the fog’s density to a maximum rate of 10 MV. Normal sight cannot penetrate *solid fog*, and *infrared vision* is unavailing. Potent fire spells such as *fireball*, *flame strike*, or *wall of fire* (q.v.) will burn away *solid fog* in 1 round.

Sorcerer Eye

Level: mag 4, ill 4, nec 4, pyr 4, wch 4; *Range:* 240 feet; *Duration:* 1 round per CA level

The sorcerer conjures and sends forth an invisible eye to “see” for him, providing visual sensory information. The *sorcerer eye* moves at 30 MV and can see 60 feet ahead of itself if illumination is present; lacking illumination, the *eye* sees with *infrared vision* (as the spell) to a range of 30 feet. The *eye* can float in any direction as dictated by the sorcerer, who must sit cross-legged, eyes closed as he concentrates on what he sees. The spell ends when he opens his eyes, or when the duration expires.

Sorcerer Lock

Level: mag 2; *Range:* 15 feet; *Duration:* permanent

Magically secures a door, gate, portal, or the like. *Sorcerer lock* is similar to the *hold portal* spell, except of infinite duration. A *dispel magic* spell will negate it, a *knock* spell will open it, or a strong man (17+ strength) or creature might break it open (see **VOL. III, ADVENTURE, doors**). Lastly, *sorcerer lock* can simply be passed through without aid of magic or brute force by any magician (or magician subclass) whose CA is at least 3 levels greater than the one who placed the *dweomer*.

Sorcerer Mark

Level: mag 1, ill 1, nec 1, pyr 1, wch 1; *Range:* touch; *Duration:* permanent

The sorcerer etches a magical rune on a surface such as leather, paper, wood, stone, or even metal. The rune can be the personal symbol of the caster, or the sorcerer can effect a magical inscription of up to seven words, plus one word per CA level; this inscription may be read by one who can *read magic*. Alternatively, the sorcerer can scribe an invisible *sorcerer mark* or inscription, but this is revealed by *detect magic* or *detect invisibility*.

Sorcerous Armour

Level: mag 1, pyr 1; *Range:* touch; *Duration:* special

A sorcerous force field equivalent to leather armour (AC 7) surrounds the recipient of this enchantment. The spell has no effect on an armoured recipient, but a creature with natural AC 7 or better gains a +1 AC bonus. This spell lasts until dispelled, or until the recipient sustains cumulative damage totalling 10 hp, +1 hp per CA level. *Sorcerous armour* will not work in conjunction with AC-enhancing devices, save for a **cloak** or **scarab of protection** (see **VOL. V, MAGICAL TREASURE, miscellaneous magic items**).

Spawn Demi-Shadow Monsters

Level: ill 5; *Range:* 30 feet; *Duration:* 1 round per CA level

As the *spawn shadow monsters* spell (q.v.), except each monster has d6 hit dice and AC 7.

Spawn Shadow Monsters

Level: ill 4; *Range:* 30 feet; *Duration:* 1 round per CA level

From the impossible depths of the Black Gulf the sorcerer extracts negative energy to spawn quasi-real *shadow monsters*. The sorcerer can create a single monster or multiple monsters, so long as their HD total does not exceed his CA level. If multiple monsters are created, they must all be of the same creature type. The monsters all have AC 9 and use d4 for hit dice, regardless of their type. *Shadow monsters* cannot use special abilities; they strictly make physical attacks. A *shadow owl bear*, for example, can make its normal claw / claw / bite attack, but a *shadow giant scorpion* has no venom in its sting. A *shadow monster* can be struck only by silver or magical weapons, the former of which inflict double damage; also, any creature of 6 HD or greater can strike a *shadow monster*. Spells that deliver physical damage can also affect them. A *shadow monster* can be dispelled by *dispel magic* or *dispel phantasm*.

Speak with Animals

Level: clr 2, drd 1, wch 2; *Range:* 20 feet; *Duration:* 1 turn

The sorcerer can speak with any normal sort of animal (not magical beasts, monsters, or other supernatural creatures) for the duration of the spell. The animals will reply in kind; such replies are usually limited to brief one- or two-word statements predicated on the intelligence of the animal, at the referee’s discretion. Friendly animals might be convinced to perform some minor service.

Speak with Dead

Level: clr 3, nec 2, wch 3; *Range:* 10 feet; *Duration:* special

Allows the sorcerer to converse with a dead man or humanoid, providing they speak (or spoke, as it were) the same language. The spell can be cast on an incomplete corpse or skeleton, so long as at least the skull remains. The sorcerer may ask up to three direct questions (i.e., neither ambiguous nor multipart questions). The deceased will then answer, rasping its reply in a fashion and degree of truthfulness as best determined by the referee. This spell cannot be cast on any dead man or creature more than once; neither does it function on the undead.

Speak with Plants

Level: clr 4, drd 4; *Range:* 0; *Duration:* 1 round per CA level

Allows the sorcerer to establish rudimentary communication with plant life that surrounds him in a 30-foot radius. Casting this spell requires 1 turn of meditation. Once complete, the caster can ask a simple question, such as whether a creature passed through the area of effect. The reply is via an empathic feeling conveyed by the plants. The caster may also assert a small amount of control over the area of effect, asking grasses or shrubs to part, or even asking vines or hanging branches to hinder the progress of a pursuer. This effect should not be confused with the *entangle* spell, however; the plants are simply nudged to a limited course of action.

Spectral Hand

Level: nec 2; *Range:* 30 feet; *Duration:* 1 turn

A sickly yellow, translucent hand surges forth, its shape like that of the caster's. This spell is used in conjunction with a single subsequent touch spell, delivering the touch spell as a ranged attack with a +2 bonus "to hit". This spell can be cast in advance of a combat situation; the hand hovers before the caster until it successfully delivers a touch spell, or the spell's duration is met. The *spectral hand* is incorporeal and cannot be damaged unless the attacker is using a spell or magical weapon; if attacked thusly, it may be considered AC 7 with 4 hp. It can also be broken by *dispel magic*.

Spectral Phantasm

Level: ill 3; *Range:* 240 feet; *Duration:* special

Improves upon the sorcery of the *phantasm* and *improved phantasm* spells. A visual illusion is created, a projected image of nearly anything the caster can imagine, up to 40 × 40 × 40 feet in area. Victims must be living creatures of animal intelligence or greater; undead, constructs, oozes, and the like are unaffected. *Spectral phantasm* can be used to create an attacking monster or other damaging hazard. The illusion can be of sight, sound, smell, and/or temperature. The auditory component might include a shout, a roar, or a sentence of up to nine words in length (not including articles *a*, *an*, and *the*).

Once cast, this spell persists as long as the caster concentrates and for 5 rounds thereafter, unless the illusion is touched or dispelled via a *dispel magic* or *dispel phantasm* spell. A *spectral phantasmal* monster has AC 7 and will disappear if hit; otherwise, it can continue to attack as manipulated by the caster. The caster can direct the illusion to move anywhere within the spell's range; this requires his full attention, though he can walk at half speed and maintain control. *Spectral phantasm* targets are not allowed saving throws unless the referee feels the illusion is not credible, in which case *sorcery* saving throws are rolled. With sight, sound, smell, and/or temperature, credibility is rarely an issue with this spell, but if such arises and the save is made, the disbeliever sees the *spectral phantasm* as a flawed and flickering transparent image. Otherwise, this illusion can inflict real physical damage, as high as 1d6 hp per CA level per round to each victim. Such damage remains even if the spell is subsequently broken.

Spider Climb

Level: mag 1, wch 1; *Range:* touch; *Duration:* 6 turns (1 hour)

Allows the spell's recipient to scale sheer or vertical surfaces, including those that are smooth and polished, like marble. The fingertips and toes of the climber become sticky, like those of a spider, with magical cilia providing adhesion. A *spider climb* recipient can climb up walls and move along ceilings at one-half his normal movement rate. Whilst climbing, the recipient cannot manipulate objects that weigh less than one pound, because such objects cling to his hands. Spell casters cannot cast other spells, but they can trigger magical devices. **N.B.:** Gauntlets and heavy footwear must be removed to benefit from this spell.

Spike Growth

Level: clr 4, drd 3; *Range:* 60 feet; *Duration:* 6 turns (1 hour) per CA level

This spell only functions where there is plant growth of at least moderate thickness. It creates within the foliage and roots a plethora of small, spiky growths in an area of up to 10 × 10 feet per CA level. These may be discerned via *detect snares and pits*, *detect traps*, or *true seeing* (q.v.); otherwise, all seems perfectly natural until the enchanted area is traversed. For every 10 feet of affected area negotiated, the subject(s) must make an *avoidance* saving throw or suffer 1d4 hp damage. The caster can dismiss this spell at any time.

Starlight

Level: drd 3, wch 3; *Range:* 120 feet; *Duration:* 1 turn per CA level

Illumes up to a 60-foot-diameter area as though it were under the clearest, brightest *starlight*. Cast in an area of utter darkness, visibility is clear within its 60-foot diameter and dim for another 30 feet (so a 120-foot diameter of effectiveness). Stars appear to twinkle and shine above the area of effect, whether this be a 10-foot-high chamber ceiling or a 60-foot-high cavern roof.

Stinking Cloud

Level: mag 2; *Range:* 30 feet; *Duration:* 1 round per CA level

Evokes a cloud of nauseous vapours in a 20 × 20 × 20-foot area. Any breathing creature caught in the cloud must make a *death* (poison) saving throw or suffer nauseating effects, coughing, gasping, and choking for 1d6 rounds, their ears, eyes, and throat burning; essentially, they are *stunned* (see **VOL. III, COMBAT**, *attack modifiers*). Those who make their saving throws are temporarily resistant to the deleterious effects of the *stinking cloud*, but must exit it within 1 round or save again. At minimum (i.e., with a successful saving throw), the *stinking cloud* is an uncomfortable irritation.

Stone Shape

Level: mag 5, drd 3; *Range:* touch; *Duration:* permanent

The sorcerer reshapes stone to fit his purposes, able to manipulate a cubic area with sides of 1-foot length per CA level; e.g., a CA 9 sorcerer can affect a 9 × 9 × 9-foot area. The *stone shape* is limited only by the caster's imagination. Examples include a stone chair, club, coffer, door, or statue. The detail of any *stone shape* lacks refinement and is crude by all accounts. Note that any *stone shape* with moving parts stands a 3-in-10 chance of not functioning; e.g., the lid of a stone coffer might not open.

Stone Tell

Level: clr 6; *Range:* touch; *Duration:* 1 turn

Imbues a stone or stony surface with the ability to communicate the name and/or type of any creature that has touched it. The stone can also tell what is behind it, or what it hides or conceals, and provide a full visual description as required by the sorcerer. However, the entire effect is empathic; no actual words are spoken.

Stone to Flesh

Level: mag 6, nec 6; *Range:* 120 feet; *Duration:* permanent

Transmutes stone to flesh and blood. If cast on a man who was petrified by a monster, the recipient is restored along with all his carried possessions; however, he first must make a *trauma survival* check (see **VOL. I, ATTRIBUTES**, *constitution*) to determine whether or not he survives the transformation. If cast on raw stone, such as the wall of a dungeon, this spell transforms up to a 10 × 10 × 10-foot cube of rock into flesh. The reverse of this spell, *flesh to stone*, causes a single creature to petrify if a *transformation* saving throw fails.

Stoneskin

Level: mag 4; *Range:* touch; *Duration:* special

By sacrificing a diamond of 500 gp value or greater, the sorcerer imbues himself or another with flesh as hard as diamond. For every CA level, the recipient gains immunity to one physical attack (melee or missile). This also applies against magical weapons (e.g., a **+1 long sword**). The recipient does not, however, gain immunity to spells or other sorcerous effects; e.g., a *magic missile* spell will cause normal damage and does not count as a "hit" against the spell's duration—only the *magic stone* spell is effective in this regard. The sorcerer cannot place this spell on more than one recipient at a time; any attempt to do so results in the sorcerer suffering petrification (no save allowed).

Strangle

Level: nec 3, wch 4; *Range:* 30 feet; *Duration:* 1 round per CA level

From the outstretched hands of the caster emerge a pair of invisible ghostly hands, which reach for the throat of a human or humanoid target. The target must make a *sorcery* saving throw to negate the effects of this spell. If the target fails his save, he will then choke and gag, suffering 1d4 hp damage per round. Furthermore the victim attacks at –2 “to hit” and damage and might not be able to cast spells (3-in-6 chance of failure). The strangling hands might be wrenched free with a *test of strength* (see **VOL. I, ATTRIBUTES, strength**); also, *dispel magic* can break this spell.

Strengthen

Level: mag 2, pyr 3; *Range:* touch; *Duration:* 1 turn

Enhances the strength of a man. A fighter’s strength is increased by 2d4 points, a cleric’s or thief’s by 1d6, and a magician’s by 1d4, all to a maximum of 18. (A classless “commoner” may gain 1d4 points.) If this spell is cast on one whose strength score is already 18, he gains an additional +1 “to hit” bonus, and *extraordinary feats of strength* are improved by +8% (see **VOL. I, ATTRIBUTES, strength**).

Suggestion

Level: mag 3, ill 3; *Range:* 60 feet; *Duration:* 24 hours

This enchantment affects one creature. The target must make a *sorcery* saving throw or be compelled to carry out a *suggestion* spoken by the sorcerer. Suggesting an obviously self-destructive action results in a 5-in-6 chance of breaking the spell. *Suggestions* should be neither overly complex nor longer than one or two sentences, though these too may be attempted for the duration of the spell, if physically possible. Of course, this spell is useless if the sorcerer and the ensorcelled do not speak the same language.

Summon Animal I

Level: clr 6, drd 4; *Range:* 240 feet; *Duration:* special

Allows the sorcerer to call upon the aid of one or more animals. The sorcerer must specify the animal type he is summoning. In Hyperborea, these animals may include **1 brown bear**, **2 mountain lions**, or **4 wolves** (see **VOL. IV, BEASTS AND MONSTERS: B, bear**; **BEASTS AND MONSTERS: L, lion**; **BEASTS AND MONSTERS: W, wolf**). Rudely the animals are conjured to a location within the spell’s range. At once the caster must charge the animals with a simple, one-sentence task. The animals will hear, understand, and be compelled to obey. The task might be to fight, to guard, to work, or the like. Once the task is complete the spell is ended, and the animals disappear whence they came.

Summon Animal II

Level: drd 5; *Range:* 240 feet; *Duration:* special

Allows the sorcerer to call upon the aid of one or more robust animals. The sorcerer must specify the animal type he is summoning. In Hyperborea, these animals may include **1 polar bear**, **1 tiger**, or **3 dire wolves** (see **VOL. IV, BEASTS AND MONSTERS: B, bear**; **BEASTS AND MONSTERS: T, tiger**; **BEASTS AND MONSTERS: W, wolf**). Rudely the animals are conjured to a location within the spell’s range. At once the caster must charge the animals with a simple, one-sentence task. The animals will hear, understand, and be compelled to obey. The task might be to fight, to guard, to work, or the like. Once the task is complete the spell is ended, and the animals disappear whence they came.

Summon Animal III

Level: drd 6; *Range:* 240 feet; *Duration:* special

Allows the sorcerer to call upon the aid of one or more powerful animals. The sorcerer must specify the animal type he is summoning. In Hyperborea, these animals may include **1 cave bear**, **1 sabre-tooth**, or **2 winter wolves** (see **VOL. IV, BEASTS AND MONSTERS: B, bear**; **BEASTS AND MONSTERS: T, tiger**; **BEASTS AND MONSTERS: W, wolf**). Rudely the animals are conjured to a location within the spell’s range. At once the caster must charge the animals with a simple, one-sentence task. The animals will hear, understand, and be compelled to obey. The task might be to fight, to guard, to work, or the like. Once the task is complete the spell is ended, and the animals disappear whence they came.

Summon Elemental

Level: mag 5, wch 5; *Range:* 240 feet; *Duration:* 1 turn per CA level

This conjuration requires 1 turn to cast and may be performed but once per day. The sorcerer conjures a **class I air, earth, fire, or water elemental** to serve him (see **VOL. IV, BEASTS AND MONSTERS: E, elemental**). The conjured elemental obeys the will of the caster, performing any and all actions to the best of its ability, whether they be labour or combat. The sorcerer must maintain constant concentration on the elemental. If he casts another spell, enters combat, or does anything else that is sufficient to interrupt his concentration, the elemental breaks free and does everything in its power to kill the sorcerer and/or his allies. Wise sorcerers are known to take sanctuary within the confines of a candlelit magic circle whilst casting and maintaining this spell; of course, the magic circle will only protect the sorcerer, not his allies. Lastly, the sorcerer can dismiss the elemental at will, but not after his concentration is disrupted.

Summon Fire Elemental

Level: drd 6, pyr 6; *Range:* 240 feet; *Duration:* 1 turn per CA level

This conjuration requires 1 turn to cast and may be performed but once per day. The sorcerer conjures a **class II fire elemental** to serve him (see **VOL. IV, BEASTS AND MONSTERS: E, elemental**). The conjured elemental obeys the will of the caster, performing any and all actions to the best of its ability, whether they be labour or combat. The sorcerer need not maintain concentration on the elemental's activity; he can go about performing other tasks (fighting, casting spells, etc.) whilst the fire elemental continues to obey his will. The sorcerer requires not the protection of a magic circle, for the elemental will not turn against him. On a 1-in-6 chance, this spell instead conjures **2 fire salamanders** (see **VOL. IV, BEASTS AND MONSTERS: S, salamander**), which will obey the caster similarly.

Summon Firefly Swarm

Level: drd 5, pyr 5; *Range:* 50 feet; *Duration:* 1 round per CA level

The sorcerer summons 4d4 fist-sized *fireflies*, infernal insects sheathed in green flames, which attack on command. The swarm attacks 1 round after being summoned. The victim suffers 2 hp damage (3 hp for undead) per firefly per round, as long as the caster concentrates and points at the target. Each *firefly* has MV 50 (fly), AC 7, HD ½ (1 hp each). The swarm pursues its victim up to the spell's range limit. A swarm can be directed to move to another opponent within range, but 1 round elapses for every 50 feet betwixt the targets.

Summon Insect Swarm

Level: drd 3, wch 3; *Range:* 50 feet; *Duration:* 1 round per CA level

The sorcerer summons an angry swarm of insects that manifest on his person, his arms spread wide. These will be flying insects 7-in-10 times; otherwise they will be crawling. Flying insects, per the referee's determination, might be bees, biting flies, hornets, or wasps; crawling insects might include biting ants, beetles, or non-venomous centipedes. (If this spell is cast underground, crawling insects will instead be **1d4 giant ants**, which will attack normally at the sorcerer's will; see **VOL. IV, BEASTS AND MONSTERS: A, ant, giant**.) The swarm attacks 1 round after being summoned, surging forth as directed by the sorcerer. As long as the caster concentrates and points at the target, the victim suffers 2 hp damage per round and is unable to perform any action other than fending off the swarm or fleeing. A swarm victim can be attacked by others at +4 "to hit". The swarm pursues its victim up to the spell's range limit. A swarm can be directed to move to another opponent within range, but 1 round elapses for every 30 feet betwixt the targets.

Summon Invisible Stalker

Level: mag 6, nec 6, wch 6; *Range:* 60 feet; *Duration:* special

Conjures an invisible, eight-foot-tall, extra-dimensional being to perform a task or service, which might be guardianship, combat, or the like. The **invisible stalker** (see **VOL. IV, BEASTS AND MONSTERS: I, invisible stalker**) is a flawless tracker, able to follow any trail up to two weeks old. It is intelligent and oft possessed of hatred and loathing. It resents lengthy missions or assignments (i.e., those that last a week or more), and it will seek to follow the letter of the command whilst perverting the spirit or intent. An invisible stalker serves until its mission is completed, or until it is destroyed physically or by a *dispel magic* spell.

Summon Monster I

Level: mag 3; *Range:* 10 feet; *Duration:* 6 rounds (1 minute)

Sorcery transports 1d3 monsters of 1 HD as selected (randomly or not) by the referee. The monsters arrive 1 round after the spell is cast and will defend the caster for 6 rounds, after which, dead or alive, they disappear. The monsters attack the caster's enemies as directed; if no enemies are present, they may perform other simple tasks as the sorcerer commands.

Summon Monster II

Level: mag 4; *Range:* 10 feet; *Duration:* 6 rounds (1 minute)

Sorcery transports 1d2 monsters of 2 HD as selected (randomly or not) by the referee. The monsters arrive 1 round after the spell is cast and will defend the caster for 6 rounds, after which, dead or alive, they disappear. The monsters attack the caster's enemies as directed; if no enemies are present, they may perform other simple tasks as the sorcerer commands.

Summon Monster III

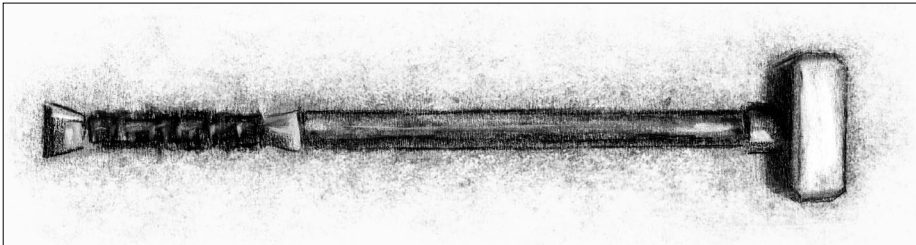
Level: mag 5; *Range:* 10 feet; *Duration:* 6 rounds (1 minute)

Sorcery transports 1d2 monsters of 3 HD as selected (randomly or not) by the referee. The monsters arrive 1 round after the spell is cast and will defend the caster for 6 rounds, after which, dead or alive, they disappear. The monsters attack the caster's enemies as directed; if no enemies are present, they may perform other simple tasks as the sorcerer commands.

Summon Monster IV

Level: mag 6; *Range:* 10 feet; *Duration:* 6 rounds (1 minute)

Sorcery transports 1d2 monsters of 4 HD as selected (randomly or not) by the referee. The monsters arrive 1 round after the spell is cast and will defend the caster for 6 rounds, after which, dead or alive, they disappear. The monsters attack the caster's enemies as directed; if no enemies are present, they may perform other simple tasks as the sorcerer commands.



SPELLS: T

Telekinesis

Level: mag 5, pyr 5; *Range:* 120 feet; *Duration:* 6 rounds (1 minute)

The sorcerer uses the power of his mind to lift an object and move it vertically and/or horizontally at 10 MV. The weight of the object is limited to 25 pounds per CA level. If a living creature is targeted (presuming it is within the weight limit), a *sorcery* saving throw can be made to resist the effect.

Teleport

Level: mag 5, pyr 5; *Range:* 10 feet; *Duration:* 1 round

Instantaneously the sorcerer can transport himself or another to any unoccupied space on the same plane of existence. Distance is irrelevant. Optimally, the subject arrives with all his gear at the destination, unless he is an unwilling recipient, in which case a *sorcery* saving throw can be made to resist the spell (and see below). *Teleportation* is dangerous sorcery. The less familiar with the destination the caster is, the greater the risk of error and, potentially, injury or death. Roll a d20 to determine the results of the *teleport* spell:

—Familiarity with <i>Teleport</i> Destination—			
<i>Very Familiar</i>	<i>Somewhat Familiar</i>	<i>Vaguely Familiar</i>	
d20 Roll	d20 Roll	d20 Roll	Result of Spell
1–17	1–15	1–10	Success
18–19	16–18	11–15	1d10x10 Feet High
20	19–20	16–20	1d10x10 Feet Low

The three degrees of familiarity are defined as follows:

- ★ *Very Familiar:* The sorcerer has frequented the location many times and knows it well.
- ★ *Somewhat Familiar:* The sorcerer has been to the location only a few times; or it is a location that was once *very familiar*, but has not been frequented in years. (If the sorcerer attempts to send an unwilling subject to a *somewhat familiar* location, the victim gains a +2 bonus on the saving throw.)
- ★ *Vaguely Familiar:* The sorcerer has been there only once and did not stay for more than a brief time; or it is a location that may have been visited a few times, but not in five or more years. (If the sorcerer attempts to send an unwilling subject to a *vaguely familiar* location, the saving throw bonus is +4.)

Success indicates the desired location has been *teleported* to, without error. *Teleporting* too high may result in a fall, in which case 1d6 hp damage should be rolled for every 10 feet fallen (see **VOL. III, DAMAGE, falling damage**). *Teleporting* too low might cause one to appear in solid ground, in which case death is instantaneous. (*Teleporting* the subject to an occupied space cannot be intentional; the destination must be an unoccupied location on solid ground.) Exceptions can apply in errors. For example, a sorcerer who attempts to *teleport* to the ground floor of a two-storey building might end up 20 feet too high, in which case he appears on the roof.

Temporal Acceleration

Level: ill 5; *Range:* 0; *Duration:* 24 turns (4 hours)

This illusion affects the minds of all within a 10-foot radius, including the caster himself. Unwilling subjects are allowed *sorcery* saving throws. The affected believe the passage of time is accelerated, the illusion being so powerful that it becomes reality for all involved. For every 1 turn spent within the *temporal acceleration* area of effect, time passes as though it were 6 turns; i.e., every 10 minutes effects a one-hour passage of time. One hour is as six, four hours as twenty-four, and so on. As a result, all bodily functions of the affected are hastened accordingly; they must eat, drink, sleep, and so forth at the accelerated rate. The durations of spells and innate abilities are also speeded up. *Temporal acceleration* allows for rest, sleep, recovery of hit points, and renewal of spells. *Dispel phantasm* disrupts this spell; the sorcerer may also terminate it at any time prior to its full duration.

Terrify

Level: ill 1; *Range:* 10 feet; *Duration:* 2 rounds + 1 round per CA level

The fears of the subject (a man, humanoid, or giant only) are exploited by this enchantment. Eye contact must be established, and if the subject fails its *sorcery* saving throw, he imagines the caster as something that it is poignantly malefic in a personal way. This could be the monster of childhood nightmares, or some other terror from the subject's past—something that compels a phobic reaction. The caster must pretend to approach the victim in a deliberate and threatening manner, though he knows not what the subject is imagining. The victim turns and runs for the duration of the spell. If the victim is cornered, he simply cowers in fear; if a cowering subject is attacked, the spell is broken.

Them

Level: clr 4, drd 4; *Range:* 30 feet; *Duration:* 2 rounds per CA level

Transforms one or more ants into **giant ants** (see **VOL. IV, BEASTS AND MONSTERS: A**, *ant, giant*) that at once begin to issue a loud, warbling whistle. The number depends on the sorcerer's casting ability: up to 2 ants at CA 7, 3 ants at CA 9, and 4 ants at CA 11. The giant ants can act 1 round after transformation. They will not harm the caster and will obey simple commands such as "attack", "defend", "lift", and so forth. If the giant ants are not otherwise instructed, they will attack the nearest creature (not differentiating betwixt the caster's allies and enemies).

Tiny Hut

Level: mag 3; *Range:* 0; *Duration:* 12 turns (2 hours) per CA level

A globe of force is invoked by the caster, surrounding him and providing suitable shelter for up to six companions. The globe is 10 feet in diameter, with walls that arch to an apex 10 feet in height. The interior temperature is mild and comfortable, about 70°F. This condition is maintained so long as the temperature without is no higher than 110°F and no lower than -10°F; for every degree above or below this range, the interior temperature of the *tiny hut* rises or drops accordingly. The *tiny hut* can survive winds of up to 50 mph, though anything more powerful will destroy it. It will withstand rain, sleet, hail, and snow. A lambent light emanates from the interior ceiling upon the command of the caster. From the outside the *hut* has an opaque exterior, but from the inside the walls appear transparent, allowing its inhabitants to see the outdoors with perfect clarity. The *hut* is fragile: If struck it sustains only 6 hp damage before it is destroyed. Whilst the caster's companions are free to enter and exit the *tiny hut*, once the caster leaves, the spell terminates.

Tongues

Level: mag 3, clr 4, nec 3, pyr 3, wch 3; *Range:* 0; *Duration:* 1 turn

Enables the sorcerer to speak the language of any intelligent creature within 50 feet, including secret languages such as druidic or thieves' cant. Once the spell's duration ends, the caster retains no knowledge or memory of otherwise unknown languages. The reverse of this spell, *gibberish*, confuses and jumbles the words of all speakers within 50 feet (except those of the caster), pending individual *sorcery* saving throws.

Transfer Wounds

Level: nec 4, wch 4; *Range:* touch; *Duration:* instantaneous

The sorcerer can *transfer wounds* from a willing recipient to himself. A maximum of 20 hp damage can be so transferred. The process involves a 1-turn ritual in which the wounds, by way of hands firmly grasped, pass from the subject to the sorcerer. The sorcerer may drain himself to 0 hp, passing out thereafter; e.g., if the sorcerer has 16 hp, he can transfer (and hence absorb) 1–16 hp of damage.

Transfer Youthfulness

Level: wch 6; *Range:* touch; *Duration:* permanent

This evil spell must be cast under a full moon, the victim lashed to a stone table and bathed in moonlight. The victim must be of the same gender as the sorcerer and age 25 or younger. Upon the culmination of a 6-turn (1-hour) ritual of nameless rites and incantations, which also requires the sacrifice of 1,000 gp worth of gems, the sorcerer lays hands on the victim, draining that one of his youthfulness. The sorcerer becomes young, whilst the victim must make a *death* saving throw. If the saving throw fails, the victim withers and dies; if the save succeeds, he becomes elderly and senile. Only a *restoration* spell can return the victim to his true age, this pending a *trauma survival* check (see **VOL. I, ATTRIBUTES**, *constitution*). A sorcerer who uses this spell is sometimes revealed by his shadow, which never reflects a young person, but an elderly wizard or hag.

Transform to Asp

Level: nec 6; *Range:* 0; *Duration:* special

A popular spell amongst the most accomplished Ixian necromancers, this 1-turn ritual culminates in the sorcerer shedding his human skin (and any other effects) and assuming the form of a **giant asp** (see **VOL. IV, BEASTS AND MONSTERS: S**, *snake, giant*), a dark, narrow-hooded cobra of about 12-foot length. This transformation includes all physical and special abilities, and it heals any and all damage previously suffered by the necromancer. *True seeing* (q.v.) will reveal the asp for its actual shape. *Transform to asp* lasts as long

as the caster wishes, unless he is reduced to 0 hp or fewer, in which case he resumes his true form, naked and unconscious. Those who remain in asp form for more than one week stand a chance of losing their humanity. This spell can be negated by *dispel magic*.

Transform to Hell Hound

Level: pyr 5; *Range:* 0; *Duration:* 1 turn per CA level

The sorcerer alters his form into that of a **hell hound** (see **VOL. IV, BEASTS AND MONSTERS: H, hell hound**). Upon transformation, the sorcerer is subject to the following benefits and restrictions:

- ★ Physical (AC, FA) and special abilities of the hell hound are gained, including *breathe fire*.
- ★ The caster retains his previous hit point total and saving throws.
- ★ Possessions are melded with new form; caster no longer gains their benefits if of magical nature.
- ★ Mental capacity retained, though unable to cast other spells; speech changes to the *infernal tongue* spoken by hell hounds and other netherworldly species.

The sorcerer can terminate the spell at will, or await its expiration. When the spell ends, the caster reverts to normal form and is healed of 2d6 hp of damage (if applicable). If killed whilst in hell hound form, the sorcerer's true appearance is revealed.

Transformation

Level: mag 6, pyr 6; *Range:* 0; *Duration:* 1 round per CA level

The sorcerer must quaff a **potion of heroic action** or **potion of super-heroic action** (see **VOL. V, MAGICAL TREASURE, magical potions**) to cast this spell, wherefore he increases in size and strength to heroic proportions upon uttering the final incantation. Indeed, the sorcerer takes the aspect of a berserk killing machine! Note the following changes:

- ★ Hit points are doubled; subsequent damage is subtracted from this "false total" first.
- ★ +4 bonus to armour class.
- ★ Fighting ability of a fighter of equal level (i.e., FA equal to experience level).
- ★ 3/2 melee attack rate.
- ★ All attacks are made as though he has 18 strength; i.e., +2 "to hit" and +3 damage.
- ★ He suffers intense battle lust not unlike *berserk rage* (see **VOL. I, FIGHTER SUBCLASSES, berserker**) and will not stop attacking enemies until they are dead, he is dead, or the spell ends.

N.B.: Other spells cannot be cast whilst the *transformation* spell is in effect.

Transmute Rock to Lava

Level: pyr 6; *Range:* 60 feet; *Duration:* 1 turn per CA level

Changes earth, gravel, rock, or sand into hot lava. The sorcerer is able to affect an area up to 40 × 40 feet square and up to 1 foot in depth. If this spell takes effect under the feet of an enemy, he suffers 5d6 hp damage (*avoidance* save for half damage). Movement through the lava is at 10 MV, with a save allowed for each round of exposure. When the spell's duration elapses, the lava dries to light, porous rock, potentially trapping victims (*avoidance* save to escape); those so trapped require *extraordinary feats of strength* to break free (see **VOL. I, ATTRIBUTES, strength**). The reverse of this spell, *transmute lava to rock*, hardens lava into solid stone, affecting 1,000 cubic feet per CA level.

Transmute Rock to Mud

Level: mag 5, drd 5; *Range:* 120 feet; *Duration:* 3d6 days

This dweomer takes effect 1 turn after casting, changing earth, gravel, rock, or sand into mud. The sorcerer is able to affect a cubic area with sides up to 1 foot long per CA level; e.g., a CA 10 sorcerer can affect a 10 × 10 × 10-foot area. Creatures that enter the transmuted area move but 5 feet per turn, so long as they are able to keep their heads above the mud. If the depth of the mud is greater than their height, the creatures must make *transformation* saving throws or be sucked in and die, as with quicksand. If this spell takes effect under the feet of an enemy, he may make an *avoidance* saving throw to escape the muddy ground. When the spell's duration elapses, the mud dries to dirt. The reverse of this spell, *transmute mud to rock*, hardens muddy ground into solid stone. Creatures mired in the muddy area must make *transformation* saving throws or become trapped in solid stone (a likely fatal outcome).

Transport via Plants

Level: drd 6; *Range:* touch; *Duration:* special

The sorcerer or other recipient can step within any large plant and pass almost any distance to another plant of like size and species. This transportation is effected in but 1 round, regardless the distance. The traveller need not be familiar with the precise destination plant; he need only designate the direction and distance, and the dweomer will transport him to the closest available specimen. (Of course, this can be many miles away from the desired location, depending on circumstances.) Upon arrival, the subject need not step out from the destination plant immediately; he may remain within, observing with all his normal senses and those of the plant itself. Egress can be delayed for up to 24 hours, but if the subject does not step out from the plant within that time, he is violently ejected for 6d6 hp damage.

Tree Shape

Level: drd 3; *Range:* 0; *Duration:* 6 turns (1 hour) per CA level

The sorcerer and all his gear assume the form of a small tree, a shrub, or even a log or stump. Whilst in this form, the caster can observe all that transpires around him. He can end the spell at will. Only *true seeing* (q.v.) will reveal that the *tree shape* is not what it appears to be.

True Seeing

Level: clr 5, ill 6; *Range:* 0; *Duration:* 1 round per CA level

The sorcerer sees things for what they really are. Invisible creatures or objects are seen, *phantasms* and like illusions are revealed, mundane and magical disguises are penetrated, secret doors are made obvious. Even the subjects of spells such as *polymorph (other or self)*, *stone shape*, or *tree shape* are revealed by *true seeing*. For those sorcerers casting the clerical version of this spell, alignment is also perceived by means of a projected aura, so Good, Evil, and Neutrality are revealed, as well as Law and Chaos. A diamond of 500 gp value or greater must be sacrificed to cast this spell.

Turn Sticks to Serpents

Level: clr 4, drd 5, nec 4, wch 4; *Range:* 30 feet; *Duration:* 2 rounds per CA level

Through incantations the sorcerer transforms sticks into snakes, up to as many as his CA level, if sufficient sticks are within range. Each stick becomes a **viper** of three-foot length (see **VOL. IV, BEASTS AND MONSTERS: S, snake, viper**), which obeys the sorcerer's will. The reverse of this spell, *turn serpents to sticks*, transforms a snake or snakes into sticks. The caster can affect as many HD worth of snakes as he has CA levels.

Twofold Missile

Level: mag 3; *Range:* touch; *Duration:* 3 rounds

The sorcerer must touch a personal missile launcher to lay this dweomer (usually a bow, crossbow, or sling; siege weapons do not qualify). On the next round, the missile launcher shoots *twofold missiles*; i.e., when a missile is fired, sorcery causes the missile to split into two identical missiles. Only one attack roll is made per *twofold missile*: A hit indicates both missiles strike; a miss indicates both missiles fail to connect. This spell will duplicate a magically enchanted missile (e.g., a **+1 arrow** becomes two **+1 arrows**), but in all cases, only one missile is (possibly) recovered, the duplicate disappearing. The missile shooter can take advantage of this spell for 3 rounds, shooting *twofold missiles* at his normal rate of fire throughout the duration.

SPELLS: U

Ultraviolet Vision

Level: ill 2; *Range:* 0; *Duration:* 3 turns per CA level

The caster's eyes emit ultraviolet radiation in a 60-foot-long cone 30 feet wide at its terminus. For the duration of the spell, the sorcerer can perceive the ultraviolet spectrum in varying shades of blue, violet, and white; effectively the caster sees in the dark. This spell does not allow one to detect invisible objects or creatures.

Ungovernable Hideous Laughter

Level: mag 2, wch 2; *Range:* 50 feet; *Duration:* 3 rounds

The subject of this spell (one creature) perceives everything seen and heard as absolutely hilarious, unless a *sorcery* saving throw is made. If the save is failed, the victim begins to chuckle and giggle. On the next round he collapses to the ground, howling and shrieking with hideous laughter (i.e., *prone*; see **VOL. III, COMBAT, attack modifiers**). This condition persists for 3 rounds. Even after the spell's duration has ended, the victim of this enchantment must spend 1 round recovering (no attacks allowed), though he is no longer considered *prone*. This spell functions solely on creatures with a sense of humour (men, humanoids, giants, intelligent monsters, and so forth); it does not work on animals or otherwise unintelligent creatures.

Unseen Servant

Level: mag 1, ill 1, wch 1; *Range:* 120 feet; *Duration:* 6 turns (1 hour)

This spell requires 1 turn to cast and necessitates the sacrifice of a gem valued at 50 gp or more. It summons an invisible entity of limited means. The *unseen servant* can clean, fetch / carry a 10-pound item (or drag a 20-pound item), tie a simple knot, mend a torn cloth or sack, open an unlocked door, or perform other menial tasks throughout the duration of the spell. The entity cannot fight, though it is not easy to kill; magical weapons or spells must be used. The *unseen servant* has the following statistics: MV 30 (but it cannot run), AC 5, HD 1, hp 6, #A 0, D —, SV 17. If the caster moves more than 120 feet away from his *unseen servant*, it disappears.

SPELLS: V

Vampiric Touch

Level: nec 3, wch 3; *Range:* touch; *Duration:* special

With his touch the sorcerer drains his victim of 1d6 hp for every two CA levels, to a maximum of 6d6 hp at CA 12. The sapped hit points are transferred to the caster. These temporary hit points are added to the caster's present total and last for 6 turns (1 hour). During this period, any damage sustained by the caster is first subtracted from the temporary total. The temporary hit points can exceed the caster's normal maximum hit point allotment.

Veil

Level: ill 6; *Range:* 0; *Duration:* 1 turn per CA level

Makes the caster and his party appear as something or someone they are not. The sorcerer can affect all those around him in a 40-foot radius, but they must be willing participants. *Veil* can make them look as though they are inanimate objects such as boxes or kegs, small trees or shrubs; or perhaps dogs, **orcs**, or anything else dreamt up by the caster, so long as it is something with which he is familiar. Exact features cannot be duplicated; whilst a band of guards who wear black chain mail and red capes may be imitated, the face of their captain cannot, for example.

Ventriloquism

Level: mag 1, ill 1, wch 1; *Range:* 60 feet; *Duration:* 1 round per CA level

The sound of the sorcerer's voice and his very words are made to issue from something, someplace, or someone else. Examples may include a painting or statue, or simply from behind a door. If cast on an unwilling subject, the effect can be negated by a *sorcery* saving throw.

Visualize Death

Level: nec 2; *Range:* touch; *Duration:* 1 turn

By handling the corpse, carcass, or skeletal remains of an expired creature, the sorcerer enters a trance and visualizes the last 10 minutes (1 turn) of that one's life, as seen through the eyes of the deceased. Naturally, this requires a full 10 minutes, for not a moment is missed. At the spell's conclusion, the sorcerer emerges from the trance exhausted and emotionally troubled for 1d6 turns; during this period he is unable to cast spells or fight, and his movement is halved.

SPELLS: W

Wall of Fire

Level: mag 4, drd 5, pyr 4; *Range:* 60 feet; *Duration:* special

Evokes an opaque, shimmering wall of violet-red flames to spring from the ground in an area up to 60 feet long and 20 feet high, or a circle of flames up to 30 feet in diameter and 20 feet high; both variations are six inches thick. The sorcerer can adjust the size if so desired, but not the shape. The spell persists for as long as the sorcerer concentrates, plus 1 round per CA level thereafter. Creatures under 4 HD cannot pass through the *wall of fire*; they are repelled. Creatures of 4 HD or greater can pass through, but they sustain 3d6 hp damage, +1 hp per CA level (so a CA 9 sorcerer's *wall of fire* inflicts 3d6+9 hp damage). Undead suffer two extra damage dice: 5d6 hp, +1 hp per CA level.

Wall of Force

Level: mag 5; *Range:* 30 feet; *Duration:* 1 turn

Evokes an invisible barrier that will not move and is impervious to most spells, including *dispel magic*; however, a *disintegrate* spell will destroy it. Weapons, missiles, breath weapons, cold, fire, and acid attacks cannot penetrate the *wall of force*. The *wall of force* can be created to be up to 20 feet high by 50 feet long; or it can be a 20-foot-diameter hemisphere with a 10-foot apex, the latter form serving as protection for the sorcerer, if so desired.

Wall of Ice

Level: mag 4; *Range:* 120 feet; *Duration:* 6 turns (1 hour) + 1 turn per CA level

Evokes an opaque, blue-white *wall of ice* to spring from the ground. The wall can be up to 60 feet long and 20 feet high, or a circle up to 30 feet in diameter and 20 feet high; both variations are six inches thick. The sorcerer can adjust the size if so desired, but not the shape. The wall negates most spells and powers related to fire, unless the magical fire wielder is of greater CA (or HD) than the sorcerer who evoked the *wall of ice*. The wall also repels all creatures of fewer than 4 HD. Creatures of 4 HD or greater can attempt to break through with *extraordinary feats of strength* (see **VOL. I, ATTRIBUTES**, *strength*); this requires 1d6 turns and assumes the use of heavy hammers, axes, picks, or the like. For many monsters, the referee will need to assign a reasonable strength score based on the creature's HD, size, and mass. Most unintelligent creatures will see the wall as an impenetrable barrier and will not consider breaking through it. Smashing through causes 2d6 hp damage for most creatures (due to collapsing ice); creatures of or related to heat or fire suffer 3d6 hp damage.

Wall of Iron

Level: mag 5; *Range:* 60 feet; *Duration:* permanent

Evokes a vertical iron wall to rise from the ground, typically to seal off passages or wall breaches. The wall must have appropriate anchor points to which to affix itself and cannot be made to stand in open space. The *wall of iron* is three inches thick and covers an area of up to 600 square feet (e.g., a CA 7 sorcerer may create a 10 × 10-foot wall that is up to 70 feet long). A *wall of iron* is destroyed by a *dispel magic* spell; otherwise it is permanent unless battered down.

Wall of Shadow

Level: mag 2, ill 2; *Range:* 60 feet; *Duration:* 1 round per CA level

From the Black Gulf the sorcerer conjures a barrier of shadow with a volume of 1,000 cubic feet per CA level. The wall must be 10 feet in thickness and 10 feet in height; only the length is malleable (e.g., a CA 7 sorcerer may create a wall that is up to 10 × 10 × 70 feet in area). The wall can be straight or form a semicircle. The *wall of shadow* is not impenetrable; persons and objects can be seen through the barrier, but they are vague, hazy, and nebulous. Missile fire directed at a person beyond the wall is at a -2 "to hit" penalty. Other benefits might be derived from this spell; e.g., a thief using his *hide* ability might gain a bonus to his chance-in-twelve, or perhaps even automatic success, at the referee's discretion.

Wall of Stone

Level: mag 5; *Range:* 60 feet; *Duration:* permanent

Evokes a granite wall to spring from the ground. The wall is two feet thick and has a maximum area of 1,000 square feet (e.g., 20 feet high by 50 feet long, 10 feet high by 100 feet long). The wall can be made to stand vertically or lie horizontally, per the will of the sorcerer. The *wall of stone* is destroyed by a *dispel magic* spell; otherwise it is permanent unless broken down or chipped away.

Wall of Thorns

Level: drd 5; *Range:* 90 feet; *Duration:* 1 turn per CA level

Evokes a giant mass of gnarly, resilient, pliable brush to take form. These thick, tangled vines bristle with dagger-like thorns of three- to five-inch length. The sorcerer may shape the barrier as desired, up to 1,000 cubic feet per CA level; for instance, a CA 10 sorcerer may create a *wall of thorns* 50 feet long, 20 feet deep, and 10 feet high. Creatures caught in the spell's designated area of effect suffer 1d10+10 hp damage. If one attempts to push through the *wall of thorns* or otherwise comes into abrupt contact with it, similar damage is sustained and is repeated for every 10 feet of movement within the mass. To avoid additional damage, one can chop through with a heavy blade, such as a sword, axe, or heavy knife. A man needs 1 turn to cut through 10 feet of this enchanted barrier. Non-magical fire will not harm the *wall of thorns*, as the vines are coated with an oily enzyme; magical fire will burn the *wall of thorns* within 1 turn of contact, effecting a *wall of fire* spell that lasts for 1 turn.

Wall of Vapours

Level: ill 1; *Range:* 60 feet; *Duration:* 1 turn

Evokes a wall of foggy vapours up to 10 × 30 × 30 feet in volume. The vapours are opaque and normal sight cannot penetrate them; likewise *infrared vision* is blocked. *Wall of vapours*, however, is easily dispersed. A *gust of wind* spell, or any natural wind of 10 mph or greater, diffuses the effect.

Ward Off Insects

Level: drd 4; *Range:* 0; *Duration:* 1 turn per CA level

Evokes an invisible barrier to form around the caster in a 10-foot radius, repelling all normal insect life. Giant insects, or those of 2 HD or greater, are allowed *sorcery* saving throws. Successful saves allow the creatures to behave as normal, though they suffer 1d6 hp damage for entering the field; failed saves cause the insects to flee in fear. This spell does not affect arachnids (spiders) or myriapods (centipedes).

Warp Wood

Level: drd 2; *Range:* 60 feet; *Duration:* permanent

Beams, shafts, or planks of wood up to two inches thick are altered by this spell. The caster can affect a 3-foot length of wood per CA level, so a CA 4 sorcerer may *warp* two six-foot spears or six two-foot arrows. The planks of a boat or a door can also be affected. Magical wood can be affected by sorcerers of CA 6 or greater.

Water Breathing

Level: mag 3, drd 3; *Range:* 30 feet; *Duration:* 6 turns (1 hour) per CA level

The recipient of this spell can breathe fresh or salt water as easily as air. Note that underwater combat is subject to special rules (see **VOL. III, WATERBORNE EXPEDITIONS**, *underwater combat*). The reverse form of this spell, *air breathing*, allows a water-breathing creature to breathe air.

Water Walk

Level: clr 3; *Range:* touch; *Duration:* 1 turn + 1 turn per CA level

Allows the sorcerer and up to one companion per CA level to walk on water. A horse or camel counts as three companions, these able to *water walk* whilst bearing a single rider and/or gear up to 300 pounds.

Web

Level: mag 2; *Range:* 5 feet per CA level; *Duration:* 2 turns per CA level

Thick, sticky strands of web stream from the caster's fingertips, covering a target area no greater than 10 × 10 × 20 feet. *Web* targets are allowed *avoidance* saving throws to evade the area of effect. Ensnared men and monsters of below-average strength (less than 9) are trapped until the spell's duration is met. Men and

monsters of average strength (9–12) require 2d6 rounds to break free, and those of above-average strength (13–18) require 1d6 rounds to break free. The webs are difficult to sever, though susceptible to flames. A **flame tongue** sword can cut through the webbing in 1 round. If the webs are set ablaze with a torch, they catch quickly, the entire mass ablaze within 1d4+2 rounds; flaming oil, however, will expedite the process to 1d4 rounds. Burning a *web* inflicts 1d6 hp damage per round (1d8 versus undead) to those trapped within its confines, and any flammable clothing or gear is subject to burning and ruination (see **VOL. III, SAVING THROW**, *item saving throws*).

Weird War Hammer

Level: clr 2; *Range:* 30 feet; *Duration:* 1 round per CA level

Conjures a brilliant war hammer to materialize, composed of positive energy. The floating weapon can be directed to attack any opponent within the spell's range. The *weird war hammer* strikes with a fighting ability equal to that of the sorcerer. The caster need not focus on it; he can take other actions (fight, cast spells, etc.) whilst directing the hammer at will. For every four CA levels, the weapon has a +1 bonus "to hit" and damage; hence +1 for CA 1–4, +2 for CA 5–8, and +3 for CA 9–12. So, a CA 5 sorcerer can summon a *weird war hammer* that attacks at +2 "to hit" and inflicts 1d8+2 hp damage. *Dispel magic* terminates this spell.

Whispering Wind

Level: ill 2; *Range:* 1 mile per CA level; *Duration:* special

Invokes a gentle breeze to whirl around the sorcerer, then depart and take with it a spoken message up to 12 words long. The message is delivered to a familiar recipient within the spell's range, so long as no insurmountable obstacles prevent such delivery. If the caster and the subject are both outdoors, the spell is almost always successful; however, if one or the other is in a dungeon or inside a building, obstructions (walls, closed doors, etc.) can preclude the spell from functioning as desired. When *whispering wind* reaches its objective, it swirls around the recipient creature and softly murmurs its message.

White Hand of Death

Level: nec 6; *Range:* touch; *Duration:* special

By his touch the sorcerer delivers a death spell. The target must make a *death* saving throw or die. A victim of this spell is left with a pale handprint on the skin of his chest (the mark concealed unless the chest is bare). The *white hand of death* imprint remains burned on the victim's chest for nine days. Unless the body is incinerated, any creature that touches the body must also make a *death* save or die, branded with his own pale white handprint—and so spreads the contagion known as the *white death*.

Wind Wall

Level: mag 3, drd 4, wch 3; *Range:* 120 feet; *Duration:* 1 turn per CA level

Evoked is a barrier of wind 10 feet thick, 20 feet long, and up to 50 feet high. The wind gushes upward, sending any light materials skyward, including loose objects or unsecured creatures (birds, small animals, and the like) of up to 25 pounds in weight. *Wind wall* can disperse spells such as *stinking cloud* and *cloudkill*.

Witch Fire

Level: wch 3; *Range:* 90 feet; *Duration:* 6 turns (1 hour)

Creates balls of phosphorescent light, the colours of which may be chosen by the sorcerer, in numbers equal to his CA level. The lights follow the caster, and at his will each ball of *witch fire* can be sent to cover 1 Medium creature or 2 Small creatures within the spell's range, as the *færie fire* spell. (For larger creatures, the referee must determine a reasonable size equivalent; e.g., 2, 3, or 4 balls of *witch fire* may be necessary to affect a giant.) Illumed creatures can be struck at a +1 "to hit" bonus.

Word of Recall

Level: clr 6; *Range:* 0; *Duration:* instantaneous

The chanting sorcerer transports himself to a place he has consecrated with the *ceremony of consecration* spell, with no chance of error, and no distance or subterranean depth too great. Besides his person, the sorcerer may transport with him up to 25 pounds of material per CA level; this may comprise gear, treasure, or even a living creature, so long as the weight restriction is observed.

Wraithshape

Level: ill 3, nec 3, wch 3; *Range:* 0; *Duration:* 3 rounds + 1 round per CA level

The sorcerer and all his gear assume a smoke-grey, incorporeal form. Whilst in *wraithshape*, the undead (except **vampires** and **liches**) will ignore the caster, believing him to be one of their own abysmal kind. Only magical weapons or spells can harm such a sorcerer. The sorcerer can squeeze under doors or through small holes or cracks, and he can float in the air at 15 MV. He cannot, however, make any attacks unless confronted by a creature in a like state. *Dispel magic* forces the sorcerer to resume his normal form; otherwise, he can terminate the spell at will.

Write Spell

Level: mag 1, ill 1, nec 1, pyr 1, wch 1; *Range:* 0; *Duration:* permanent

Allows the sorcerer to transfer a spell from one spell book to another. Once the spell is transferred, it disappears from its original volume. The caster need not comprehend the spell being transferred, but it must be from the school in which he is versed (magicians transfer magician spells, illusionists transfer illusionist spells, and so forth). The sorcerer must make a *sorcery* saving throw to successfully complete *write spell*. If the saving throw fails, the sorcerer suffers 1d4 hp damage per spell level being transferred and is knocked unconscious for 1d4 turns. If the spell to be transferred is no more than 1 level greater than the sorcerer is capable of casting, the saving throw is rolled at a +1 bonus. If the spell is 2 levels greater than the sorcerer can cast, no saving throw modifier applies, and if the spell is 3 or more levels greater than the sorcerer can cast, the saving throw is rolled at a -1 penalty. Completing this spell requires 6 turns (1 hour) per spell level transferred and also necessitates sorcerer's ink (such as sepia), a fine quill, and a crushed gem of 100 gp value or greater. If the sorcerer is violently disrupted whilst performing this spell, the transferred spell is lost, ruined.

Wyvern Warden

Level: clr 2, ill 2; *Range:* 30 feet; *Duration:* 8 hours

Taps the unspeakable power of the Black Gulf, conjuring a billowing black haze that assumes the vague shape of a **wyvern**—a large, two-legged dragon with a long, barbed tail (see **VOL. IV, BEASTS AND MONSTERS: W, wyvern**). The *wyvern warden* is assigned a task of guardianship over a person, place, or thing. If anyone or anything that is not a designated ally (present and identified as such when the spell is cast) approaches within 20 feet of the billowing mass, the *wyvern warden* lashes with its tail, striking without error. The victim must make a *death* saving throw or remain rigid for 1 round per CA level of the sorcerer. The *wyvern warden* then disappears in a puff of black smoke, only able to attack one victim. An approaching creature will not see the *wyvern warden* in the dark unless *detect magic* is cast. In naturally lit conditions, however, a wary approaching creature might discern the hazy, monstrous form.

SPELLS: Z

Zombie Visage

Level: nec 2; *Range:* 0; *Duration:* 1 round per CA level

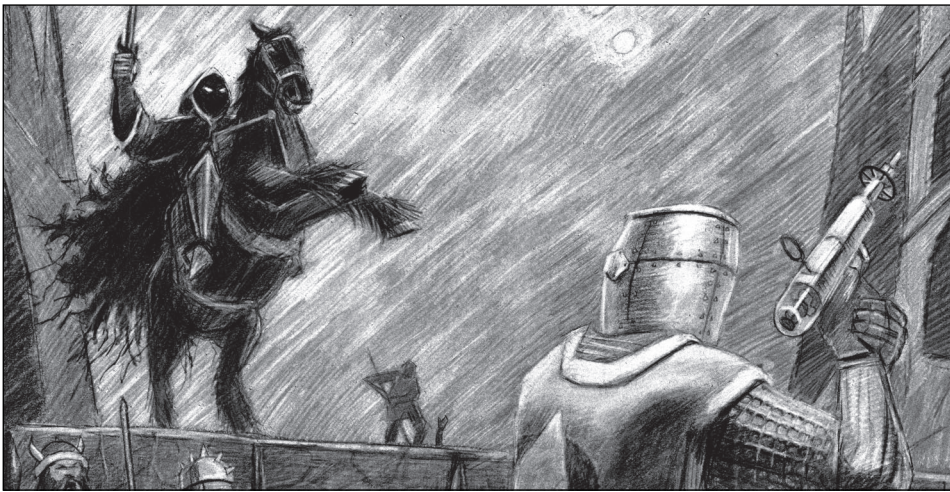
The sorcerer's face and hands become like those of a **zombie**, accompanied by a conspicuous fœtor and an aura of undeath. This is merely a necromantic illusion, however, and no more. Ordinary animals that glimpse the sorcerer must make morale checks at -2 or flee in terror for 1d4 rounds (see **VOL. III, COMBAT, morale**). *Zombie visage* is broken by *dispel magic* or *dispel phantasm*; a *turn undead* attempt versus *Undead Type 2* (see **VOL. III, COMBAT ACTIONS, turn undead**), if successful, causes the face to fall from the sorcerer.

ASTONISHING SWORDSMEN & SORCERERS OF HYPERBOREA



VOLUME III: ADVENTURE & COMBAT

ASTONISHING SWORDSMEN & SORCERERS OF HYPERBOREA™



A Role-Playing Game of Swords, Sorcery, and Weird Fantasy

VOLUME III: ADVENTURE & COMBAT

Written by JEFFREY TALANIAN

Illustrated by IAN BAGGLEY



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ADVENTURE



Once the players have created their characters, they are ready to begin play—ready to seek adventure! The adventure might occur in the nameless depths of a dungeon, a haunted mansion, an ancient forest, or perhaps a ruined city. The referee describes the background and other pertinent information, which might include a quest for treasure and riches, a rescue attempt, the liberation of a small village from some oppressive horror, a mission of intrigue, or perhaps the recovery (or destruction) of a legendary artefact. Some of the most enjoyable are merely adventures for adventure’s sake, such as the exploration of a mad magician’s castle and mega-dungeon complex. The referee might utilize a published adventure or create his own from “whole cloth”, including notes, maps, encounters, notable NPCs, and so forth.

ADVENTURING PARTY: A typical adventuring party comprises four to eight player characters managed by a like number of players. Some games might include a dozen or more players; others, but one referee and one player. Typically, each player manages one PC, but exceptions are possible. A well-rounded PC party should include at least one fighter, one magician, one cleric, and one thief, if possible. Together, the four principal classes are suited to face a variety of challenges.

HIRELINGS: *Hirelings* might be employed to fill out the adventuring party. Hirelings are non-player characters who, ideally, do not “hog the spotlight” or take the focus away from the PCs. Typically they do not gain a share of the party’s experience points, do not advance in levels, and are paid a modest wage;

referee exceptions may apply. Hirelings may be managed by one or more players (typically the player whose character has hired them), or by the referee. Charisma (see **VOL. I, ATTRIBUTES**, *charisma*) affects contracting hirelings and maintaining their loyalty.

Employing a Hireling: If the referee deems it appropriate, *mercenaries* and *specialists* (qq.v.) are subject to *reaction rolls* when offered employment; typically, *common hirelings* (q.v.) are not. Roll 2d6, add or subtract *reaction / loyalty adjustment* if applicable (see **VOL. I, ATTRIBUTES**, *charisma*), and consult the following table:

Table III.1.: Hireling Reaction to Offer

2d6 Result	Hireling Reaction
2	Spurns offer; offended and outraged
3	Rejects offer
4–5	Sceptical; not inclined to accept
6–8	Neutral reaction; further negotiation required*
9–10	Interested in offer; likely to accept
11	Accepts offer
12	Enthusiastically accepts; flattered and impressed

* If further negotiation is engaged, the referee may require a reroll.

The referee is at liberty to provide a bonus or penalty to the 2d6 reaction roll. For example, if a fighter lord (9th-level) has established a stronghold and is of fine reputation, the referee might apply a +2 bonus to the roll.

Common Hirelings: Here follow some common hirelings who may serve a PC or PC party during or betwixt adventures. Some may work for a day or less, whilst others might be contracted for long-term service. As noted above, these hirelings do not require an elaborate negotiation process, so no reaction roll is necessary. *Loyalty* and *morale* (qq.v.) of common hirelings rarely come into play; however, if the NPC becomes significantly embroiled in the adventuring life of his employer, these scores must be rolled or assigned. Note that this list is not exhaustive; other common hirelings might be hired for short- or long-term work. The reader may wish to reference the list noted in **CASTLES AND STRONGHOLDS**, *castle and stronghold personnel*.

Table III.2.: Common Hirelings

Hireling Type	Daily Cost	Monthly Cost
Armourbearer	3 sp	8 gp
Guide (City / Wilderness)	3 sp	8 gp
Linkboy	2 cp	1 gp
Longshoreman	2 sp	5 gp
Messenger	2 cp	1 gp
Pack Handler	2 sp	5 gp
Porter / Bearer	2 sp	5 gp
Teamster	5 sp	12 gp

Common Hireling Descriptions:

Armourbearer: Attendant who carries weapons and armour; a dungeon armourbearer works for 1–3 gp per day.

Guide: Person with knowledge of places and locations; typically he endeavours to follow the safest route. If the journey is long, the guide expects food and shelter.

Linkboy: Torch / lamp bearer who accompanies the party in a city; a dungeon linkboy works for 1–3 gp per day.

Longshoreman: Dock worker who conveys cargo to and from a ship.

Messenger: Person who delivers messages within a city or betwixt neighbouring villages.

Pack Handler: Person who attends donkeys, mules, camels, horses, and other beasts of burden; also loads and unloads as required.

Porter / Bearer: Person who carries belongings to and from locations within the limits of a city. Alternatively, a cart puller that does much the same, though heavy cargo might necessitate two or more porter / bearers. Some use mules or camels; these may charge more for animal upkeep.

Teamster: Person hired to drive a cart or wagon; will also load and unload, assist passengers, and so forth.

Mercenaries: These are 0th-level free lances hired to provide martial support. Typically they charge by the month. Hiring a mercenary may be subject to a reaction roll (see **table III.1.**) to resolve negotiations. Mercenaries are paid up front, and they expect to be fed and sheltered for their service. If called upon to do more than their function suggests, they may require an equal share of party profits, or some other agreed-on compensation; like other hirelings, however, they typically do not gain a share of experience points, and neither do they advance in levels.

Table III.3.: Mercenaries

Mercenary Type	Monthly Cost	Mercenary Descriptions: Each mercenary type is considered a 0 th -level fighter with 1d8 hp.
Archer, Longbowman	12 gp	<i>Archer, Longbowman:</i> Mercenary outfitted with leather armour, short sword, and longbow.
Archer, Shortbowman	8 gp	<i>Archer, Shortbowman:</i> Mercenary outfitted with leather armour, hand axe, and short bow.
Artillerist	5 gp	<i>Artillerist:</i> Mercenary who operates a siege engine; outfitted with leather armour and short sword.
Cavalryman, Archer	30 gp	<i>Cavalryman, Archer:</i> Mercenary outfitted with scale armour, composite short bow (or light crossbow), and horseman's mace; light warhorse.
Cavalryman, Heavy	30 gp	<i>Cavalryman, Heavy:</i> Mercenary outfitted with chain mail, lance, horseman's pick, and scimitar; heavy warhorse.
Cavalryman, Light	20 gp	<i>Cavalryman, Light:</i> Mercenary outfitted with leather armour, lance, and horseman's flail; light warhorse.
Crossbowman, Heavy	10 gp	<i>Crossbowman, Heavy:</i> Mercenary outfitted with studded armour, short sword, and heavy crossbow.
Crossbowman, Light	6 gp	<i>Crossbowman, Light:</i> Mercenary outfitted with leather armour, dagger, and light crossbow.
Halberdier	6 gp	
Infantryman, Heavy	12 gp	
Infantryman, Light	4 gp	
Infantryman, Medium	6 gp	
Marine (<i>fighting seaman</i>)	10 gp	
Pikeman	8 gp	
Slinger	5 gp	

Halberdier: Mercenary outfitted with chain mail, halberd, and short sword.

Infantryman, Heavy: Mercenary outfitted with plate mail, large shield, long spear, and long sword.

Infantryman, Light: Mercenary outfitted with leather armour, small shield, short spear, and short sword.

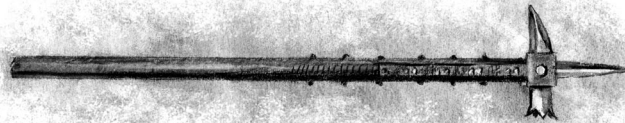
Infantryman, Medium: Mercenary outfitted with chain mail, large shield, short spear, and long sword.

Marine (fighting seaman): Mercenary outfitted with short scimitar and dagger.

Pikeman: Mercenary outfitted with scale armour, pike, and short sword.

Slinger: Mercenary outfitted with padded armour, sling, and dagger.

Higher-level individuals, such as a *serjeant* (1st-level), *lieutenant* (2nd-level), or *captain* (5th-level) will cost x2, x5, and x10, respectively. Such individuals might have *weapon mastery* (see **VOL. I, WEAPON SKILL, weapon mastery**) in one or more weapons.



Specialists: Some specialists can be difficult (or even impossible) to hire; others, like *seamen*, are commonly available in port cities and towns. *Assassins*, *priests*, and *scouts* can be of variable experience level, but a typical sailor is a 0th-level fighter. Hiring a specialist may be subject to a reaction roll (see **table III.1.**) to resolve negotiations. Note that this list is not exhaustive; other specialists might be hired for short- or long-term work. The reader may wish to reference the list noted in **CASTLES AND STRONGHOLDS, castle and stronghold personnel.**

Table III.4.: Specialists

Specialist	Monthly Cost
Alchemist	2,000 gp
Animal Trainer	500 gp
Armourer	100 gp
Assassin (<i>thief subclass</i>)	special
Blacksmith / Metalsmith	30 gp
Engineer	500 gp
Locksmith	500 gp*
Priest (<i>cleric subclass</i>)	500 gp**
Sage	1,000 gp
Scout (<i>thief subclass</i>)	100 gp**
Scribe	100 gp
Seaman, Captain / Master	250 gp
Seaman, Navigator	100 gp
Seaman, Rower	5 gp
Seaman, Sailor	10 gp
Steward	500 gp
Swordsmith / Weaponsmith	100 gp

* Per two levels of open locks ability

** Per level of experience

Specialist Descriptions:

Alchemist: A brewer of potions and/or poisons. An alchemist might exclusively brew a particular potion type. Typically he will charge a discounted price for his potions if he is contracted to work for the party on a monthly basis. Brewing a batch of six potions can require from 7 to 12 weeks (1d6+6). Alchemists might be able to duplicate potions found by the party; often this is predicated on the acquisition of rare and nigh impossible-to-locate ingredients (see **VOL. V, MAGIC ITEM CREATION, manufacture of potions**). The hiring of alchemists, if allowed by the referee at all, should be rare.

Animal Trainer: A specialist who trains horses (for war) and dogs (for war and/or hunting). Rarer (and oftentimes more expensive) are those trainers who work with hawks and mammoths.

Armourer: A master able to handle the armour repair of up to 50 men per month with the assistance of two apprentices. Material costs may be added.

Assassin (thief subclass): An assassin costs 500 gp per level of experience, plus 500 gp per level / HD of the victim he is contracted to kill. If a long term assassination (e.g., poison over weeks or months) is desired, the assassin's fees can be up to five times more costly.

Blacksmith / Metalsmith: Typically hired to forge horseshoes, nails, and tools; also, arrow and spear heads.

Engineer: Typically hired when some type of dwelling, stronghold, temple, or other structure is to be designed and built. Some engineers might develop siege weapons, whilst others still might oversee underground excavations and dungeon design.

Locksmith: Locksmiths charge adventurers a rate comparable to proper NPC classes such as *priests* and *scouts*. Their skills, however, are confined to the *open locks* ability, for which they supply themselves with all manner of implements (equivalent to thieves' tools). Their skills are commensurate to a thief, and they demand 500 gp for every two levels in *open locks* ability they possess (see **table I.13.**). Many locksmiths have connexions with or work for a thieves' guild.

Priest (cleric subclass): Hiring a priest costs 500 gp per level per month, unless some accord is struck betwixt the priest and the party by which he gains an equal share of the bounty. Such relationships are developed through role-play. The religion of the priest will be determined by the referee (unless a specific religion is sought).

Sage: A person who is learned in a particular field of study; e.g., folklore, geography, history, linguistics, politics / law. A sage is difficult to find, except perhaps in the library of a large city; even so, sages are usually absorbed by their own work and unlikely to become involved with adventurers.

Scout (thief subclass): Hiring a scout costs 100 gp per level per month. A scout can be hired to obtain information on a person, place, or thing, the cost increasing if the scout is forced to range far.

Scribe: A professional scrivener can record most non-magical documents. Cartographers may be included amongst scribes, but these are typically more costly.

Seaman: The various professionals associated with sailing on larger vessels, including *rowers*, *sailors*, *navigators*, and *captains* (or *ship masters*) hired to man a ship owned by the party. The personalities and abilities of these men will vary. A captain, for example, may function as a fighter of 3rd to 5th level, whilst most common seamen are considered 0th-level fighters. Some rowers are slaves, debtors, or prisoners, these being unpaid and sometimes (particularly on Ixian vessels) chained to their oars.

Steward: The party (typically those of advanced levels) may become embroiled in the ownership and responsibility of various affairs, such as land, property, and businesses. Associated duties may entail banking, investments, and the sale of jewellery, gems, sculptures, paintings, tapestries, and so forth. The handling of such lacklustre tasks is not the stuff of high adventure, so a steward might be hired to see to some of the finer details. In addition to monthly salary, a steward who manages the sale of valuables may also demand 10% of the proceeds.

Swordsmith / Weaponsmith: A master able to perform weapons repair for up to 50 men per month with the assistance of two apprentices. Material costs may be added. This specialist type subsumes other weapon makers such as atilliators (crossbow makers) and bowyers (bow makers).

HENCHMEN: A henchman is a classed individual attracted or compelled to serve a higher-level character (usually 6th level or greater), oft of similar class, race, and culture, though exceptions are possible. Henchmen begin at 1st level, unless the PC is 9th level or greater, in which case a henchman of 2nd or 3rd level is possible. Initially they are paid 500 gp per level, and then given a fair wage by the PC, oft a share of the loot gained through adventure. Henchmen should also earn a portion of the experience points, though this is oft a reduced share as best determined by the referee.

A henchman oft enjoys a special relationship with the one he serves; thus henchmen usually possess high *morale* (q.v.). These are not simply hired hands, but followers, in a sense. Because of this, charisma limits the number of henchmen a character may attract to his service (see **VOL. I, ATTRIBUTES, charisma**). Henchmen are neither automatically attracted nor guaranteed; they might be drawn to the service of a PC due to that one's heroic deeds or reputation, or if the PC has established a suitable stronghold. Possibly a hireling can become a henchman, if circumstances are appropriate; furthermore, in the event of a PC death, or if the PC is otherwise disposed and not available to adventure, a henchman may be used temporarily or even permanently as a PC.

LOYALTY AND MORALE OF HIRELINGS AND HENCHMEN: The steadfastness of NPC hirelings and henchmen (collectively, *retainers*) is challenged in times of adventure and battle. *Loyalty* is impacted by the charisma of the employing PC. *Morale* measures NPC reactions to extremely adverse circumstances; e.g., those that involve death, dismemberment, incarceration, great personal loss, and the like.

Henchman and Hireling Loyalty: The referee can assign hireling loyalty (6–8 is the “normal” range), or he can use **table III.5.** to randomly determine it. This might be done on an individual basis, or in groups of 10 or more NPCs. Roll 2d6 to determine henchman and hireling loyalty; note that PC charisma can modify loyalty (see **VOL. I, ATTRIBUTES, charisma**). Ideally, loyalty scores are known by the referee alone.

Table III.5.: Henchman and Hireling Loyalty

2d6 Result	Loyalty
2	<i>Traitorous</i> : will abandon or betray employer at any time
3	<i>Untrustworthy</i> : will not remain faithful to employer
4–5	<i>Unreliable</i> : may fail employer at times
6–8	<i>Fair</i> : usually upholds employer directives
9–10	<i>Trustworthy</i> : attempts to please employer
11	<i>Loyal</i> : always strives to honour employer
12	<i>Unwavering</i> : always goes beyond call of duty

When a henchman or hireling's loyalty to his employer is put to the test, or pushed to its (potential) limit, a *loyalty check* must be rolled, using 2d6. If the result is greater than the retainer's loyalty score, the retainer abandons, betrays, or (at worst) attacks the character, as determined by the referee, who must weigh the prevailing circumstances. Over the course of the campaign, the referee is at liberty to upgrade or downgrade the base value of henchman and hireling loyalty.

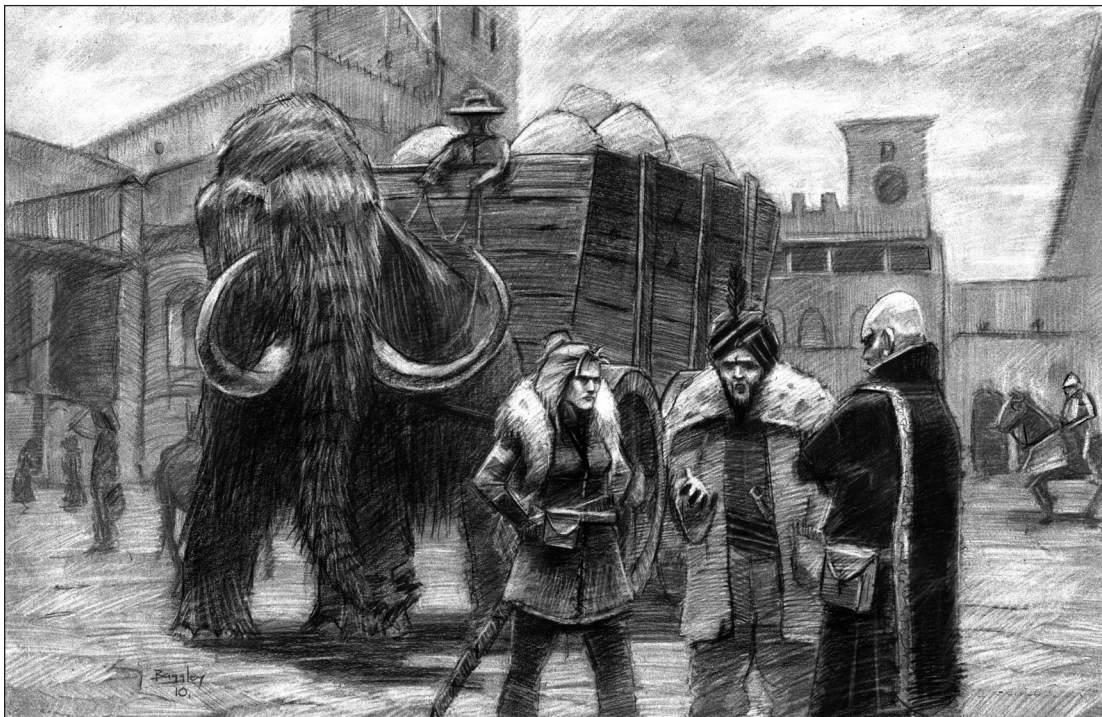
Henchman and Hireling Morale: The referee can assign an NPC's morale score (6–8 is the “normal” range), or he can use **table III.6.** to randomly determine it. If in the course of battle (or otherwise) the referee judges that circumstances demand a *morale check*, refer to **COMBAT, morale**. Over the course of the campaign, the referee is at liberty to upgrade or downgrade the base value of henchman and hireling morale.

Table III.6.: Henchman and Hireling Morale

2d6 Result	Morale
2	<i>Cowardly:</i> flees at the first sign of danger
3	<i>Half-hearted:</i> lacks courage and determination
4–5	<i>Timid:</i> reacts poorly in the face of danger
6–8	<i>Level-headed:</i> knows when to fight, when to run
9–10	<i>Brave:</i> not easily rattled
11	<i>Valiant:</i> boldly will confront danger
12	<i>Fearless:</i> will face impossible odds

Interpreting Henchman and Hireling Loyalty and Morale: Referee discretion is advised when judging hireling behaviour. For instance, how can a *trustworthy* hireling also be *half-hearted*? He is not prone to lie, cheat, or steal, and in general he has his employer's back in times of duress, but if he were asked to take point in the marching order when entering a cave mouth lined with dead soldiers, he may lack the courage to do as asked; this does not make him any less *trustworthy*, per se. Such circumstances may require a *morale check* (see **COMBAT, morale**) or referee adjudication.

BASE OF OPERATIONS: Most adventuring parties will meet at and maintain a base of operations in a town or city, such as the City-State of Khromarium. This is where the adventurers can equip themselves with arms, armour, and adventuring gear. Magicians and thieves may have guild contacts in a city, clerics may have temples of worship (or clandestine societies, mystery cults, and the like), and fighters may have contacts with military and/or mercenary outfits. The base of operations is also where they might contract a hireling; sell off gems, jewellery, and other treasures; and, if injured or diseased, obtain the healing services of a temple—for a proper donation, naturally. The tavern or inn is a popular place for adventurers to assemble. Here they may learn rumours regarding possible adventures.



ADVENTURE PREPARATION: The players should prepare and coordinate their characters. Typically this is arranged before the adventure begins, though sometimes necessity dictates it be done whilst the adventure is in progress. Here follow some typical adventure preparations:

- ★ **Create an Itinerary:** Discuss when and how to go about the adventure.
- ★ **Equipment:** Determine what special equipment might be needed.
- ★ **Hirelings:** Determine whether hiring a mercenary or specialist might be advantageous.
- ★ **Memorize Spells:** Spell casters should select the spells they wish to have memorized for the start of the adventure. During the course of the adventure, as spells are discharged, rest and recuperation provide the opportunity to rememorize.
- ★ **Marching Order:** Whether moving across the wilderness or through the subterranean depths of an ancient crypt, it is imperative that the party establish a marching order. This requires a bit of player strategizing.
- ★ **Standard Reactions / Procedures:** Often the players will inform one another (and also the referee) of what actions they may typically take if confronted by a particular situation. This might include swordsmen stepping forth with blades drawn and shields raised after archers and sorcerers fire their respective missiles and spells, for example. Standard procedures might also include a thief scouting ahead and searching for traps, or a cleric stepping to the fore if **zombies** or **skeletons** approach, and so on. If the party have an idea of what they are about to confront, they might devise more elaborate plans. Countless possibilities exist, limited only by the inventiveness of the game's participants.
- ★ **Caller:** Some groups, particularly those with four or more players, might designate one of their number to function as the *caller*, a player who communicates to the referee the group's plan; this reduces the chaos of several voices speaking at once.
- ★ **Mapper:** It is always wise, particularly whilst dungeon delving, to have one member of the party function as *mapper*. The player uses a sheet of graph paper that is usually 4 or 5 squares per inch, and it is assumed that his character has the benefit of perhaps a writing stick and parchment. With practice, a skilled mapper will be able to sketch out the dimensions of a dungeon labyrinth as communicated by the referee.

ADVENTURE ACTIONS AND PROCEDURES: The following actions and procedures are typical of any adventure, whether the campaign takes place in the depths of the underworld, a hoary wilderness, or a lost temple. Naturally these do not cover the gamut of possible actions the PCs may undertake; rather, they provide guidelines from which other rulings may be extrapolated (cf. **NONSTANDARD ACTIONS**).

Climbing: Any character can climb trees, hills, mountains, and the like, so long as sufficient footholds and handholds are available. If the referee determines a chance of failure, he may require a *climbing check*. Per referee judgment, failure may not imply the character has fallen; it could mean he has reached an impasse. Armour worn can have an impact on climbing success or failure. *Example:* A man clad in leather armour might have a 5-in-6 chance to climb a sharp, craggy slope, whilst a man in chain mail might have but a 4-in-6 chance, and a man in plate mail might have a 3-in-6 chance (as climbing whilst clad in heavy armour is exhausting activity). This method conforms to *d6 task resolution* (see **NONSTANDARD ACTIONS**, *d6 task resolution*). **N.B.:** Thieves (and some subclasses) scale vertical surfaces with nigh preternatural capacity, requiring minimal handholds (see **table I.13.**). Other characters cannot do this without appropriate gear: ropes, grappling hooks, pitons, and so forth.

Doors: Doors are oft encountered when exploring dungeons, castles, towers, and the like. They are sometimes stuck, locked, or cleverly hidden.

Concealed Doors: These are doors obstructed by something else; e.g., behind a book shelf, a tapestry, or a stack of barrels. They can be found as *secret doors* are (q.v.), unless the player specifically states his character is looking behind the noted obstruction, in which case the concealed door is automatically revealed.

Locked Doors: A locked door can be picked open using thieves' tools. Any man can attempt to pick a lock, though his chance of success should never be greater than 1-in-6, even if he has the appropriate tools. A thief, however, begins with slightly better *open locks* odds, which progress as the thief gains levels of experience (see **table I.13.**). For breaking down a locked door, see *stuck doors* hereafter.

Secret Doors: Any man can search for and locate a secret door on a 2-in-6 chance. Some classes are better suited to detection, such as the thief, who enjoys a base 3-in-6 chance of success. Such checks should be rolled secretly by the referee. Searching for a secret door typically requires 1 turn (10 minutes) per 10 × 10-foot area to ensure a thorough examination.

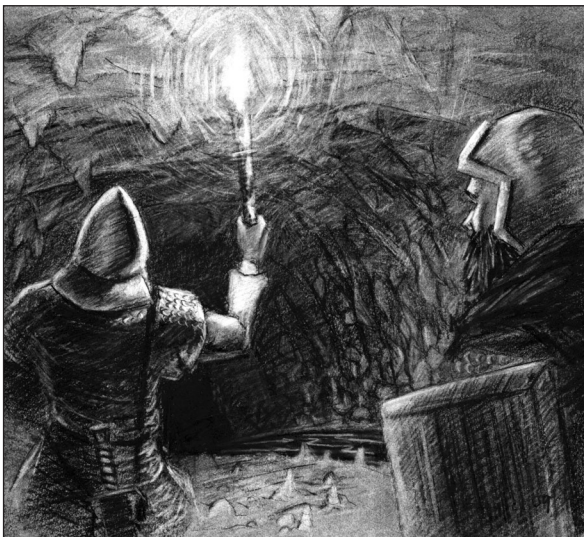
Stuck Doors: A door might be stuck because it is swollen from moisture or partially blocked, or it may hold a simple locking mechanism like a drop bar. (Note that breaking down a locked door is much noisier than picking it open.) A stuck door requires a *test of strength* to force open (see **VOL. I, ATTRIBUTES, strength**); at the referee's discretion, the chance-in-six might be improved by one (+1) if a pry bar is used. A heavily barred or magically sealed door cannot be broken down by any man whose strength is short of 17 (at a 1-in-12 chance) or 18 (at a 1-in-6 chance).

Light: Light is always a concern in typical sword-and-sorcery fare, for the adventuring party will oft explore tenebrous subterranean depths and dense forests. Some guidelines regarding the limits of light are thus presented. (Note that the values provided for *bonfire* and *campfire* are intended as rough guidelines; certainly the amount and type of fuel burned will yield variable results.)

Table III.7.: Light Sources

Light Sources (Mundane)	Area of Effect
Bonfire	c. 60-ft. radius
Campfire	c. 40-ft. radius
Candle	5-ft. radius
Lantern, Bull's-Eye	15-ft. radius, 60-ft. beam
Lantern, Hooded	30-ft. radius
Torch	30-ft. radius

Light Sources (Magical)	Area of Effect
<i>Continuous Light</i> spell	30-ft. radius
<i>Light</i> spell	15-ft. radius
Magical Dagger*	10-ft. radius
Magical Sword*	20-ft. radius



* Does not necessarily apply to all magical blades; consult your referee when in doubt.

Listening: Any character can attempt to hearken at a door, distinguish a sound in the forest, eavesdrop on a conversation, or the like. This is executed at a base 1-in-6 chance of success, modified by the referee as befits the circumstances. If the noise is obvious, the chance might be 2-in-6 or greater (or automatically successful); but if, for example, the referee determines that listening is particularly difficult, or if the sound is unrecognizable, he might declare a 1-in-8 chance of success. Thieves (and some subclasses) can *discern noise* with superior perspicacity, using a progressive chance-in-twelve probability scale (see **table I.13.**). On a failed listening check, the referee might provide false or erroneous information, or he may simply say, “You hear nothing.”

Sleep / Rest: The average group is fit to adventure for about 8–12 hours per day. This time typically includes one or two respites of about 3–6 turns (30–60 minutes) each, leaving about 12 hours for rest. Of course a healthy man need not sleep 12 hours; he can function well enough with 6–8 hours of rest, but a typical 12-hour rest period allows for members of a party to take turns on watch. This time also allows for preparing a shelter, building a fire, eating, and whatever other activities are appropriate to the situation. Sleeping and resting also contribute to the nursing of injuries (see **DAMAGE, healing**).

Traps: Traps are staples of many adventures; examples include arrow traps, collapsing ceilings, fire traps, gas traps, jaw traps, pits (open or covered), and scything blades. Some traps are automatically triggered when a predetermined condition is met, whilst others might be activated on a 2-in-6 chance. Trap damage is usually automatic once discharged, though some may allow for *avoidance* saving throws (see **SAVING THROW**) to negate or reduce the deleterious effects of the sprung traps.

Any adventurer may search for a mundane trap at a base 1-in-6 chance of success. (Thieves' tools are oft required for the more elaborate mechanisms, but not for tripwires and the like.) Thieves are superior trap finders; they can also detect magical traps (see **table I.13.**). Searching a 10 × 10-foot area requires about 1 turn (10 minutes). The roll should be made in secret by the referee. With the referee shewing his best deadpan expression, a failed result might be described thusly: "You are absolutely confident that the ironbound door is not trapped."

NONSTANDARD ACTIONS: Players oft wish their characters to perform actions not covered by the rules. Since attempting to craft a rule for every specific situation would be a fool's errand, consider *d6 task resolution* and/or the *attribute check*.

d6 Task Resolution: When a nonstandard action is attempted, the referee may call for *d6 task resolution*. The referee must consider the action and factor in character class, applicable abilities, secondary skills, and experience. Thus informed, the referee then assigns a chance-in-six of success.

Table III.8.: d6 Task Resolution

Estimated Difficulty	Probability of Success
Simple	5:6
Moderate	4:6
Challenging	3:6
Difficult	2:6
Very Difficult	1:6

For instance, suppose that the party chanced upon a subterranean temple dedicated to a deity worshipped centuries ago. The player of the cleric asks if his character knows anything about the *dæmon* idol rising from the temple dais, so the referee assigns a 4-in-6 chance (difficulty: *moderate*) that some general or specific information is recalled.

As another example, suppose that a ranger leads a score of refugees across unfamiliar marshy terrain. In the near distance he spies a patch of lotuses nodding their heads in the gentle breeze. The player of said ranger understands that certain species of Hyperborean lotus can release deadly spores, so he asks the referee if his character knows anything about these plants. The referee considers the ranger's experience, intelligence, and wisdom, but also that this is a foreign land, and thus assigns a 3-in-6 chance (difficulty: *challenging*) for the ranger to identify the lotuses as harmful or not.

Attribute Check: The attribute check is another means of nonstandard action determination. If a purely physical action stands a chance of failure, the referee may call for a *test* or *extraordinary feat* of the relevant attribute: strength, dexterity, or constitution. (If the action does not correspond to a physical attribute, *d6 task resolution* may be preferable; of course, this is the purview of the referee.) Generally speaking, a *test* challenges the respective physical attribute, whilst an *extraordinary feat* is a super-heroic challenge, one that defies normal odds (see **VOL. I, ATTRIBUTES**, *strength*, *dexterity*, and *constitution*). Examples are as follows:

Attribute Check Example #1 (strength): A battle-hardened cleric is bound by old, rusty manacles. He wishes to break free, so the referee calls for a *test of strength*. However, if the manacles are not rusty and are composed of sturdy, Keltic iron, the referee may call for an *extraordinary feat of strength*.

Attribute Check Example #2 (dexterity): A mail-clad warrior bearing weapons, a shield, and a full backpack traverses a narrow ledge, his back to the wall, his toes hanging over the edge. The referee calls for a *test of dexterity* to determine success. However, if that same ledge is slick with mould or algæ, and rain is falling, the referee may call for an *extraordinary feat of dexterity*.

Attribute Check Example #3 (constitution): After a long day of adventure, the party's fighter volunteers to stoke the campfire and keep a vigil. Come morning, travel resumes. The referee requires the fighter to make a *test of constitution*. However, if the party is travelling across a cold, wind-blasted desert, and rations are low, the referee may call for an *extraordinary feat of constitution*. (In either case, failure indicates that at some point the fighter's legs fail him.)

N.B.: Attribute checks should not be used to resolve challenges associated with specific class abilities. If a character attempts an action that is clearly the province of another class, *d6 task resolution* is recommended, usually at odds no better than 1-in-6 or 1-in-8. For instance, a fighter or magician might be allowed to *pick pockets* at a 1-in-6 chance of success.

TIME

Game time is measured in *rounds* and *turns*. A *round* measures time during battle; also it measures the duration of some spells, abilities, and other effects. A *turn* measures dungeon or wilderness movement and exploration; likewise the duration of some spells, abilities, and other effects.

- ★ **1 round** = 10 seconds; 6 rounds = 1 minute
- ★ **1 turn** = 10 minutes; 6 turns = 1 hour

It is incumbent on the referee to track the passage of days and months in the adventure campaign. Rest leads to hit point recovery; new spell research and scroll creation can require weeks or even months; and even the simple act of travelling (by land or sea) will consume time. When the referee tracks time, he knows which characters are where and when, creating greater verisimilitude.

MOVEMENT

Movement (MV) is the measure of distance one can move during battle, whilst traversing an icy tundra, or when negotiating labyrinthine depths. The three basic types of movement are *combat movement*, *dungeon movement*, and *wilderness movement*.

Armour impacts movement. It is broken down into three basic categories: *light*, *medium*, and *heavy*. Light armour allows for 40 MV, medium armour 30 MV, and heavy armour 20 MV (see **VOL. I, EQUIPMENT**, *armour*). Generally speaking, an unarmoured, unencumbered man has 40 MV.

ENCUMBRANCE: This is the measure of how much weight a character can bear before his movement rate is affected. Characters bearing weight of any sort are assumed to be equipped with stowage devices such as backpacks, sacks, and the like. Common sense should be exercised, and the player must be realistic in terms of what his character can possibly carry; expecting the referee to police encumbrance is unfair.

Table III.9.: Encumbrance

Strength Score	Unencumbered	Encumbered (-10 MV)	Heavily Encumbered (-20 MV)
3	0–10 lbs.	11–20 lbs.	21–30 lbs.
4–5	0–15 lbs.	16–30 lbs.	31–45 lbs.
6–8	0–33 lbs.	34–66 lbs.	67–100 lbs.
9–12	0–50 lbs.	51–100 lbs.	101–150 lbs.
13–15	0–60 lbs.	61–120 lbs.	121–180 lbs.
16	0–75 lbs.	76–150 lbs.	151–225 lbs.
17	0–100 lbs.	101–200 lbs.	201–300 lbs.
18	0–125 lbs.	126–250 lbs.	251–375 lbs.

COMBAT MOVEMENT: see **COMBAT ACTIONS**, *movement*.

DUNGEON MOVEMENT: Any man, armoured or not, can cover about 120 feet per turn (10 minutes) when cautiously navigating dark dungeon passages or subterranean caverns. This rate accounts for mapping, listening, inspecting, moving stealthily, and so forth. Dungeon movement rate also applies to castles, towers, buildings, alleys, and the like.

WILDERNESS MOVEMENT: In the wilderness, a healthy man (lightly armoured or unarmoured; i.e., 40 MV) can walk about 1 league (c. 3 miles) per hour, or about 24 miles per day (in optimal conditions). This accounts for about 10 hours of travel (8 hours of actual movement, interrupted by a total of 2 hours of rest, eating, drinking, evacuation, and so forth).

Adventurers clad in medium or heavy armour can also walk about 1 league (c. 3 miles) per hour, but they require longer periods of rest and recuperation, so the total miles achieved per day are lessened. To calculate miles travelled per day, the following formula is used: **$(MV \div 10) \times 6 = \text{miles per day}$** . For instance, a chain mail-clad cleric with 30 MV traverses $(30 \div 10) \times 6 = 18$ miles per day. The following table illustrates typical results:

Table III.10.: Overland Travel

Movement (MV)	60	50	40	30	20	10
Miles per Day	36	30	24	18	12	6

Terrain: Wilderness movement occurs over three basic terrain types: *smooth*, *rugged*, and *very rugged*. Terrain MV penalties are cumulative with those for encumbrance.

Table III.11.: Terrain Effects on Movement

Terrain Type	Movement (MV) Modifier
Smooth	—
Rugged	-10 MV
Very Rugged	-20 MV

Terrain Types Defined:

Smooth: desert (steppe), forest (light), grasslands, hills (low), plains, scrublands, snow (light), tundra (open), watercourses (small)

Rugged: desert (sandy), forest (moderate), hills (steep), snow (moderate), watercourses (moderate)

Very Rugged: bluffs, forest (heavy), icy / glaciated, mountains, snow (heavy), swamp / marsh (wetlands), watercourses (large)

Becoming Lost: Becoming lost in the wilderness is a common occurrence in Hyperborea, particularly due to the orientation of the sun, ever clinging to and wheeling around the horizon. Typically this does not occur when the party follow a road or river, cross familiar territory, or have a knowledgeable guide, but when the party traverse lands unfamiliar, they may lose account of cardinal direction. Once per day of travel, the referee should roll a d6* to see if the party become lost.

Table III.12.: Becoming Lost

Terrain Type	Lost Chance*
Desert (steppe), forest (light), grasslands, hills (low), plains, scrublands, snow (light)	1:6
Bluffs, forest (moderate), hills (steep), icy / glaciated, mountains, snow (moderate), tundra (open)	2:6
Desert (sandy), forest (heavy), snow (heavy), swamp / marsh	3:6

* If the party contains a barbarian, a ranger, a monk, or a scout, roll a d8 instead.

If indeed the party lose their way, the referee should roll a d6 to determine deviation from the intended course:

Table III.13.: Becoming Lost: Deviation

d6 Roll	1	2-3	4-5	6
Deviation	90° left	45° left	45° right	90° right

For example, suppose that a party of adventurers become lost whilst traversing mountains. Their intent is to move northeast. The referee rolls a d6 and scores a 5, a course deviation 45° right; hence the party move east instead of northeast. The next day, they may check again, perhaps correcting their course if the referee elects to intimate that they may have lost their way. **N.B.:** Some referees might eschew the use of *becoming lost* rules, particularly when pressed for time during the game session, as a series of unlucky rolls can result in the party never finding their adventure destination.

Transportation: A man may ride a beast, or drive a vehicle drawn by a beast or team of beasts. Typically, a wagon or cart is drawn by one or more draught horses, and a sled is drawn by a team of seven or more dogs. So long as the burden pulled is manageable, the typical miles covered per day should remain as normal; this assumes the use of roadways or open terrain such as fields and steppes. If the referee deems the load cumbersome, extrapolate from the encumbrance chart (see **table III.9.**).

Table III.14.: Transportation

Transportation Method	Encumbrance	MV	Miles per Day
Camel, Bactrian	0–450 lbs.	40	24
Camel, Dromedary	0–350 lbs.	60	36
Camel, Leaper*	0–500 lbs.	60	36
Cart, Donkey or Mule (2)	0–1,000 lbs.	30	18
Cart, Horse or Oxen (1–2)	0–750 lbs. ea.	30	18
Chariot (<i>per horse</i>)	0–300 lbs. ea.	40	24
Donkey	0–150 lbs.	40	24
	151–250 lbs.	20	12
Horse, Draught	0–400 lbs.	40	24
	401–600 lbs.	20	12
Horse, Riding	0–250 lbs.	60	36
	251–350 lbs.	30	18
Horse, War, Heavy**	0–300 lbs.	40	24
	301–450 lbs.	20	12
Horse, War, Light**	0–200 lbs.	60	36
	201–300 lbs.	30	18
Mammoth, Trained	0–2,000 lbs.	40	24
	2,001–4,000 lbs.	20	12
Mule	0–200 lbs.	40	24
	201–300 lbs.	20	12
Pony	0–250 lbs.	40	24
	251–350 lbs.	20	12
Sled, Dog (7 or more)	0–50 lbs. ea.	50	30
Thew Wagon***	0–2,000 lbs.	20	12
	2,001–4,000 lbs.	10	6
Wagon, 4-Wheel or Coach (<i>per horse</i>)	0–750 lbs. ea.	30	18
Wagon, Great Wheel	0–6,000 lbs.	20	12

* The **leaper camel** will bear a rider (and his gear) only, not submitting to a harness.

** –3 miles per day in scale or chain barding; –6 miles per day in plate barding.

*** The **thew wagon** does not suffer a MV penalty in *swamp / marsh* terrain, this being its natural habitat.

Forced March (Optional): A *forced march* entails travelling through the wilderness for a prolonged period (up to 10 hours per day), with hardly any stoppage. This effectively improves daily movement by +10 MV (+6 miles), but requires additional rest afterwards. Exceptions might apply; e.g., a seasoned trio of lightly armoured, unencumbered rangers might sustain a forced march indefinitely, per referee approval.

When beasts are urged to a *forced march* rate (+10 to +20 MV), they must make *morale checks* (see **VOL. IV, BEAST AND MONSTER STATISTICS, morale**); notwithstanding, if a beast passes its morale check (of which many a loyal steed is capable), at length it might well collapse and die.

THE ENCOUNTER

An encounter occurs when the party chances on men or monsters whose motives and ambitions do not necessarily accord with those of the party. An encounter can be as simple as meeting NPCs in a tavern, or coming face to face with some unspeakable horror in the depths of a yawning labyrinth. Some encounters are “static” or predetermined, perhaps part of an adventure the referee runs. Other encounters occur at random.

Random encounters can occur in the dungeon or the wilderness. First, the referee must note the types of men and monsters who populate the locale, including the number encountered, hit points, and other details. Next, at the appropriate juncture (see below), the referee rolls a d6, a 6 indicating a random encounter. The referee must then determine if one or both parties is *surprized* (see **COMBAT**, *surprize*).

DUNGEON ENCOUNTERS: Wandering monsters should be checked about once every 1–2 turns, depending on population and activity. In the dungeon a random encounter occurs at a distance of 2d6×10 feet; however, *surprize* distance is 1d3×10 feet.

WILDERNESS ENCOUNTERS: Wandering monsters should be checked about once every 3, 6, or 12 turns, depending on the perilousness of the environment. In the wilderness a random encounter occurs at a distance of 2d6×10 yards; however, *surprize* distance is 1d3×10 yards.

REACTION: Not every encounter is hostile. When the party encounters a man or (intelligent) monster, and parley occurs, the speaker’s charisma score can influence the outcome (see **VOL. I, ATTRIBUTES**, *charisma*). The referee rolls 2d6, applies *reaction / loyalty adjustment* (if applicable), and then consults the following chart:

Table III.15.: Reaction

2d6 Result	Reaction
2	<i>Violent</i> : immediate attack
3	<i>Hostile</i> : antagonistic; attack likely
4–5	<i>Unfriendly</i> : negative reaction
6–8	<i>Neutral</i> : disinterested or uncertain*
9–10	<i>Friendly</i> : considers ideas / proposals
11	<i>Agreeable</i> : willing and helpful
12	<i>Affable</i> : extremely accommodating

Table III.15. presumes the speaker attempts to gain a favourable reaction. If he is taunting or belittling, no roll is needed; the referee must judge reactions accordingly. The **Reaction** table is most useful when the referee feels a random result is appropriate; otherwise, he may deduce the attitude of the subject as he sees fit. Other factors can modify the roll, per referee discretion. Does flattery impress or disgust? Is the subject open to bribery? Insulted by it? Indifferent?

* Reroll; if result is the same, *neutrality* (disinterest, uncertainty) persists.

EVASION: The party may attempt to flee a hostile situation. If the party are faster than the monsters, escape can be assumed. If some or all of the party members are not as fast as the monsters, they may intentionally drop an item to distract greedy or dim-witted creatures—just to ensure escape. Conversely, if the monsters flee the party, the party must decide whether to pursue or not. If the party catch up with the monsters, the monsters may turn and fight, or surrender, as judged by the referee (a good opportunity to exercise a *morale check*; see **COMBAT**, *morale*).

When diplomacy and negotiations go south (or fail to take place to begin with), and fleeing is not an option, **COMBAT**, a staple of fantasy role-playing games, is oft unavoidable.

COMBAT

Combat! When swords flash, missiles discharge, and spells fire. In *AS&SH*, combat is a dynamic abstraction that seeks to evoke the brutal, fast-paced action of pulp fiction sword-and-sorcery tales. Typically players declare their characters' actions, and the referee resolves events in accordance with character capability, the actions / reactions of the opposition, and dice. The rules provide a structure by which these elements are resolved.

Combat involves several actors: player characters (PCs), non-player characters (NPCs), and monsters. The referee might compel the use of miniatures on graph paper or a battle mat in order to guide the flow of movement and positioning. Other referees eschew the use of visual aids, preferring to maintain the action in the collective imagination of the game's participants.

Combat typically entails *melee*, *missiles*, *magic*, and/or *movement*. These activities are measured by the *round* (a 10-second increment) and subdivided into *phases* (or segments). A brief overview of each follows:

- ★ **Melee:** Strike blows with a handheld weapon, such as an axe, a spear, or a sword. Melee also includes monster attacks, such as claws, bites, horns, and stings; and unarmed combat, such as grappling, overbearing, pummelling, and pushing.
- ★ **Missiles:** Discharge missile launchers, such as bows, crossbows, and slings; hurl handheld weapons, such as daggers, hand axes, and javelins. Missile weapons have three ranges: *short*, *medium*, *long*. Ranges are represented in feet indoors (dungeons, castles, etc.) and yards outdoors (wilderness).
- ★ **Magic:** Spells fired by magicians, clerics, and the like; invoked magical devices, such as rods, staves, wands, rings, scrolls; special abilities exercised, such as *turn undead* and the many supernatural and spell-like abilities of monsters.
- ★ **Movement:** To advance, run, or charge before using melee or missile weapons or casting spells. Each combatant has a specified *movement rate* (MV).

Other potential actions:

- ★ Bind an ally's wounds (assumes bandages are handy)
- ★ Force open a door
- ★ Hammer a spike into a wall
- ★ Hide
- ★ Jump over an obstacle
- ★ Light a torch (assumes flint and steel in hand; may require 1–3 rounds)
- ★ Sheathe weapon, draw other weapon
- ★ Toss a rope

Further actions are less clear and oft require referee adjudication. For instance, a character who attempts to retrieve his **ring of fire resistance** from a pouch full of silver and gold coins might fish for 1d4 rounds before he finds the ring. But, a **potion of invisibility** stored in a lightly packed backpack may require 1 round to retrieve before it can be quaffed. Lastly, some actions may be considered negligible: dropping a backpack or a torch, shouting a warning or instructions of brief sort, and so forth.

ATTACK ROLL: A d20 roll that determines whether an attack hits or misses. Almost every combatant has a chance to strike his opponent. Many attack rolls are modified by attributes such as strength and dexterity (see **VOL. I, ATTRIBUTES**), special abilities, sorcery, and other factors. **N.B.:** If the referee deems it appropriate, all "natural 20" rolls automatically hit, and all "natural 1" rolls automatically miss.

COMBAT MATRIX: The combat matrix charts the modified “to hit” chance for all combatants. The player should make an attack roll, apply modifiers, and inform the referee of the AC struck. The referee is not obliged to inform the player what a monster’s AC is, but clever players might deduce this as the battle progresses.

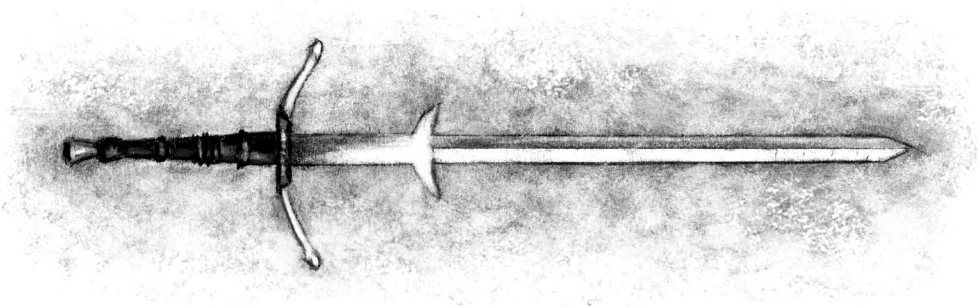
Table III.16.: Combat Matrix

		Fighting Ability (FA)												
		0	1	2	3	4	5	6	7	8	9	10	11	12
Armour Class (AC)	-9	29	28	27	26	25	24	23	22	21	20	19	18	17
	-8	28	27	26	25	24	23	22	21	20	19	18	17	16
	-7	27	26	25	24	23	22	21	20	19	18	17	16	15
	-6	26	25	24	23	22	21	20	19	18	17	16	15	14
	-5	25	24	23	22	21	20	19	18	17	16	15	14	13
	-4	24	23	22	21	20	19	18	17	16	15	14	13	12
	-3	23	22	21	20	19	18	17	16	15	14	13	12	11
	-2	22	21	20	19	18	17	16	15	14	13	12	11	10
	-1	21	20	19	18	17	16	15	14	13	12	11	10	9
	0	20	19	18	17	16	15	14	13	12	11	10	9	8
	1	19	18	17	16	15	14	13	12	11	10	9	8	7
	2	18	17	16	15	14	13	12	11	10	9	8	7	6
3	17	16	15	14	13	12	11	10	9	8	7	6	5	
4	16	15	14	13	12	11	10	9	8	7	6	5	4	
5	15	14	13	12	11	10	9	8	7	6	5	4	3	
6	14	13	12	11	10	9	8	7	6	5	4	3	2	
7	13	12	11	10	9	8	7	6	5	4	3	2	1	
8	12	11	10	9	8	7	6	5	4	3	2	1	0	
9	11	10	9	8	7	6	5	4	3	2	1	0	-1	

Combat Matrix Defined:

Armour Class (AC): The defensive capability of the combatant. For men, base armour class is determined by armour, and then adjusted by dexterity, special abilities, magic, and more (see **VOL. I, OTHER STATISTICS, armour class**).

Fighting Ability (FA): The measure of the character’s or monster’s ability to fight as compared to the fighter class (see **VOL. I, OTHER STATISTICS, fighting ability**). Most monsters will attack as fighters of a level that equals their HD (unless otherwise noted). Creatures with less than 1 HD (½ or ¼ HD) are considered FA 0 combatants. Creatures with bonus hit points use their base HD figures; e.g., a monster with HD 5+5 is an FA 5 combatant. **N.B.:** FA 12 is the highest fighting ability possible, even if a monster’s HD is greater than 12 (though some FA 12 creatures may enjoy other modifiers).



ATTACK MODIFIERS: In combat, many circumstances necessitate a modification to the d20 attack roll. Obvious (and oft standard) modifiers are attribute-related, such as dexterity modifying a missile attack, or strength modifying a melee attack. Other modifiers are class-related, such as a fighter’s *weapon mastery*, or a thief’s *backstab* ability. In most circumstances, attack modifiers are not cumulative. For instance, one cannot take a cumulative +4 attack bonus for a rear attack on a fleeing defender; such an attack is at +2 “to hit”. However, missile modifiers can be cumulative. For example, firing an arrow at a medium-range target with partial cover effects a –4 “to hit” penalty.

Table III.17.: Attack Modifiers

Combat Condition	“To Hit” Modifier
<i>Attacker is Blind</i>	–4
<i>Attacker is Invisible</i>	+4
<i>Attacker on Higher Ground</i>	+1
<i>Attacker on Lower Ground</i>	–1
<i>Defender is Defenceless</i>	Automatic
<i>Defender is Encumbered</i>	+1
<i>Defender is Flanked</i>	+1
<i>Defender is Fleeing</i>	+2
<i>Defender is Heavily Encumbered</i>	+2
<i>Defender is Prone</i>	+4
<i>Defender is Stunned</i>	+4
<i>Missile Fire, Long Range</i>	–5
<i>Missile Fire, Medium Range</i>	–2
<i>Missile Target Engaged with Ally</i>	–2
<i>Missile Target Mostly Concealed</i>	–5
<i>Missile Target Partially Concealed</i>	–2
<i>Rear Attack</i>	+2

Attack Modifiers Defined:

Attacker is blind: Blind or unseeing attackers at –4 “to hit” penalty.

Attacker is invisible: Invisible combatants at +4 “to hit” bonus; unaware targets also lose shield and dexterity bonuses to AC (if applicable).

Attacker on higher ground: +1 “to hit” bonus on melee attacks from an elevated position (e.g., slope, stairs, hilltop), or a mounted man versus a footman.

Attacker on lower ground: –1 “to hit” penalty on melee attacks from a lower position (e.g., slope, stairs, ditch), or a footman attacking a mounted opponent.

Defender is defenceless: Target at the mercy of enemy (e.g., sleeping, unconscious, bound); can be struck automatically without need of a qualifying attack roll (or slain outright, if so desired).

Defender is encumbered: Attackers gain +1 “to hit” bonuses versus an *encumbered* target (see **MOVEMENT**, *encumbrance*).

Defender is flanked: If three or more combatants attack a single opponent, each gains a +1 “to hit” bonus.

Defender is fleeing: If combatant flees from melee, adjacent opponents each gain a free and immediate attack at a +2 “to hit” bonus.

Defender is heavily encumbered: Attackers gain +2 “to hit” bonuses versus a *heavily encumbered* target (see **MOVEMENT**, *encumbrance*).

Defender is prone: Target lies on the ground, or is trapped, bound, or oblivious to attack. Attacker gains a +4 “to hit” bonus; also, the defender loses shield and dexterity bonuses to AC (if applicable).

Defender is stunned: Defender dazed and bewildered, can do nothing save stagger at half normal movement. Attackers gain +4 “to hit” bonuses; also, the stunned defender loses shield and dexterity bonuses to AC (if applicable).

Missile fire, long range: –5 “to hit” penalty at long range (feet indoors, yards outdoors).

Missile fire, medium range: –2 “to hit” penalty at medium range (feet indoors, yards outdoors).

Missile target engaged with ally: Shooter targets an enemy engaged in melee with an ally at a –2 “to hit” penalty at short range (see **COMBAT ACTIONS**, *firing into melee*).

Missile target mostly concealed: Target takes cover behind an arrow slit, a merlon, thick trees, or the like.

Missile target partially concealed: Target takes cover behind a rock, tree, low wall, or the like.

Rear attack: Melee attacks from a rear position gain +2 “to hit” bonuses; the defender also loses any shield bonus to AC. *Rear attack* generally assumes the target is in combat and aware of attack; otherwise, if unaware and unengaged, *defender is prone* is more appropriate. Note that the *rear attack* bonus is not cumulative with the *defender is flanked* bonus.

COMBAT STEPS: Consider the following checklist a guideline intended to help the referee coordinate and adjudicate combat. With experience, these steps become second nature.

1. **Determine surprise** (*first round only*)
2. **Declare actions**
3. **Determine initiative**
4. **Resolve actions**
5. **Check morale** (*optional*)

SURPRISE: Surprise occurs when two or more parties meet abruptly, and one or more is caught off guard. A d6 is rolled, a 1 or 2 indicating *surprise*. Surprise distance is 1d3×10 feet indoors, 1d3×10 yards outdoors. (Darkness or obstructions will limit encounter distance accordingly.). A surprised party can take no actions against a non-surprized party during the first round of combat (which may be termed the *surprise round*). A surprised party may be considered *prone* (see *attack modifiers*) if he is caught completely unawares (sleeping, eating, reading, etc.). **N.B.:** Some monsters (e.g., **invisible stalkers**) surprise often than 2-in-6; conversely, certain subclasses (e.g., rangers) reduce surprise chances by 1-in-6.

So, if the PC party surprise a group of monsters, they can attack, cast spells, or even flee for one round before the monsters react. If both sides are surprised, the effects are nullified, each group momentarily taken aback. The referee is at liberty to dispense with a surprise check if circumstances dictate obvious surprise or non-surprise; e.g., a pair of mammoths tramping across the open tundra are not going to surprise the party.

ACTION DECLARATION: Before *initiative* (q.v.) is determined, each player must state his character's intent (move, attack, cast a spell, etc.); or, the caller (if applicable) announces each character's actions. If a spell is to be cast, the player must announce the specific spell. Meantime, the impartial referee silently determines the actions of the opposition.

INITIATIVE: Initiative order is determined with opposed d6 rolls. The side with the highest score acts first at each phase. The side with the next highest score acts second at each phase, and so forth. Ties may be resolved in order of dexterity scores (highest goes first) or considered simultaneous action. Using dexterity to break initiative ties can create interesting results, with some party members possibly going before the monsters and some going after. If the initiative throws result in a tie, and dexterity scores are the same, then truly the action is simultaneous. **N.B.:** Monster dexterity is noted at each monster entry (see **VOL. IV, BEASTS AND MONSTERS**). In some cases the referee might need to assign enemy dexterity scores or dice for them using 3d6 or 4d6 (drop low); 4d6 (drop high) may be used for slow creatures.

Hold Action: Winning initiative does not necessarily mean a combatant must take action straight away. One may hold his action, in effect waiting to see what the other side does, or perhaps waiting for a specific circumstance. For example, if a **minotaur** is charging to engage the party, an archer may delay shooting until the monster enters his weapon's short range. When a player dithers too long and the referee requires immediate reactions, the referee is at liberty to impose a *hold action* on the part of the player; young or inexperienced players may be pardoned from this, of course.

First Strike (Optional): When two weapon-wielding melee combatants first clash, the one with the longer reach weapon strikes first, regardless of initiative results. Reference the applicable weapon class (WC) for each weapon (see **VOL. I, EQUIPMENT, melee weapons**). If the difference is 2 or greater, the combatant with the higher WC attacks first. This optional rule applies strictly to the initial clash of melee weapon wielders; it does not transpire on subsequent rounds. *First strike* does not apply to missiles, spells, devices, and the like; neither does it apply to the natural attacks of monsters (claws, horns, teeth, etc.).

ACTION RESOLUTION: Combat includes a broad selection of *combat actions* (q.v.), which are resolved by use of the *combat sequence*.

Combat Sequence: A framework by which the referee may coordinate battles. Each round of combat comprises two discrete *phases*. On each combat round, each side takes turns at each phase in order of initiative.

Table III.18.: Combat Sequence

Phase One	Melee (<i>½ move melee and charge attacks made</i>)
	Missiles (<i>stationary missile shots fired</i>)
	Magic (<i>stationary magic discharged</i>)
	Movement (<i>½ move achieved</i>)
Phase Two	Melee (<i>full move melee and charge attacks made</i>)
	Missiles (<i>½ move missiles fired, albeit at reduced rate of fire</i>)
	Magic (<i>½ move magic discharged</i>)
	Movement (<i>½ move achieved</i>)

The preceding table illustrates the combat sequence by the phase; the following list separates and compiles that table into the categories of *melee*, *missiles*, *magic*, and *movement*.

Melee:

- ★ *Phase One:* Melee and charge attacks (within ½ move)
- ★ *Phase Two:* Melee and charge attacks (within full move)

Missiles:

- ★ *Phase One:* Missile shots fired from stationary position
- ★ *Phase Two:* Missile shots fired following a ½ move (reduced ROF)

Magic:

- ★ *Phase One:* Cast spell, discharge device, or use ability from stationary position
- ★ *Phase Two:* Cast spell, discharge device, or use ability following ½ move

Movement:

- ★ *Phase One:* Advance ½ movement
- ★ *Phase Two:* Advance ½ movement

In addition to using dexterity to break initiative ties, when an adventuring party is large, and several player characters (PCs) are acting on the same phase, dexterity may be used to reckon PC order from highest *dex* to lowest *dex*.

Melee Attack Rate / Missile Rate of Fire: Melee weapons are wielded at a standard attack rate of 1/1 (one attack per round), but fighters and their subclasses enjoy improved attack rates, such as 3/2 or even 2/1. Missile weapons have variable rates of fire (ROF) applicable to all wielders (see **VOL. I, WEAPON SKILL**, *melee attack rate / missile rate of fire*). Typical attack rates are defined as follows:

- ★ **1/2** = one attack every two rounds*
- ★ **1/1** = one attack per round
- ★ **3/2** = one attack one round, two attacks the next round
- ★ **2/1** = two attacks per round
- ★ **5/2** = two attacks one round, three attacks the next round
- ★ **3/1** = three attacks per round

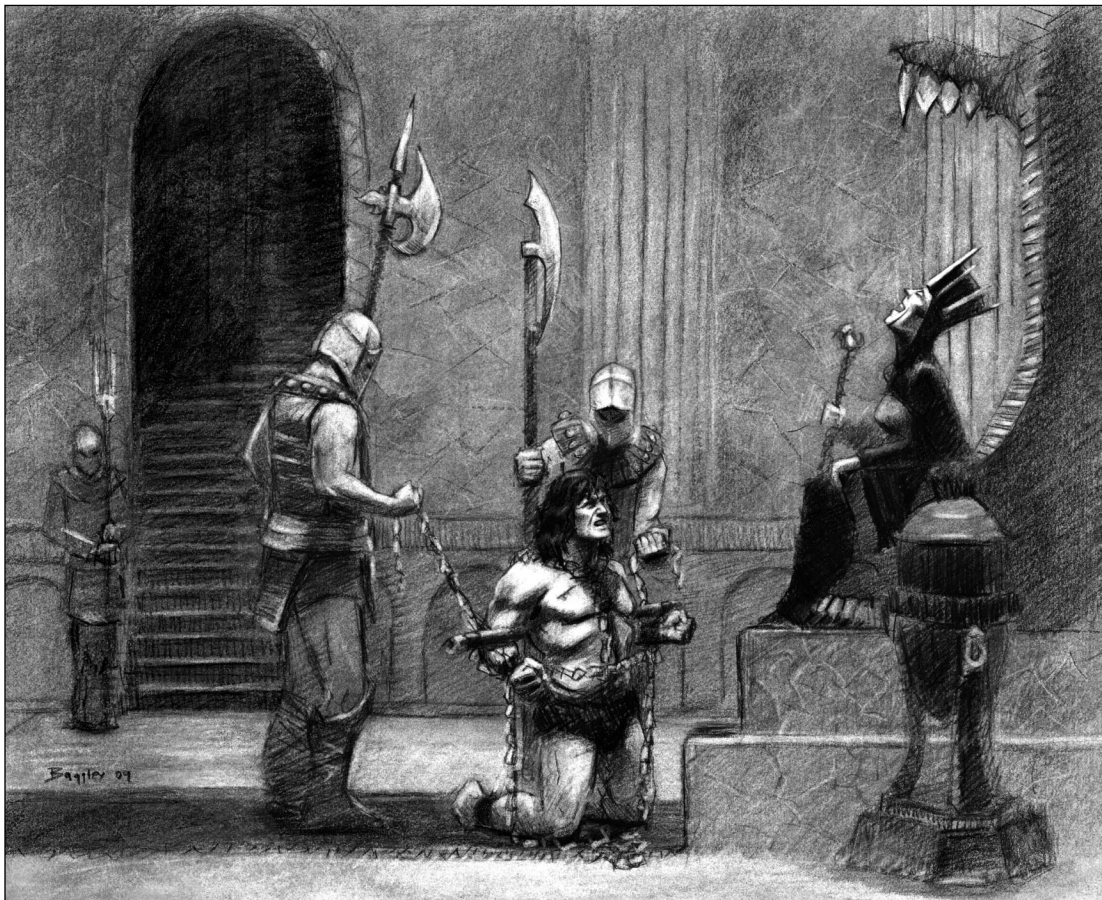
* 1/2 is a rate of fire normally reserved for the heavy crossbow. Typically it requires 1 round to load and 1 round to fire, but if preloaded, the normal process may be reversed; i.e., one attack one round, no attack the following round.

MORALE (ML): *Morale* measures the confidence, discipline, and courage of monsters and NPCs. It is tested when the referee judges that one or more monsters and/or NPCs might break ranks and flee a hostile situation. Some referees may elect to adjudicate morale by fiat in lieu of a morale check roll.

Monsters and NPCs are presented with morale (ML) scores that range from 2 to 12. Creatures of the lowest morale (2) will scarcely fight, whilst creatures of the highest morale (12) never surrender. Morale need not be checked at the end of every round; rather, it is tested when the referee deems the situation appropriate. Suggestions include:

- ★ Leader is killed
- ★ 50% of force is defeated (with few or no enemy casualties)
- ★ Terrible sorcery released (frightens animals or primitive / superstitious men or humanoids)
- ★ Outnumbered footmen face a mounted charge
- ★ Enemy holds a fortified, nigh impenetrable position
- ★ Enemy comprises uncontested fliers
- ★ Enemy seems impervious to harm
- ★ Significant hit point loss

How to Make a Morale Check: To make a *morale check*, roll 2d6. If the result is equal to or less than the subject's morale score, it continues to fight. If the result is greater than the morale score, the subject attempts to surrender or retreat.



COMBAT ACTIONS

Here follows a selection of actions typical of combat. As previously noted in **COMBAT**, these actions should be announced during *action declaration*, followed by dicing for *initiative*. Once intent is declared and the order of events established, *action resolution* may commence. An optional selection of *advanced combat actions* is noted later (see **ADVANCED COMBAT**, *advanced combat actions*).

CHARGE ATTACK: A running attack (double move) made by a man or humanoid armed with a melee weapon. A charge attack occurs on *phase one* if the charging distance is within a ½ move for the charger; if beyond a ½ move but within a full move, the attack occurs on *phase two*. Note that half of charging distance equals full normal movement, and full charging distance equals a double move; e.g., a fighting man in chain mail (MV 30) can effect a 60-foot charge.

Charge attacks must be reasonably straight (up to a 45° curve allowed), with a minimum distance of 20 feet. A charge attack cannot be performed in some terrain types, such as *forest (heavy)*, *mountains*, or *swamp / marsh (wetlands)*. Chargers gain +2 damage bonuses, though they lose any dexterity bonuses to AC; if no dexterity bonus applies, a -1 AC penalty is suffered.

When charging at a weapon-wielding defender, the combatant with the longer reach weapon attacks first if the WC difference is 2 or greater (see **VOL. I, EQUIPMENT, melee weapons**); weapon length, however, does not apply if the target is *surprised*. If weapon class is not a factor, or if the target is a monster, initiative results determine attack order. **N.B.:** Regardless of whether the defender strikes first or last, the charger still suffers the stated AC penalty.

Mounted Charge: see **MOUNTED COMBAT**.

Setting a Spear Versus a Charge: An unsurprised defender can set a spear, pole arm, pike, spiked staff, trident, or other spear-like weapon against a charging enemy. The defender fixes the butt of the weapon firmly in the ground and braces it with his foot or knee. If the defender hits the charger, damage dice are doubled (modifiers added afterwards); of course, if the charger's weapon is longer (WC difference of 2 or greater), then he attacks first, this followed by the set spear attack. This combat action may also be used against a charging monster with claws outstretched if the referee judges spear length appropriate; e.g., a fighter sets his long spear to meet the onrush of an enraged **musk ox**.

FLAMING OIL: Flaming oil can be an effective weapon versus monsters. Oil can be spread on the ground and ignited, or hurled as a grenade.

Incendiary Oil: A flask of incendiary oil (such as Greek fire) can be hurled as a grenade-like missile. This combustible compound is stored in a breakable flask. If hurled at an enemy and a hit is scored, the container bursts and the oil ignites; some incendiary oils combust spontaneously when exposed to air, whilst others require lit cloths or wicks. Incendiary oil causes 1d8 hp damage for 2 rounds; if the target is missed by a score of 2 or less, a splash delivers 1d4 hp damage for 1 round. To strike a target with a flask of incendiary oil (or other grenade), a d20 must be rolled and compared to the following table:

Table III.19.: Flask (Grenade) Hurling

Target Size and Orientation	d20 Score Needed	Other adjustments:
Stationary (e.g., unaware man)	7	★ Dexterity "to hit" modifier of flask (grenade) hurler applies.
Large (over 8 ft.)	9	★ Range (of typical grenade): 10/20/30 (short/medium/long). Medium range is at -2 "to hit", long range at -5 "to hit".
Medium (about 4–8 ft.)	11	Note that ranges are reckoned in feet indoors and yards outdoors.
Small (under 4 ft.)	13	

Further referee adjustment may be necessary; for instance, if a cluster of men or humanoids is targeted, the referee might require an 8 to hit a random target in the crowd. If a Medium target is running amongst trees and shrubs, a 12 or even a 14 might be required.

Lamp Oil: As lamp oil burns slowly, it is not the most effective means of lighting a fire. A flask of lamp oil can be spread in a circle, creating a five-foot-diameter pool. If set ablaze by a torch, any creature caught within suffers 1d6 hp damage per round engulfed, with an *avoidance* saving throw allowed for half damage. Leaping over a small pool of burning oil will inflict no damage, unless the leaper is highly flammable; for instance, if the subject is wearing a robe, the referee may require an *item saving throw* for the cloth (see **SAVING THROW**, *item saving throws*). If a creature is doused in lamp oil and set ablaze, it sustains 1d6 hp damage per round for 1d3 rounds. Of course, the referee may also impose *item saving throws* for the subject's belongings.

HOLY OIL / WATER: A vial of holy oil or holy water can be hurled as a grenade against undead or dæmonic adversaries, much like flaming oil (see **table III.19**). Holy oil / water causes 1d8 hp damage for 2 rounds. If the target is missed by score of 2 or less, a splash delivers 1d4 hp damage for 1 round. Some referees might limit the use of holy oil and holy water to clerics, priests, and paladins.

MAGIC: Magic spells cast by sorcerers, magic devices discharged, and special abilities exercised.

Magic Spells: With few exceptions, spells cannot be cast if the sorcerer is engaged with an enemy; likewise for combatants discharging magical devices. If a spell caster is struck whilst casting, he loses his spell, unless the optional *concentration check* is utilized (see **VOL. II, SPELLS**, *spell casting*).

Touch Spells: Several spells require *touch attacks*; i.e., the sorcerer must place a hand on his opponent. Unless otherwise noted (e.g., *shocking grasp* spell), armour and shield protect against touch attacks. If a touch attack misses, unless otherwise noted, the sorcerer may continue attempting to touch his intended victim, the spell effectively discharging on a successful touch. Should he change his mind and take some other action (casting a different spell, using an item, drawing a weapon, etc.), the touch spell is lost.

Magic Devices: Magic devices include all manner of rods, staves, wands, rings, scrolls, and miscellaneous magic items. If a device user is struck before discharging his device, the referee might impose a reasonable chance (perhaps 1-in-6) that the device has also been struck; if so, the device may be destroyed (see **SAVING THROW**, *item saving throws*).

Special Abilities: Spell-like and supernatural abilities possessed by men and monsters, including but not limited to *turn undead* (q.v.), a druid's *shapechange* ability, monster breath weapons, gaze attacks, and so forth. Unlike spells, special abilities are not disrupted if the user is hit (unless killed or incapacitated), though exceptions may apply; e.g., a cleric knocked down whilst *turning undead* might not complete his oration, per referee discretion.

Magic and Movement: A ½ move is allowed before casting a spell, discharging a device, or using a special ability. Effectively this delays when incantations are spoken, when an item is activated, or when a special ability is exercised. If a spell caster elects to move before casting and is struck whilst advancing, his spell is not disrupted. Movement is not allowed after unleashing the power of magic, with perhaps the exception of some innate special abilities, such as a druid's *shapechange*.

For example, if a magician takes a ½ move before casting a *fireball* spell, and he is struck by an arrow during *phase one*, his spell is not disrupted because he has not actually begun to cast yet. If he is struck on *phase two* before releasing the spell, the spell is disrupted. The default rule calls for automatic spell disruption; the alternative is to allow for a *concentration check* (see **VOL. II, SPELLS**, *spell casting*).

MELEE: The exchange of blows with handheld weapons. Combatants must be within weapon reach (*WC 1–3 = 5 feet; WC 4–5 = 10 feet; WC 6 = 15–20 feet*). If a melee combatant is entitled to multiple attacks, these may be made together; i.e., if a fighter with two attacks has won initiative against the monster he faces, he may make both attacks before the monster. **N.B.:** The optional *first strike* rule (see **COMBAT**, *first strike*) allows initiative results to be superseded at first clash, if both combatants wield melee weapons.

Melee and Movement: Melee may occur before, during, and after movement; it is the most flexible form of combat. A melee combatant may move $\frac{1}{2}$ and make his attack(s) on *phase one*, or move full and make his attack(s) on *phase two*. Alternatively, a melee combatant may make his attack(s) on *phase one* and move $\frac{1}{2}$ on *phase two*, if his opponent is slain or otherwise incapacitated; otherwise, his opponent may make an automatic attack at +2 “to hit” (see **COMBAT**, *attack modifiers*). Furthermore, if a melee combatant is allowed 2 attacks in the round, he may move $\frac{1}{2}$ and make an attack on *phase one*, then move $\frac{1}{2}$ and make a second attack on *phase two*. Again, this assumes the first opponent is slain or incapacitated; otherwise the initial opponent may make an automatic attack at +2 “to hit”.

MISSILES: Missiles launched (bows, crossbows, slings, etc.), and handheld weapons thrown (daggers, darts, javelins, etc.). A stationary missile shooter can unload on *phase one*; however, if he elects to move $\frac{1}{2}$ and fire, he unloads on *phase two* at a reduced rate of fire (ROF) (see *missiles and movement*, hereafter). Also, a missile shooter with multiple attacks may elect to “dither”; i.e., from a stationary position fire a shot on *phase one*, wait, then fire again on *phase two*.

All missile weapons are listed with three ranges—short (S), medium (M), and long (L)—reckoned by the foot indoors and by the yard outdoors. Medium range shots are at -2 “to hit”, whilst long range shots suffer -5 “to hit” penalties.

Missiles and Movement: A missile shooter may move $\frac{1}{2}$ and fire at a reduced rate of fire (ROF): $3/1 = 5/2$, $5/2 = 2/1$, $2/1 = 3/2$, and $3/2 = 1/1$. Rates of $1/1$ or slower are not impacted by a $\frac{1}{2}$ move.

Firing into Melee: If his target is in short range (S), a missile shooter may attempt to “thread the needle”, firing at a -2 “to hit” penalty. However, if the attack roll is a natural $1-3$, and this result qualifies as a miss, the ally is instead targeted (randomly determined if more than one). The shooter must make a new attack roll (also at a -2 “to hit” penalty) to see if he hits the ally.

This combat action is not an option if the target is at medium (M) or long range (L); instead, each combatant (friend and foe alike) stands an equal chance of being hit (e.g., an allied fighter engaged with two enemy **hyæna-men** has a 1-in-3 chance of becoming the missile shooter’s target). **N.B.:** When calculating the odds of potential targets, Large creatures may be considered equal to two or more men, per referee discretion.

MOUNTED COMBAT: The province of skilled horsemen (typically fighters, barbarians, cataphracts, paladins, and rangers), mounted combat is engaged with a lance or spear; too, the horseman’s flail, hammer, mace, and pick. The hand axe and the scimitar are also suited to mounted combat. Other weapons may be at a disadvantage due to their relative unwieldiness.

Attacking a footman from the saddle is considered “higher ground”; a +1 “to hit” bonus is granted. This bonus is negated if the mounted combatant wields a weapon not suited to fighting from the saddle. Conversely, a footman attacking a mounted opponent is at a disadvantage, suffering a -1 “to hit” penalty (see **COMBAT**, *attack modifiers*).

Mounted Charge: A horseman can make a *mounted charge*, so long as his target is at least 60 feet away, and the path is relatively straight (up to a 45° curve allowed). The ground must be level and free of obstructions. Subsequent mounted charge attacks require 2 rounds to prepare; i.e., a mounted charge may be made every third round, if conditions are appropriate. Also, despite the distance a mounted charge may cover, it can still occur on *phase one* of the combat round, due to the horse’s ability to treble its movement rate in short bursts.

The mounted charge attack roll is at a +1 bonus “to hit” versus footmen (the “higher ground” bonus) and a +2 damage bonus; the mounted charger loses his dexterity bonus to AC or, if no dexterity bonus applies, he is penalized –1 to his AC. If the mounted charger wields a lance or couches a great spear, weapon damage dice are doubled (in lieu of the aforementioned +2 damage bonus); other damage bonuses are added after the damage dice are rolled. **N.B.:** A cataphract (fighter subclass) trebles his damage dice when making a mounted charge (see **VOL. I, FIGHTER SUBCLASSES, cataphract**).

MOVEMENT: A combatant can advance his standard movement rate (MV) in feet per round, or make a double move (run or charge). Note that any running movement causes a loss of dexterity bonus to AC (or a –1 AC penalty, if no dexterity bonus applies), regardless of whether the movement culminates in a *charge attack*.

Table III.20.: Combat Movement

MV	Standard Move (Cautious Advance)	Double Move (Running or Charging)
60	60 ft. (<i>½ move = 30 ft.</i>)	120 ft. (<i>½ move = 60 ft.</i>)
50	50 ft. (<i>½ move = 25 ft.</i>)	100 ft. (<i>½ move = 50 ft.</i>)
40	40 ft. (<i>½ move = 20 ft.</i>)	80 ft. (<i>½ move = 40 ft.</i>)
30	30 ft. (<i>½ move = 15 ft.</i>)	60 ft. (<i>½ move = 30 ft.</i>)
20	20 ft. (<i>½ move = 10 ft.</i>)	40 ft. (<i>½ move = 20 ft.</i>)
10	10 ft. (<i>½ move = 5 ft.</i>)	20 ft. (<i>½ move = 10 ft.</i>)*

Movement is permitted in all forms of combat. A combatant may move to engage in melee; move ½ and fire missiles (albeit at a reduced ROF); or move ½ and cast a spell, discharge a magic device, or exercise a special ability. Combat movement is simultaneous; regardless of which side wins initiative, two (or more) closing parties should clash somewhere betwixt their respective starting positions, as logically deduced by the referee.

* 10 MV charge attack occurs only on *phase two* due to min. 20-ft. charge distance.



Encumbrance and Combat Movement:

An *encumbered* combatant suffers a –10 MV penalty and is +1 to be hit by his opponents; a *heavily encumbered* combatant suffers a –20 MV penalty and is +2 to be hit by his opponents (see **MOVEMENT, encumbrance; COMBAT, attack modifiers**).

Fighting Withdrawal (Backpedalling):

A melee combatant can backpedal at ½ movement and continue to fight and defend, or backpedal at full movement and simply defend. Enemies may pursue a withdrawer, even if they have already attacked. Withdrawing potentially allows a combatant to lure an enemy. If, however, a combatant attempts to run away or flee from a hostile situation, each adjacent enemy gains a free and immediate attack at a +2 “to hit” bonus (see **COMBAT, attack modifiers**). If chase is given, movement rates should be compared.

TURN UNDEAD: Good clerics (and some subclasses) can compel undead creatures to cower, flee, or even crumble before them. Evil clerics (and some subclasses) can do likewise, or opt to control the undead instead.

To *turn undead*, the sorcerer must confront the undead (within 30 feet), brandish his holy symbol, and speak boldly the commandments of his faith. He must stand at the fore or abreast of his allies (if applicable), presenting a figure of power and authority.

This ability can be used a number of times per day equal to the character's *turning ability* (TA); however, a sorcerer can make but one attempt per encounter. When a *turn undead* attempt is made, consult the following table:

Table III.21.: Turn Undead

Undead Type	Turning Ability (TA)												
	1	2	3	4	5	6	7	8	9	10	11	12	
0	10:12	T	T	D	D	D	UD	UD	UD	UD	UD	UD	UD
1	7:12	10:12	T	T	D	D	D	UD	UD	UD	UD	UD	UD
2	4:12	7:12	10:12	T	T	D	D	D	UD	UD	UD	UD	UD
3	1:12	4:12	7:12	10:12	T	T	D	D	D	UD	UD	UD	UD
4	NT	1:12	4:12	7:12	10:12	T	T	D	D	D	UD	UD	UD
5	NT	NT	1:12	4:12	7:12	10:12	T	T	D	D	D	D	UD
6	NT	NT	NT	1:12	4:12	7:12	10:12	T	T	D	D	D	D
7	NT	NT	NT	NT	1:12	4:12	7:12	10:12	T	T	D	D	D
8	NT	NT	NT	NT	NT	1:12	4:12	7:12	10:12	T	T	D	D
9	NT	NT	NT	NT	NT	NT	1:12	4:12	7:12	10:12	T	T	T
10	NT	NT	NT	NT	NT	NT	NT	1:12	4:12	7:12	10:12	T	T
11	NT	NT	NT	NT	NT	NT	NT	NT	1:12	4:12	7:12	10:12	T
12	NT	NT	NT	NT	NT	NT	NT	NT	NT	1:12	4:12	7:12	10:12
13	NT	NT	NT	NT	NT	NT	NT	NT	NT	NT	NT	1:12	4:12

Turn Undead Table Defined:

Undead Type: Each undead creature has a type number. Examples include 0 (Small **animal skeleton**), 1 (**skeleton**), 2 (**zombie**), 3 (**ghoul**), 4 (**shadow**), 5 (**wight**), 6 (**ghast**), 7 (**wraith**), 8 (**mummy**), 9 (**spectre**), 10 (**ghost**), 11 (**vampire**), 12 (**lich**), 13 (**dæmon**). **N.B.:** The referee is at liberty to adjust the *Undead Type* up or down based on the power or significance of the monster.

Turning Ability (TA): A numeric value representing the character's capacity to *turn undead* as compared with the cleric class. Whereas a cleric's TA is always equal to his level of experience, development of this ability is retarded in certain subclasses.

Ratios (1:12, 4:12, etc.): The chance-in-twelve to *turn undead*. When a turn is attempted, a d12 is rolled. If the score is equal to or less than the number indicated, a *T* result is achieved; otherwise, the creature(s) is beyond the cleric's power to affect (see *NT*, below). **N.B.:** Sorcerers of above-average charisma (15+) are more commanding, hence their chance-in-twelve of success is improved by one (+1); e.g., a 4-in-12 chance becomes 5-in-12 (see **VOL. I, ATTRIBUTES, charisma**).

T = Turned: A qualifying d12 roll or an automatic "T" signifies that 2d6 undead (or 1d4 dæmons) are compelled to cower before or flee the presence of the sorcerer for as long as he commands them, +1 round per TA level. For instance, if a 4th-level cleric turns a small group of **zombies**, they remain turned for as many rounds as he chants and displays his holy symbol, plus 4 rounds afterwards.

NT = Not Turned: The undead are beyond the sorcerer's power to affect.

D = Destroyed: 2d6 undead are completely exorcized or immediately destroyed, crumbling and rapidly decaying.

UD = Ultimate Destruction: 1d6+6 undead are completely exorcized or immediately destroyed, crumbling and rapidly decaying.

How to Turn Multiple Undead Types: If multiple undead types are encountered, only one d12 roll is required. The same result is applied to each undead type. For example, a 1st-level cleric has a 7-in-12 chance of turning **skeletons** (*Undead Type 1*), a 4-in-12 chance of turning **zombies** (*Undead Type 2*), and a 1-in-12 chance of turning **ghouls** (*Undead Type 3*). So, if the player rolls a 4, the cleric turns the *Type 1 & 2* creatures, but not the *Type 3* creatures. **N.B.:** An exception to the preceding might apply if the referee deems the situation appropriate: If lesser undead creatures are accompanied by a ruling **vampire**, **lich**, or **dæmon**, they may be unaffected by any *turn undead* attempts, unless said ruler is itself turned or vanquished.

When multiple undead types are turned, the lowest HD undead are affected first, unless the sorcerer specifically targets a single creature (e.g., a **wight** stands at the fore of a pack of **zombies**; the cleric steps forth, holy symbol raised, and speaks a commandment of abolishment, pointing his holy symbol directly at the **wight**). Continuing the earlier example, if the 1st-level cleric faces **4 skeletons**, **3 zombies**, and **2 ghouls**, and the 2d6 roll indicates that 5 undead are successfully turned, the 4 skeletons are affected first, followed by 1 zombie.



Evil Command of Undead: When a sorcerer of Evil alignment successfully turns or destroys undead, he may instead exercise control over the abominations. In perpetuity such undead remain under the sorcerer's command unless otherwise *turned* or *commanded* by a sorcerer of equal or greater turning ability. The Evil sorcerer can command up to 2 HD of undead for each level of TA.

Final Words on Turning Undead: Turning cannot be attempted against the same group of undead more than once by a single sorcerer in a given encounter; however, if in the course of battle a new wave of undead creatures arrive, the sorcerer may make another attempt against the new arrivals, provided he does not exceed his daily limit of 1 *turn undead* attempt per TA level.

UNARMED COMBAT: To engage in melee without a weapon. Presented below are four basic unarmed combat forms. Unarmed attacks are considered *weapon class 0* (WC 0); hence, most armed combatants attack first if the optional *first strike* rule is utilized (see **COMBAT**, *initiative*), unless they wield WC 1 weapons.

Grapple: An attempt to wrestle an opponent. A d20 attack roll is made, with strength “to hit” modifier applicable. If the grappler is clad in heavy armour, a –4 “to hit” penalty applies.

- ★ Upon a successful attack roll, the target is allowed an *avoidance* saving throw to escape the hold.
- ★ If the grappler is of larger size than his target, the referee may assign a –1 saving throw penalty for each size difference (Large versus Medium, Medium versus Small); conversely, if the grappler is smaller than his target, a +1 bonus applies for each size difference (Small versus Medium, Medium versus Large).
- ★ If the saving throw fails by 5 or more, on the next round the grappler can choke or maim his enemy for 1d2–1 hp damage per round, plus strength modifier (if applicable).
- ★ A grappled victim can break free with a successful *test of strength*, or an *extraordinary feat of strength* if contesting an 18 strength grappler (see **VOL. I, ATTRIBUTES**, *strength*). If the grappler has no official strength rating, the referee must either assign a score or dice for it (3d6, or 4d6 drop low).
- ★ A grappled victim may use only a WC 1–3 weapon against his assailant. Daggers may be wielded at no penalty, but other WC 1 weapons suffer –2 “to hit” penalties, and all WC 2–3 weapons suffer –4 “to hit” penalties.

Overbear: An attempt to tackle and potentially pin or restrain an opponent. A d20 attack roll is made, with strength “to hit” modifier applicable. This unarmed attack is treated as a form of *charge attack* when accounting the *phases* of the combat round; this implies *phase one* or *phase two* resolution, depending on movement, and also a loss of dexterity bonus to AC (or a –1 AC penalty if no dexterity bonus applies). Multiple attackers (three or more) each gain a +1 “to hit” bonus.

- ★ Upon a successful attack roll, the victim is allowed an *avoidance* saving throw to dodge his assailant.
- ★ If the attacker is of larger size than his target, the referee may assign a –1 saving throw penalty for each size difference (Large versus Medium, Medium versus Small); conversely, if the attacker is smaller than his target, a +1 bonus applies for each size difference (Small versus Medium, Medium versus Large).
- ★ Creatures with more than two legs gain a +1 bonus on the saving throw per leg beyond two.
- ★ For every additional *overbear* hit beyond the first in the same round, the target is penalized by –1 on his saving throw.
- ★ An overborne victim can escape via a *test of strength*, or via an *extraordinary feat of strength* when multiple attackers are involved or a single attacker is of larger size (see **VOL. I, ATTRIBUTES**, *strength*).

Pummel: An unarmed strike (punch, kick, knee, elbow, etc.). A d20 attack roll is made, with strength “to hit” modifier applicable.

- ★ A hit causes 1d2–1 hp damage, plus strength bonus (if applicable).
- ★ Metal gauntlets or cæstuses (leather thongs wrapped around the hands and weighted with lead) grant a +1 damage bonus; i.e., 1d2 hp damage, plus strength modifier (if applicable).
- ★ In a match of man-to-man fisticuffs, any hit that exceeds the target’s AC by 7 or more (or a “natural 20” in any case) may result in a knockout, pending a *transformation* saving throw. If the save is failed, the victim is *stunned* for 1d4 rounds (see **COMBAT**, *attack modifiers*).

Push: An attempt to shove and/or knock down one’s opponent; this may be done with the hands, a shoulder, or a shield. A d20 attack roll is made, with strength “to hit” modifier applicable. This attack form is ineffective against opponents of larger size than the attacker.

- ★ Upon a successful attack roll, a victim of equivalent or smaller size is pushed back 1d6+4 feet and must make an *avoidance* saving throw or be knocked down for 1 round.
- ★ If the attacker is of larger size than his target, the referee may assign a –1 saving throw penalty for each size difference (Large versus Medium, Medium versus Small).
- ★ Creatures with more than two legs gain a +1 bonus on the saving throw per leg beyond two.
- ★ Knocked-down combatants can be attacked at +2 “to hit”.

ADVANCED COMBAT

Advanced combat is intended for referees who wish to broaden the scope of combat, oft producing more dramatic results.

ADVANCED COMBAT ACTIONS (Optional): *Advanced combat actions* comprise manœuvres, tactics, and techniques intended for advanced play. Each advanced combat action includes modifiers and sub-rules that may require review (not unlike most spells). Advanced combat actions must be declared before initiative is rolled; otherwise the referee may decline their use. Several advanced combat actions have prerequisites related to attributes, class, weapon mastery, or other conditions.

Table III.22.: Advanced Combat Actions

Advanced Combat Action	Prerequisite
<i>Arrow Setting</i>	Preparation time
<i>Disarm</i>	None
<i>Dodge</i>	None
<i>Double Arrow Shot</i>	<i>Weapon mastery</i> (bow)
<i>Firing March</i>	Fighter (or subclass) only
<i>Indirect Fire</i>	<i>Weapon mastery</i> (bow or sling)
<i>Off-Hand Weapon Parry</i>	None
<i>Parry and Block</i>	None
<i>Pike Hedge</i>	10+ trained pikemen
<i>Pommel Strike</i>	Surprize
<i>Ready Shooter</i>	None
<i>Reckless / Conservative Fighting</i>	None
<i>Recumbent Fire</i>	None
<i>Running Dodge</i>	40 MV or greater
<i>Saddle Fire</i>	Fighter (or subclass) only; training required
<i>Shield Bind</i>	None
<i>Shield Cover for Ally</i>	None
<i>Shield Splitter</i>	<i>Weapon mastery</i> (hand axe)
<i>Shield Wall</i>	3+ combatants with large shields
<i>Spear Charge</i>	None
<i>Throw and Attack</i>	Fighter (or subclass) only
<i>Two-Weapon Fighting</i>	13+ dexterity

Arrow Setting: The archer spikes his arrows in the ground, angled before him so as to gain a faster rate of fire; preparation time is thus required. With his arrows so arrayed, a 1/1 rate of fire improves to 3/2; 3/2 improves to 2/1; 2/1 improves to 5/2; 5/2 improves to 3/1. Use of this technique precludes movement during combat.

Disarm: The combatant sacrifices an attack and attempts to neutralize his opponent. The *disarm* roll is a d20 attack roll against the defender's AC, modified according to the attacker's weapon: a -4 "to hit" penalty for most weapons; -3 for an axe or halberd; and -2 for a flail. A further -2 "to hit" penalty applies if the target grips his weapon with two hands. All penalties considered, if a hit is scored, the target must make a *test of strength* or drop his weapon; if, however, the attacker rolls a natural 19–20 on the *disarm* attempt (and this result qualifies as a hit after all adjustments), the target must make an *extraordinary feat of strength* instead (see **VOL. I, ATTRIBUTES, strength**). The referee may need to assign or randomly roll the strength scores of some monsters and NPCs (3d6, or 4d6 drop low). If an opponent is disarmed, the weapon falls 2d6 feet away in a direction randomly determined by the referee.

Dodge: The combatant forfeits his attack(s) in order to focus on evading the attacks of his enemies. He gains a +2 bonus to his AC. This action can be used in conjunction with a cautious ($\frac{1}{2}$ move) *fighting withdrawal* (see **COMBAT ACTIONS**, *movement*).

Double Arrow Shot: A master archer (*weapon mastery* with bow required; see **VOL. I, WEAPON SKILL**, *weapon mastery*) elects to nock and shoot two arrows at the same time. The target must be within 6–30 feet (point blank range). One attack roll is made at a –2 “to hit” penalty (effectively negating the +2 “to hit” bonus associated with point blank shooting). If the result is a miss, both arrows miss; if the result is a hit, both arrows hit. This manoeuvre can be used but once per round.

Firing March: This technique is available to fighters and their subclasses. It allows a missile shooter fire on *phase one* whilst making a $\frac{1}{2}$ move, with subsequent shots (if applicable) occurring on *phase two*. In effect, the *firing march* allows one to take his full allotment of missile attacks whilst moving, starting on *phase one*. (Normally ROF is reduced when movement is involved.) However, each shot suffers a –2 “to hit” penalty.

Indirect Fire: This option is available to master bowmen and slingers (*weapon mastery* required; see **VOL. I, WEAPON SKILL**, *weapon mastery*), but not to crossbowmen. The shooter positions himself behind cover; or, perhaps he must contend with allies or other obstacles betwixt himself and his target. In either case, he makes an arching shot at his enemy. The shot is fired at a –2 “to hit” penalty (or greater, depending on the size of the obstruction, per referee discretion).

Off-Hand Weapon Parry: The combatant wields an off-hand dagger or hand axe to parry melee weapon attacks (but not missiles). This provides a +1 AC bonus. The combatant can continue to attack with his primary weapon as normal and without penalty, but he cannot use the off-hand weapon to attack on the same round he uses it to parry (cf. *two-weapon fighting*).

Parry and Block: A combatant armed with a melee weapon or shield forgoes attacking to focus on deflecting enemy blows. A melee weapon cannot be used to defend against missile attacks, though a shield can be. This provides a base +2 AC bonus, adjusted by the defender’s strength “to hit” modifier, if applicable (see **VOL. I, ATTRIBUTES**, *strength*); i.e., 18 strength yields a +4 AC bonus, whilst 3 strength provides no defence whatsoever. If the assailant scores a natural 20, the defender’s weapon or shield is broken, unless it is magical; magical parrying devices stand a 1-in-6 chance of withstanding breakage for every “plus”, so a **+3 long sword** has a 3-in-6 chance of surviving. Note that this natural 20 breakage rule effectively replaces *critical hits* (q.v.), if used. This technique can be used in conjunction with a cautious ($\frac{1}{2}$ move) *fighting withdrawal* (see **COMBAT ACTIONS**, *movement*).

Pike Hedge: A phalanx of trained pikemen form two or more ranks, at least five abreast per rank. The first rank threatens about 15 feet of frontage; the second rank, 10 feet; and the third rank, 5 feet. The first rank can attack as normal, but should gain the *first strike* against any foe with a weapon of WC 4 or lower, regardless of initiative results (see **COMBAT**, *initiative*). The second rank suffers a –2 “to hit” penalty, and the third rank suffers a –3 “to hit” penalty. If great pikes are used, a fourth rank can attack, suffering a –4 “to hit” penalty. Great spears also can be used to form a *pike hedge*, but only two ranks deep. A roughly assembled *pike hedge* can advance at $\frac{1}{2}$ movement, whilst master pikemen (see **VOL. I, WEAPON SKILL**, *weapon mastery*) can effect a charging pike hedge attack to be feared (see *spear charge*).

Pommel Strike: To knock out an unsuspecting opponent using the pommel of one’s weapon. This manoeuvre is used against an unaware human or humanoid opponent lacking headgear. The surprise attack is at a +4 “to hit” bonus, as the unaware target is considered *prone* (see **COMBAT**, *attack modifiers*). On an unmodified roll of 17–20 (assuming the roll qualifies as a hit), the victim is knocked senseless (*stunned*; see **COMBAT**, *attack modifiers*) for 1d4 rounds unless a *transformation* saving throw is made. Regardless, the hit delivers 1d2 hp damage, plus strength modifier (if applicable).

Ready Shooter: If a shooter enters combat with crossbow cocked, arrow nocked, or wand aimed, he can discharge it before any other actions are taken, regardless of initiative results. Essentially this is a *phase zero* action. If more than one side has a *ready shooter*, the results are simultaneous or determined in order of highest dexterity. After this advanced combat action is executed, the phases of combat ensue as normal with no cost to the participating characters. This manoeuvre is available prior to the first round of combat alone and cannot be performed by surprised shooters. **N.B.:** Although a crossbowman can walk about the dungeon labyrinths with weapon cocked and loaded, a Bowman will ruin his bow in short order if he makes a habit of keeping his bow drawn taut (not to mention how exhausting this can be).

Reckless / Conservative Fighting: A melee combatant elects to fight *recklessly*, with less regard for his own safety, gaining a +1 “to hit” bonus in exchange for a –2 AC penalty. Conversely, he may fight *conservatively*, with greater regard for his own safety, gaining a +1 AC bonus in exchange for a –2 “to hit” penalty. **N.B.:** *Reckless / conservative fighting* cannot be used in conjunction with *berserk rage* (see **VOL. I, FIGHTER SUBCLASSES**, *berserker*).

Recumbent Fire: The shooter lies flat on his back and fires a shot. An archer must shoot off to his left (if right-handed), but a crossbowman suffers no such restriction. While lying flat, the recumbent shooter gains a +2 AC bonus versus enemy missile fire, but his shots are launched at –4 “to hit”; master archers or crossbowmen (see **VOL. I, WEAPON SKILL**, *weapon mastery*) suffer mere –2 “to hit” penalties. Should an enemy come upon the recumbent shooter, the shooter is considered *prone* (see **COMBAT**, *attack modifiers*). Terrain can inhibit or even prohibit this technique’s application.

Running Dodge: A combatant whose movement rate (MV) is 40 or greater can gain a +2 AC bonus versus enemy missile fire due to ducking, zigzagging, and generally moving in an erratic fashion. The running dodger loses half of his total running movement distance, and no other actions may be taken: no attacks, item use, or the like. *Example:* A lightly armoured fighter (40 MV) will not cover a total distance of 80 feet (his normal running distance) during a *running dodge*; he will instead achieve but 40 feet.

Saddle Fire: Shooting from the saddle, a technique practiced by horsemen (typically fighters, barbarians, cataphracts, paladins, and rangers). The horse archer (or mounted crossbowman) shoots whilst the horse moves. From a walking mount, no penalty is incurred. A trot causes a –1 “to hit” penalty; a canter, a –2 “to hit” penalty; and a gallop, a –4 “to hit” penalty. **N.B.:** A cataphract suffers no penalty when firing whilst trotting, and his canter and gallop penalties are halved.

Shield Bind: A combatant gambles an attack by using his shield to constrain his opponent’s. On a 4-in-6 chance of success for fighters, 3-in-6 chance for clerics and thieves, and 2-in-6 chance for magicians, the shield binder pins his opponent’s shield, effectively eliminating both combatants’ AC bonuses derived from shields. If successful, the binder can make his attack(s) immediately; otherwise, he loses his actions for the round. The *shield bind* can be held for as many rounds as the combatant has FA levels, if he so chooses. If the defender backpedals, however, the binder must pursue if he wishes to maintain the hold.

Shield Cover for Ally: A combatant bearing a shield can defend an adjacent, missile-shooting ally from return fire. The defender thus provides to his ally both his shield’s AC bonus and his own dexterity modifier to AC (if applicable); of course, he loses these AC bonuses for himself. This technique can also be used to defend an ally who backpedals or flees from melee, so long as the ally passes within five feet of the defender. (In some circumstances, this might cause a pursuer to change targets.)

Shield Splitter: A master hand axe wielder (see **VOL. I, WEAPON SKILL**, *weapon mastery*) can split an opponent’s shield on a short range throw if the “to hit” roll is a natural 19–20 (and this roll qualifies as a hit). The shield is not allowed an item saving throw (see **SAVING THROW**, *item saving throws*) unless it is magical; however, a magical shield cannot be split by a non-magical hand axe. So, if a magical hand axe is hurled at a magical shield, and a natural 19–20 is rolled, the shield must make a *class 3* save on **table III.25**. Unless otherwise stated, the shield is *thin wood* and will gain a saving throw bonus equal to its enchantment bonus. This technique may be used with the *throw and attack* technique (q.v.).

Shield Wall: When three or more large shield users link (overlap) their shields in close order, they each gain a +4 AC bonus versus missiles and a +2 AC bonus versus melee attacks (both in place of normal shield bonuses). The *shield wall* can advance at ½ movement whilst in formation. The shield bearers can also attack with spears, tridents, or other one-handed piercing weapons (within reason) at no penalty, but WC 1 weapons cannot be wielded without breaking ranks. If the *shield wall* forms the first rank of a phalanx, then a second rank of halberdiers, pikemen, or spearmen (long or great) enjoys the same AC bonuses, but attacks at a –2 “to hit” penalty. The second rank, however, cannot outnumber the first rank; e.g., a *shield wall* of eight fighting men in the first rank can provide cover for no more than eight halberdiers.

Spear Charge: A charge attack with a lance, pike, spear, spiked staff, trident, or one of several pole arm types. As with any foot charge (see **COMBAT ACTIONS**, *charge attack*), the charger must cover at least 20 feet and must run in a relatively straight line (up to a 45° curve allowed). Furthermore, the charge cannot be performed if the terrain type is unsuitable, such as *forest (heavy)*, *mountains*, or *swamp / marsh (wetlands)*. If the spear charger scores a natural 17–20 attack roll, and such an attack roll also qualifies as a hit, damage dice are doubled (in effect replacing the standard +2 damage bonus associated with *charge attacks*). If the attack roll result is less than 17, but still qualifies as a hit, the standard +2 damage bonus is applied. The combatant with the longer reach weapon (WC difference of 2 or greater) always attacks first, unless the charger has surprised his target. Lastly, always note that any charger loses his dexterity bonus to AC, or, if no dexterity bonus applies, suffers a –1 AC penalty.

Throw and Attack: A fighter (or fighter subclass) who enters combat with a hurling / throwing weapon (e.g., hand axe, dagger, horseman’s hammer, short spear) in hand and ready can throw before *phase one* (essentially a *phase zero* action), then move in to attack with a readily accessible melee weapon on *phase one* (within a ½ move) or on *phase two* (within a full move). This technique is comparable to the *ready shooter* technique, though limited to fighters and their subclasses. *Throw and attack* may be used in conjunction with a *charge attack* (see **COMBAT ACTIONS**, *charge attack*), both the throw and the charge attack occurring on *phase one* (if within ½ charge movement); otherwise, the charge attack occurs on *phase two* (if within full charge movement). All applicable charge attack rules must of course be observed; i.e., +2 damage if a hit is scored, charger loses dexterity bonus to AC (or suffers a –1 AC penalty if no dexterity bonus applies). **N.B.:** This advanced combat action may also be used in conjunction with a *spear charge*; e.g., one may throw a hand axe and charge with a short spear.

Two-Weapon Fighting: A combatant with 13 or greater dexterity fights with a weapon in each hand in order to gain one extra attack per round. The player must designate a primary and off-hand weapon; neither weapon may be larger than WC 2. No “to hit” bonuses for high strength are realized (though damage bonuses, if applicable, may be), and each attack is assigned a “to hit” penalty equal to the WC of the weapon. Additionally, the off-hand weapon suffers a further –2 “to hit” penalty. (For characters with 17 *dex*, the additional off-hand penalty is but –1; those of 18 *dex* are effectively ambidextrous and suffer no extra off-hand penalty.)

Example #1: A character of 13 *dex* wielding a pair of daggers (both WC 1) suffers a –1 / –3 “to hit” penalty to his primary / off-hand weapon.

Example #2: A character of 16 *dex* wielding a pair of scimitars (both WC 2) suffers a –2 / –4 “to hit” penalty to his primary / off-hand weapon.

Example #3: A character of 17 *dex* wielding a primary battle axe (WC 2) with an off-hand hand axe (WC 1) suffers a –2 / –2 “to hit” penalty to his primary / off-hand weapon.

Example #4: A character of 18 *dex* wielding a primary falcata (WC 1) with an off-hand war hammer (WC 2) suffers a –1 / –2 “to hit” penalty to his primary / off-hand weapon.

A combatant with normally 1 attack in the round now has 2 attacks (primary, off-hand); one with normally 2 attacks in the round now has 3 (primary, off-hand, primary). The extra attack is made during the same phase as the other melee attack(s). **N.B.:** A monk using this technique with his *empty hands* is treated as if wielding WC 1 weapons.

CRITICAL HITS (Optional): A natural 20 attack roll that results in bonus damage. These blows are considered powerful, perfectly timed (and placed), and sometimes lucky. *Critical hits* (or “crits”) can eliminate the attritional process typically associated with round-to-round hit point loss, because they enable almost any combatant to potentially fell his foe with a single, telling blow; otherwise, combatants with large hit point totals almost always enjoy exemption from instant death. Critical hits infuse the campaign with greater danger, greater tension. Powerful monsters can be slain more easily; conversely, the mortality rate for PCs is increased, for indeed, monsters deliver critical hits as well. Simply put, crits kill.

Any creature that can be hit and damaged by a physical blow is subject to a critical hit; i.e., crits do not conform to the same restrictions as a thief’s *backstab* ability (see **VOL. I, CLASSES, thief**), because they do not specifically target vital areas. To qualify for a critical hit, the combatant must first score a natural 20 attack roll. Once this is established, a d6 is rolled, the result of which is cross-referenced with the appropriate column on the following table. Note that the four principal classes (*fighter, magician, cleric, thief*) subsume their respective subclasses.

Table III.23.: Critical Hit Results

d6 Roll	—Combatant Type—		
	<i>Fighter</i>	<i>Cleric, Thief, Monster</i>	<i>Magician</i>
1	+2 Damage	+1 Damage	+1 Damage
2	+2 Damage	+2 Damage	+1 Damage
3	x2 Damage	+2 Damage	+2 Damage
4	x2 Damage	x2 Damage	+2 Damage
5	x3 Damage	x2 Damage	x2 Damage
6	x3 Damage	x3 Damage	x2 Damage

Calculating Critical Hit Damage: Multiplied damage (x2 or x3) applies to damage dice only; bonus damage due to strength, weapon mastery, sorcery, magical weapons, and the like is applied after all damage dice are rolled. For example, a 16 strength cleric with a **+1 morning star** delivers a critical hit to his enemy for x2 damage. The morning star’s normal base damage is 1d8 hp; as a consequence of the crit, it now inflicts a base 2d8 hp damage, followed by +1 for the magical bonus and +1 for the cleric’s strength bonus.

Multiplying Already Multiplied Damage: When damage dice are already doubled or trebled, do not double or treble the multiplied damage; instead, add one factor for double damage, or two factors for treble damage. For example, if a thief *backstabs* an enemy for x3 damage and also scores a x2 damage critical hit, x4 damage dice are rolled; if the thief’s crit is for x3 damage, x5 damage dice are rolled.

Monsters and Critical Hits: Generally speaking, most monsters will use the indicated column on **table III.23.** for determining critical hit results. However, the following intelligent or semi-intelligent humanoids and quasi-men, which wield weaponry typically associated with mankind, may use the fighter column, per referee discretion: **ape, mountain; ape-man; cave-man; crab-man; cyclops; dæmon (any); dwarf; fish-man; fomorian; giant, fire; giant, frost; hyæna-man; lizard-man; man, bandit; man, wild berserker; minotaur; oon; orc; snake-man; troglodyte; vhuurmis.** (An exception to this exception might be humanoid shamans or witch doctors; these should be categorized as clerics, not fighters.)

Restrictions: Critical hits apply to physical blows only. They do not apply to other attack forms such as acid, cold, electricity, fire, or poison. Very few exceptions exist in which a spell might qualify for a crit. An *acid arrow*, for example, somewhat qualifies (see **VOL. II, SPELLS: A, acid arrow**). For instance, a magician rolls a natural 20 on his *acid arrow* attack, then follows this with a 5 on the d6 critical hit roll (see **table III.23.**). The result is x2 damage for the arrow itself (1d4+1 becomes 2d4+2), but the subsequent acid damage (2d4) is not modified. The same may be said for a fighter with an envenomed dagger; if he scores a crit, the dagger damage is modified, but the poison damage is not.

Critical Misses: This system does not support critical miss or “fumble” rules for natural 1 attack rolls, but the referee is at liberty to devise such rules if he feels it necessary. In this author’s opinion, declaring an automatic miss on a natural 1 roll is sufficient, though if two consecutive critical misses occur, one might rule that a bowstring snaps, a sword is dropped (or breaks!), or the subject has slipped and lost his footing, with opponents gaining +2 “to hit” for 1 round.

SAVING THROW (SV)

A saving throw represents one's chance to avoid, resist, or reduce harmful effects. Abilities, class, divine favour, experience, fate, luck, and sorcery can all affect a saving throw attempt. The base saving throw is the same for each character class and reaches peak potential at 11th level of experience. Monsters peak at 17 HD. With the possible exception of some humanoids, monsters do not qualify for class and attribute modifiers.

Table III.24.: Saving Throw

Level / Hit Dice (HD)	0	1–2	3–4	5–6	7–8	9–10	11–12	13–14	15–16	17+
Saving Throw (SV)	17	16	15	14	13	12	11	10	9	8

HOW TO ROLL A SAVING THROW: A successful saving throw requires a d20 roll that meets or exceeds the given target number. A failed saving throw indicates that the maximum effect is sustained. A natural 1 roll always fails, regardless of magical protections or other boons, and a natural 20 always succeeds, regardless of penalties. The saving throw is subdivided into the following categories:

DEATH: death magic, death ray, paralysis, poison, radiation, etc.

TRANSFORMATION: petrification, polymorph, etc.

DEVICE: magical rings, rods, staves, wands, etc.

AVOIDANCE: breath weapons, ray guns, some traps, etc.

SORCERY: spells, scroll spells, innate / supernatural / spell-like abilities, etc.

Attribute Modifiers: *Dexterity*, *constitution*, and *wisdom* can affect saving throws (see **VOL. I, ATTRIBUTES**, *dexterity*, *constitution*, and *wisdom*).

- ★ *Dexterity* can modify *avoidance* saving throws and saving throws versus spells and effects that involve dodging (*cone of cold*, *entangle*, *fireball*, *lightning bolt*, etc.).
- ★ *Constitution* can modify saving throws versus poison and radiation (though not all *death saves*).
- ★ *Wisdom* can modify saving throws versus *charm*, *fear*, and *hold* spells, illusions / phantasms, and other spells that compel subjects to act abnormally.

Class Modifiers: Saving throws are further differentiated by character class, as indicated at each class and subclass entry; e.g., a thief gains a +2 saving throw bonus to *device* and *avoidance* saves.

Magical Modifiers: Various magic items (rings, cloaks, etc.) provide saving throw bonuses.

Referee Stipulations: Providing an ad hoc bonus or penalty to any saving throw is within the referee's purview. Furthermore, the referee might rule that a saving throw is impossible, or that a successful save that normally halves an effect instead negates it. For instance, if the target of a *cone of cold* spell enjoys the benefit of hard cover, the referee might allow for a +2 or even +4 bonus on the saving throw, depending on circumstances.

SPELL RESISTANCE (SR): Some monsters have a supernatural immunity to spells, called *spell resistance*. Spell resistance is a potent ability that overrides saving throws; i.e., if a spell is cast at a spell-resistant creature, the spell fizzles on a given chance-in-twenty, and no saving throw is necessary. Thus, when a creature possesses spell resistance and is the target of a hostile spell, a *spell resistance check* (q.v.) must be rolled; if that fails, a standard saving throw follows (if applicable). Of course, if the spell is beneficial, and the spell-resistant recipient consents to its application, spell resistance need not apply. Spell resistance does not apply versus other forms of sorcery, such as magical devices (rings, scrolls, wands, etc.) or special abilities that are of sorcerous nature.

Spell Resistance Check: A creature with spell resistance has a stated chance-in-twenty to resist the effects of a hostile spell. This base probability applies versus CA 12 casters. For every CA level less than 12, the chance-in-twenty increases by one (+1). For example, a **swine dæmon** has SR 7. If the dæmon is the subject of a 10th-level magician's *fireball* spell, it has a 9-in-20 chance to resist the spell; if the check fails, the dæmon is still entitled to a *sorcery* saving throw for half damage. If the magician tries a *magic missile* spell, the same spell

resistance check applies; if the check fails, the dæmon suffers full normal damage, as *magic missile* does not permit a saving throw to reduce its effects. **N.B.:** Spell resistance applies solely to the spell-resistant creature; if an area effect spell (such as the aforementioned *fireball*) is cast at a creature with spell resistance, and the spell resistance check is successful, others in the area of effect can still be harmed by the spell as usual.

ITEM SAVING THROWS: In certain situations a saving throw may need be rolled for an inanimate object. Perhaps the party attempts to burn down an oaken door in a dungeon, or maybe a cleric holding a **potion of healing** is blasted by a *lightning bolt*. Possibilities are endless. In general, if a character makes his saving throw versus some damaging effect, his items are likewise undamaged. However, if the character fails his saving throw, and the referee feels one or more of his items might be at risk, an *item saving throw* may be necessary. If the item in question is magical, it gains a +2 bonus on the saving throw; furthermore, for each “plus” the item has, the saving throw is made with an additional +1 bonus (e.g., if a giant armed with a boulder attempts to smash a **+2 long sword**, the sword gains a +4 bonus on its *class 2* save).

Table III.25.: Item Saving Throws

Item Material	Item Saving Throw Class										
	1	2	3	4	5	6	7	8	9	10	11
Bone / Ivory	11	16	10	2	20	2	8	6	13	3	25
Ceramic / Earthenware	4	18	12	4	19	2	2	11	4	2	25
Cloth / Wool	12	6	3	2	20	2	18	2	18	13	25
Crystal / Vial	6	19	14	7	20	5	15	13	8	3	25
Glass	5	20	15	6	20	2	17	14	9	4	25
Leather / Book (<i>leather-bound</i>)	10	4	2	3	20	2	13	1	10	4	25
Liquid*	15	—	—	—	20	15	18	—	15	13	25
Metal, Hard (<i>iron, steel</i>)	7	6	2	2	17	2	11	2	4	2	25
Metal, Soft (<i>gold, silver, jewellery</i>)	13	14	9	2	19	2	16	4	16	5	25
Mirror**	12	20	15	6	20	2	18	13	12	5	25
Paper / Parchment	16	11	6	2	20	2	20	—	25	18	25
Stone (<i>statue, carving</i>) / Gem	3	17	7	2	18	2	14	4	5	2	20
Wood, Thick (<i>tree, hull</i>) / Rope (<i>1-inch</i>)	8	10	3	2	19	2	12	1	9	5	25
Wood, Thin (<i>chest, door</i>) / Rope (<i>½-inch</i>)	9	13	6	2	20	2	10	2	13	9	25

* Generally, liquid contents of a vial are affected when the container fails its save; however, in some instances when the container survives breakage, the contents may yet be adversely affected.

** Silvered glass. If mirror is composed of silver, refer to *metal, soft*; if composed of steel, refer to *metal, hard*.

Item Saving Throws Table Defined:

Class 1 (Acid): A large volume of corrosive acid in which the item is immersed.

Class 2 (Blow, Crushing): A blow of great force, such as a falling boulder.

Class 3 (Blow, Normal): A blow from a moderately heavy object, such as a weapon.

Class 4 (Cold, Magical): Cold, frost, and ice magic (e.g., *cone of cold, ice storm*).

Class 5 (Disintegration): The spell *disintegrate* and like effects.

Class 6 (Electricity): Electrical shocks and discharges magical and mundane.

Class 7 (Electricity, Lightning): Magical bolt of lightning (e.g., *call lightning, lightning bolt*).

Class 8 (Fall Impact): Item falls 10 feet and strikes a hard surface (stone). –1 to save for every additional 10 feet of falling distance; +2 save bonus if impact is with a softer surface.

Class 9 (Fire, Magical): Sorcerous fire (e.g., *fireball, wall of fire*) or monster’s breath weapon.

Class 10 (Fire, Normal): Non-magical fire (burning wood, oil, etc.) that consumes the item.

Class 11 (Lava): Molten rock erupted from a volcano or fissure; also includes subsurface magma.

The integers shown in the preceding table indicate the sum that must be rolled on a d20 (with modifiers, if applicable) for an item to resist the stated effect. A “—” entry reflects that no save is necessary. Results greater than 20 can be achieved only with bonuses, and a natural 1 is always a failure.

DAMAGE

Damage is apportioned via hit point (hp) loss. Hit points, as previously noted, are an abstract evaluation of one's ability to absorb and minimize damage through a combination of experience, fitness, physicality, skill, luck, and perhaps divine favour. Damage is sustained by means of combat (melee and missiles), spells, and other circumstances.

WOUNDS: Each time a combatant is struck, his hit points are lowered; however, damage reduction (DR) can mitigate results (see **VOL. I, EQUIPMENT, armour**). Unless damage reduction is in effect, a successful melee or missile hit should always inflict at least 1 hp damage. Some attacks result in multiple damage dice, such as a horseman's *mounted charge* (see **COMBAT ACTIONS, mounted combat**), or a thief's *backstab* (see **VOL. I, CLASSES, thief**). Modifiers are always added after the damage dice are rolled.

DEATH AND DYING: Once a character reaches 0 hp, he is unconscious. Spirits (brandy, gin, rum, whiskey, etc.) can revive a man to consciousness, allowing him to talk and move slowly, but he cannot fight or cast spells. At -1 to -3 hp, the character is seriously injured, though relatively stable. At -4 to -9 he is in critical condition and suffers convulsions and/or blood loss at a rate of 1 hp per round unless properly stabilized by an ally (binding wounds, resuscitation, sorcerous healing, etc.). If reduced to -10 hp, he is dead, though the referee might allow a dying hero to blink open his eyes and utter one brief, final sentence before passing.

Resurrection: Circumstances may arise in which a dead character has the opportunity to be resurrected. Unless otherwise noted, resurrection should always entail a *trauma survival* check (see **VOL. I, ATTRIBUTES, constitution**). Furthermore, the resurrection may have other ramifications, such as permanent loss of a constitution point, or other perhaps mystical effects from experiencing death.

HEALING: The natural restoration of hit point loss. If a wounded character takes proper rest (minimum six to eight hours per day), hit point recovery is rolled using the character's HD type, plus constitution modifier (if applicable), with a minimum of 1 hp per day. For example, a wounded thief of 13 constitution gains 1d6+1 hp of healing per day, because d6 is his HD type and +1 is his constitution modifier. This natural healing may be accrued once per day.

Complete Bed Rest: Optimal rest and relaxation for 24 hours. This provides maximum hit point recovery, so the same 13 constitution thief would gain a full 7 hp. Complete bed rest necessitates no physical exertion and a peaceful setting (e.g., comfortable bed, water, nourishment).

Healing Negative Hit Points: A character stabilized at negative hit points requires complete bed rest conditions and regains but 1 hp per day, plus constitution modifier (if applicable). Once a positive hit point total is achieved, healing resumes at the normal rate. Magical healing can return an ailing character to his feet straight away, no matter how close to death's door he has lingered. Mundane healing is not so miraculous; a man at -2 hp who spends three days resting is indeed now at 1 hp, but he should be in poor condition for hours if not days thereafter, suffering the after-effects and soreness of the life-threatening injuries he survived.

FALLING DAMAGE: When a creature falls an appreciable distance—whether down a pit, off a cliff, or from a tree—it sustains damage, typically 1d6 hp per 10 feet of descent. Sometimes an *avoidance* saving throw might be allowed to reduce falling damage. For example, if a PC falls from a tree lush with foliage, he may attempt to grab branches on the way down to slow his descent. If the referee judges this a fine reaction, he may allow an *avoidance* saving throw to reduce damage results by half. Note that falling damage, per referee discretion, might also include a leg, arm, back, head, or neck injury of variable significance. Lastly, unless padded with a decent amount of soft cloth, goose down, or the like, delicate items may break (see **SAVING THROW, item saving throws**).

SPECIAL DAMAGE

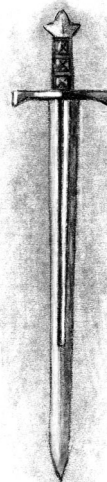
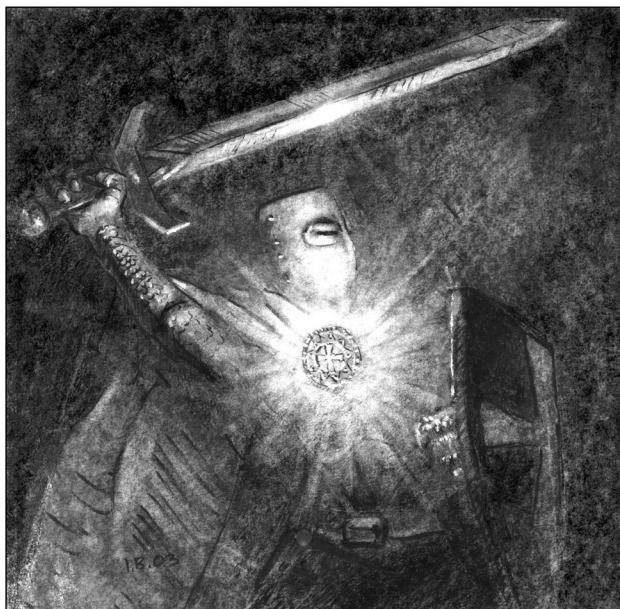
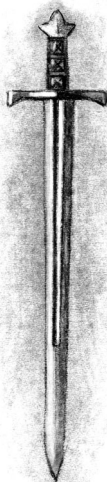
ENERGY DRAIN: Some creatures in Hyperborea (particularly the undead) are infused with negative energy said to originate from the hoary depths of the Black Gulf. When these creatures physically touch a living being, they can effect an *energy drain*, absorbing and/or destroying a portion of the victim's life force. For player characters, energy drain is reflected in the loss of experience levels. The victim is generally allowed a *death saving throw* to resist; if this fails, he is drained to the halfway point of the resulting level (e.g., a 6th-level cleric drained to 4th-level is at 12,000 XP).

When a character is drained of a level, the *level gain checklist* (see **EXPERIENCE POINTS**, *gaining levels of experience*) should be applied in reverse, deducting hit dice and abilities accordingly. A character drained below 1st level is killed (and oft arises as an undead himself). Lost levels can be regained normally through continued adventuring, or by the *restoration* spell (see **VOL. II, SPELLS: R**, *restoration*); in the former case, the referee is advised to waive training requirements (q.v.) for pre-existing levels.

LYCANTHROPY: Lycanthropy is both a curse and a disease. It can be received via the *cause lycanthropy* spell or contracted when one is bitten by a **lycanthrope**, such as a **wererat** or **werewolf** (see **VOL. IV, BEASTS AND MONSTERS: L**, *lycanthrope*). Regardless, the change manifests after 3d8 days. Until that time the victim will feel rather ill and will suffer terrifying nightmares. Once the affliction fully manifests, a PC becomes an NPC to be run by the referee; alternatively, the referee might provide private instructions to the player as to how the lycanthrope is to behave, so as to possibly dupe the other players. In rare cases, the referee might allow play to resume as normal with a PC lycanthrope, a sort of Jekyll and Hyde experience.

Immunity to Disease: No character is immune to lycanthropy; even paladins are subject to the effects of this dreadful condition.

Curing Lycanthropy: Curing lycanthropy is difficult, yet possible. A CA 9 sorcerer casting *cure disease* can eliminate the curse; similar class abilities possessed by monks and paladins do not apply. If this is not possible, a dried bunch of belladonna may be ingested, granting a 1-in-4 chance of successful cure, though carrying a 1-in-10 chance of fatality if a *death* (poison) save is failed.



MADNESS: Some otherworldly monsters instil madness in those who behold them, men's fragile minds flummoxed by exposure to these alien horrors. Sorcery can effect similar results, as can a bard's *mesmerize* ability. Both tap into and reveal occult truths of the bleak, nihilistic universe—truths that man was not meant to know, for these revelations can shatter a man's sanity. In some cases, the nature of the resulting madness will be evident to the referee; where random determination is desired, the following forms of insanity are suggested:

1. *Catatonia:* Abnormal, repetitive movement or activity; or, *catalepsy*, complete lack of movement.
2. *Delusion:* Idiosyncratic beliefs or impressions that contradict accepted reality.
3. *Dipsomania:* Alcoholism in which the victim is prone to drinking until passing out.
4. *Hallucination:* Experiencing the perception of things that are not actually present.
5. *Hebephrenia:* Disordered thoughts and emotions; hallucinatory perceptions and bizarre behaviour.
6. *Homicidal Mania:* Pathological and uncontrollable obsession with killing and murder.
7. *Kleptomania:* Recurrent urge to steal for the sake of stealing, not for want or need.
8. *Lunacy:* Eccentric, foolish, violent, or irrational behaviour, manifesting ofttest at the full moon.
9. *Mania:* Periods of great excitement, euphoria, delusion, and hyperactivity.
10. *Manic Depression:* Wild, alternating periods of elation followed by depression and melancholy.
11. *Megalomania:* Obsession with power and domination; delusion about one's own importance.
12. *Melancholia:* Deep and persistent sadness and gloom, marked by depression and unfounded fears.
13. *Monomania:* Obsessive enthusiasm or preoccupation with one thing or purpose.
14. *Paranoia:* Delusions of persecution; unwarranted suspicion and mistrust of others.
15. *Pathological Gambling:* Recurrent compulsion to wager at the highest possible stakes.
16. *Pathological Lying:* Recurrent compulsion to deceive about even the most mundane matters.
17. *Sadomasochism:* Deriving unhealthy pleasure from the pain of oneself or others.
18. *Schizoidism:* Emotional aloofness, detachment, and solitary behaviour.
19. *Schizophrenia:* Withdrawal from reality and into delusion, marked by mental fragmentation.
20. *Suicidal Mania:* Deep depression and unhappiness culminating in self-destruction.



The referee must adjudicate the development of madness in NPCs. A PC suffering such an affliction calls for superior role-play in which the madness is developed by the player; this does not require thespian displays by the player so much as describing the actions of his character as he gradually slips into madness. Certainly no player wishes to have his beloved character commit suicide or suffer hallucinations that would compromise his effectiveness; however, some forms of insanity might be fun to role-play. (Imagine, if you would, a kleptomaniacal thief!)

POISON: Some referees may eschew the use of poison as a player character weapon in their campaigns. At the least, poison acquisition should be difficult, and its use by intelligent creatures is almost always an act of Evil. Of course, exceptions may apply: When the pre-eminent pulp fiction barbarian skewers a toxic fruit on the end of his spear and stabs a ferocious forest dragon in its open maw, alignment has no bearing, for this is an act of survival. Notwithstanding, a paladin must never use poison, no matter the circumstances.

Poison used to assassinate is typically *penetrative* or *ingestible*, though it might be encountered as a gas, powder, or spore. Some poisons are slow-acting, whilst others are rapid. Poison can cause blindness, death, nerve damage (intense pain), paralysis, or other serious harm to most men; effects can be reduced or negated by *death* (poison) saving throws, which may be modified by constitution (see **VOL. I, ATTRIBUTES, constitution**).

Poison is usually concocted by master alchemists, necromancers, and witches. It is derived from toxic roots, berries, spores, and blossoms; the deadly venom of amphibians, reptiles, and insects; and rare, radioactive materials. If poison is allowed and available for purchase, the following general classifications are recommended:

Table III.26.: Poison

Poison Type	Cost per Dose	Time of Onset	Chance of Detection	Saving Throw Modifier	Passed Saving Throw	Failed Saving Throw
<i>Penetrative I</i>	50 gp	2d6 rounds	5:10	+2	—	2d6 hp
<i>Penetrative II</i>	100 gp	1d6 rounds	4:10	+1	—	3d6 hp
<i>Penetrative III</i>	500 gp	1d4 rounds	3:10	+1	—	4d6 hp
<i>Penetrative IV</i>	1,000 gp	1 round	2:10	±0	—	death
<i>Penetrative V</i>	2,000 gp	instantaneous	1:10	±0	—	death
<i>Ingestible I</i>	25 gp	2d6 rounds	5:10	+2	1d6 hp	2d6 hp
<i>Ingestible II</i>	50 gp	1d6 rounds	4:10	+1	2d6 hp	4d6 hp
<i>Ingestible III</i>	100 gp	1d4 rounds	3:10	+1	3d6 hp	6d6 hp
<i>Ingestible IV</i>	500 gp	1 round	2:10	±0	4d6 hp	death
<i>Ingestible V</i>	1,000 gp	1d6 turns	1:10	±0	5d6 hp	death

Poison Table Defined:

Poison Type: *Penetrative* types include envenomed blades, arrows, or crossbow bolts. The substance must be smeared on the weapon and used within 24 hours, or the poison's efficacy expires. *Ingestible* types must be swallowed, usually mixed into food or wine. The mildest forms, if introduced daily, can be used to slowly poison the victim over several days or weeks; this can create the illusion of the victim becoming ill and dying of "natural" causes.

Cost per Dose: The average cost in gold pieces for a volume of poison sufficient to affect one Medium creature. At the referee's discretion, multiple doses may be required to produce similar effects in Large creatures.

Time of Onset: How long before the introduced poison takes effect.

Chance of Detection: The chance-in-ten that the subject (if intelligent) sees, smells, tastes, or deduces that a poisoning attempt has taken or is taking place. If the subject has 16+ wisdom, he gains a +1 bonus to this check.

Saving Throw Modifier: Weaker poisons are less effective; thus subjects gain bonuses to their saving throws. Note that characters of high constitution also gain bonuses on poison saves.

Passed / Failed Saving Throw: The results following a successful or unsuccessful saving throw.

N.B.: The poisons presented in **table III.26.** are those that kill or damage their victims. Other poison types exist, such as *curare*, a resinous substance used on blades or arrows that will paralyze a victim for 1d2 turns, unless a *death* (poison) saving throw is made; if the saving throw is successful, the wound site is numb for a like number of turns. Curare may cost somewhere betwixt the cost of *penetrative II* and *penetrative III* types. Some poisons may simply cause blindness, whilst others still might have soporific or hallucinogenic effects, the most severe inspiring insanity (see *madness*).

EXPERIENCE POINTS (XP)

The referee awards *experience points* (XP) to player characters for successful play; e.g., combat, adventure, problem solving. Characters begin with 0 XP. As challenges are met and overcome, the PCs gain experience points, and hence the opportunity to achieve higher levels of experience.

GAINING EXPERIENCE POINTS: The following table is a referee's guideline to XP distribution. Tastes and styles will vary; thus each referee will settle into a system of XP awards with which he is comfortable.

Table III.27.: Awarding Experience Points

Achievement	Suggested XP Value
Slaying / Capturing Monsters	Variable per monster type
Gaining Treasure*	1 XP per gp value (coins, gems, jewellery, etc.)
Clever Use of Ability	25–50 XP
Problem Solving	100–500 XP
Adventure / Campaign Goals	500–1,000 XP
Attendance	25–50 XP per hour

* Note that magical treasures have separate XP values (see **VOL. V, MAGICAL TREASURE**).

Awarding Experience Points Table Defined:

Slaying / Capturing Monsters: Experience points are gained when monsters are killed. Each monster is assigned an XP value. Generally speaking, the more powerful the monster, the greater the XP award. When a defeated monster escapes, the PCs should not be awarded its full XP value; ½ XP is more appropriate. If it is later captured or killed, then the other ½ XP may be awarded. Some referees might also award ¼ XP when the PCs fight valiantly, though opt to flee for their lives.

Gaining Treasure: Winning treasure is as essential to traditional sword-and-sorcery RPGs as fighting monsters is. Each gold coin won is worth 1 XP. Each item of treasure is worth as many XP as its gp value; e.g., a 1,000-gp-value diamond is worth 1,000 XP. Each magic item is assigned an XP value that is generally less than its gp value. Some gamers might balk at the idea of gold and treasure providing XP awards. Ideally, XP awards for treasure won may be considered an abstract story award; i.e., the characters win gold upon overcoming some difficult challenge, or perhaps by avoiding the challenge by dint of sheer cleverness. On occasion, gold and treasure may seem to fall into the adventurers' laps through no challenge or effort at all; XP for such gains should be minimized or even negated.

Clever Use of Ability: All characters are expected to use their skills to the best of their abilities; e.g., fighters fight, magicians cast spells, clerics *turn undead*, thieves pick locks. Sometimes, however, a player will direct his character to exercise a spell or ability in a way that is exceptionally clever or innovative. Per referee discretion this might be deserving of an individual XP award, typically 25–50 XP.

Problem Solving: The referee might award XP for overcoming a challenging trick, trap, puzzle, or riddle, where problem solving, logic, and teamwork are applied. The XP award should be commensurate to the challenge and level of the characters, typically betwixt 100 and 500 XP.

Adventure / Campaign Goals: Some adventures may entail long-term goals or quests, and XP might be awarded when certain criteria are met. In many instances, the XP award is simply the gp or XP value of a treasure or magic item recovered. Some goals can be less definitive (e.g., rescuing a princess, securing a hostile border, or delivering a message across hundreds of leagues of treacherous terrain), so the referee may wish to assign an XP award. If the completion of a goal or quest includes no monetary reward, the referee might award 500–1,000 XP. Another campaign goal worthy of an XP award is participation in **WARFARE AND SIEGE** (q.v.).

Attendance: Awarding 25–50 XP per hour of active game participation is not unreasonable, particularly during a session of game play that holds few battles and/or in which no treasure is won, yet the players have nonetheless exercised creativity and ingenuity.

XP Distribution: Experience point distribution can be a tricky subject, though only as complicated as the referee chooses.

Even Distribution: In the broadest sense, XP should be divided equally amongst the PCs, even when one character outshines the rest of the party.

Solo Distribution: Sometimes a player character will perform individual activity deserving of solo XP. *Example:* A thief sneaks ahead to scout the opposition and runs into a pair of **orc** guards. He fights them by himself and wins by dint of his blade before his allies arrive. In such an instance, the thief may be awarded solo XP. (As an aside, the author of this work awards solo XP to the player who takes the burden of mapping a dungeon delve.)

NPC XP Shares: Henchmen who contribute to the overall success of the party should be awarded XP. (Simple hirelings who do not meaningfully contribute to the adventure do not receive any XP awards.) It is incumbent on the referee not to allow NPCs to outshine PCs during the course of adventure; an NPC should not solve the puzzle, complete the main objective of a quest, or the like. Some referees will divide XP into equal shares, with NPCs gaining a full share. Other referees may award one XP share for every two gained by the PCs.

Example: A group of 5 PCs and 1 NPC complete an adventure and are about to be awarded XP. The referee divides the total XP award by 11. He then awards 2 shares to each PC and 1 share to the NPC.

Bonus XP: The fighter, magician, cleric, and thief each have a prime attribute: *strength*, *intelligence*, *wisdom*, and *dexterity*, respectively. If the prime attribute is 16 or greater, the character gains a +10% bonus each time XP is awarded; e.g., if a 17 *dex* thief is awarded 550 XP, he gains a bonus 55 XP. Subclasses have two prime attributes, both of which must be 16 or higher in order for the character to gain bonus XP.

When to Award XP: Referees will no doubt develop their own preferences as to when and how they award XP. Some may do it at the end of a gaming session, whilst others might do so at the start of the next gaming session. Some may do it at the completion of an adventure, whilst others might do so after each battle or significant goal achieved. Each method has its merits.

XP Limits: In a single session of game play, XP should not be awarded in such an amount as to advance the character more than one level of experience. If, for example, a magician were to earn 6,000 XP during his first adventure, he should not graduate to 3rd level; rather, his XP should be capped at 4,999 (1 XP below 3rd level). However, such a character is not allowed to go out and, say, kill a rat to gain a level—he must adventure, do something of significance.

GAINING LEVELS OF EXPERIENCE: When a character gains enough XP, he becomes eligible to advance to the next level. Ultimately, attaining a new level of experience is within the purview of the referee. If the referee feels that the level gain is not justified, the player must respect his decision and inquire as to how he must proceed. This might entail the completion of a quest. The following methods of PC level gains are presented for referee consideration:

Training with a Master: The PC briefly excuses himself from the adventuring life to seek a master and train. The master is an NPC of like class who is of higher level than the PC, though at least 6th level in any case. If a PC is a member of a guild, he may have more than one master. Training with a master requires a number of weeks equal to the level gained, at a cost of 100 gp per week; e.g., a thief working to gain 3rd level needs 3 weeks of training and 300 gp. The gold cost may be reasoned as the trainer's fee, guild dues, materials, and similar expenses.

Training without a Master: The PC briefly excuses himself from the adventuring life to engage in solitary training. Sometimes the PC is in no position to train with a master due to his location, finances, or other circumstances. He can opt instead to train on his own. Training alone requires no master's presence and costs no gold; however, the time of training is doubled, requiring two weeks per level; e.g., a fighter training for 4th level needs eight weeks of solitary training.

No Training (Optional): Some referees may eschew training rules, preferring to have characters "level up" during the course of their various adventures. This method is fine, but some type of practice or training should be enforced betwixt adventures; otherwise, how and when does the thief learn to read magic scrolls, and how does the ranger develop his sorcerous abilities? In general, training should be assumed to occur at intervals betwixt adventures; otherwise, the referee might retard the development of new skills and abilities.

Level Gain Checklist: Once a character has officially gained a level of experience, the player should check the following:

- ★ Determine additional hit points (hp) (see **VOL. I, OTHER STATISTICS**, *hit points*). Rolling in front of the referee or a fellow player is always an honourable practice.
- ★ Adjust saving throw (SV) if gaining an odd-numbered level.
- ★ Character classes whose favoured weapons are not “Any” have the opportunity to learn unlisted weapons at 4th, 8th, and 12th levels; likewise for *weapon mastery* (see **VOL. I, WEAPON SKILL**).
- ★ Check to see if fighting ability (FA) has increased (every level for fighters and their subclasses; less quickly for other classes).
- ★ Check the class description to see if any new skills or abilities have developed, as some are level dependent.
- ★ Check the class description to see if any current skills or abilities have improved or changed; some may gain additional daily uses, whilst others might expand to more potent or advanced applications.
- ★ If the class is a spell caster, determine the development of new spells. Also, review known spells to see if the level gain has improved their range, duration, and/or effectiveness.

AERIAL COMBAT

In games of sword-and-sorcery, many fantastic creatures are capable of flight, some of which might become tamed mounts ridden by airborne knights; likewise, sorcery itself can provide otherwise land-based men and monsters with the astounding power of flight. Inevitably combat situations will arise in which one or both sides comprise aerial combatants. Typically when one side has a flier and the other side does not, missiles and magic may be the only means of targeting the aerial opponent. Here also arise circumstances in which weapon class should take precedence, such as when a monster careens toward its prey, claws outstretched. A flying lizard may attempt to snatch up its quarry, but not before the fighting spearman sets his long spear to impale the soaring beast. What follows are some guidelines for adjudicating aerial combat.

AERIAL BOMB ATTACKS: Some fliers may opt to drop missiles, such as boulders or other heavy items, on their land-based foes. Aerial bomb attacks are handled as follows:

Table III.28.: Aerial Bomb Attacks

Altitude of Bomber	“To Hit” Modifier	Typical Damage	
30–100 feet	±0	1d6	Naturally situations may arise when a giant flying monster might attempt to bomb with a giant boulder, and so the damage must be adjusted accordingly, per referee discretion.
101–200 feet	–2	1d6+2	
201–300 feet	–5	1d6+4	

AERIAL CHARGE (Diving Attack): Aerial combat may involve a “charge” or diving attack in which one or both combatants seek violent collision in the air. In such cases, standard charging rules apply (+2 damage bonus; loss of dexterity bonus to AC, or a –1 AC penalty if no dexterity bonus applies). Obviously, for lack of terra firma an airborne target cannot set a spear to receive a charge; however, a grounded target may do so (see **COMBAT ACTIONS**, *charge attack*). Of course, the higher class weapon gains *first strike* opportunity if the WC difference is 2 or greater (see **COMBAT**, *initiative*). If the d20 attack roll versus an aerial mounted character (whether he be the charger or the charge recipient) is a natural 18–20, and such a die roll qualifies as a hit, the target must make an *avoidance* saving throw or fall from his mount.

AERIAL MELEE COMBAT: Aerial melee follows the same guidelines as standard melee combat with regard to attacking and counterattacking. If a flier passes by an opponent, each combatant has an opportunity to attack on the combat phase in which contact occurs. The counterattack immediately follows, regardless of continued movement or momentum that consequently and subsequently separates the combatants. In short, each flier makes his attack before flight resumes.

The means by which a combatant flies determines the type of melee weapon he can effectively wield (i.e., without penalty). Consult and if necessary extrapolate from the following table:

Table III.29.: Aerial Melee

Flight Method	Effective Weapon Size
<i>Fly</i> spell	any
Winged combatant	WC 2+
Mount with magical flight	WC 2+
Winged mount	WC 4+

Aerial Melee Table Defined:

Fly spell: The *fly* spell provides superior manoeuvrability, allowing the aerial combatant to soar up to his opponent and strike with any weapon type. Note that the *levitate* spell affords no such manoeuvrability, and aerial melee should be practically impossible.

Winged combatant: Whether his wings are natural, the result of sorcery, or produced by a magical device, a winged combatant can effectively wield WC 2+ weapons; smaller weapons can result in collision and are wielded at -2 “to hit”.

Mount with magical flight: A wingless mount or the use of a magical device such as a **carpet of flying** or **magic broom** requires greater range of attack, so weapons of WC 2+ are necessary; smaller weapons can result in collision and are wielded at -2 “to hit”.

Winged mount: Requires the use of WC 4+ weapons, typically lances or spears. A WC 2–3 weapon can be wielded at a -2 “to hit” penalty, and a WC 1 weapon can be wielded at a -4 “to hit” penalty.

AERIAL MISSILE COMBAT: Firing a missile whilst flying can be challenging, as some mounts and modes of flight are quite unsteady. The following guidelines are suggested:

Table III.30.: Aerial Missile Fire Modifiers

Method of Flight	Missile Modifier
<i>Fly</i> spell	±0
<i>Levitate</i> spell	-2
Mount with magical flight	-2
Sky boat, air ship, carpet of flying	±0
Winged combatant	-2*
Winged mount	-4

* Penalty applies to missile launchers only (e.g., bow, crossbow); hurled weapons (e.g., hand axe, javelin) fired at no penalty.

AERIAL SPELL CASTING: Spells such as *fly* or *levitate*, and devices such as a **carpet of flying**, provide spell casting opportunity from an advantageous position. If the sorcerer flies by virtue of magical wings or is saddled upon a winged mount, the unsteadiness is too much to overcome, the requisite hand gestures impossible to execute; shamanic humanoids may be an exception to this rule.

FLYING MONSTERS: A monster that attacks by air may make a single attack on a flyby (using the same rules as noted in **AERIAL MELEE COMBAT**; i.e., the opponent is afforded a chance to counterattack), or it may rear up in midair to make an attack routine such as a claw / claw / bite. Furthermore, some flying mounts may be trained to attack the same opponent as the rider (or, alternatively, the opponent’s mount).

Aerial Swoop-and-Drop Attack: Some monsters might attempt to swoop upon their prey, fly up in the air, and drop them to their deaths. This is similar to a *charge attack* (see **COMBAT ACTIONS**, *charge attack*), with higher weapon class (if difference is 2 or greater) gaining first strike, and damage dice doubled if the swooping attack lands. If the d20 attack roll results in a natural 16–20, and this qualifies as a hit, the target must make an *avoidance* saving throw or be snatched up (assuming the creature wants to grasp the prey). Of course, some creatures might not drop their targets; they might bring them to their nests to feed young, or perhaps attempt to effect some other unsavoury result. If a target proves too heavy, the monster will release him straight away, the drop less than 10 feet. Of course, this aerial attack method cannot be employed where the target enjoys substantial cover, such as that provided by a dense forest canopy.

WATERBORNE EXPEDITIONS

Hyperborea's roiling seas are unpredictably windy, abundant with icebergs, and teeming with frightful leviathans. The realm is flat, its seas perpetually spilling off the edge of the world in massive falls. In Hyperborea the enormous red sun never rises to a true zenith; rather, it wheels around the horizon, rising and falling in subtle degrees. Measurements are taken by employing a type of sextant, subtle differences in the sun's position relative to the horizon indicating heading (albeit skilled seamen can do this without need of an instrument). On the open sea, celestial navigation is easier, generally speaking, though no less hazardous.

WATER VESSELS: Several types of vessels may be found in Hyperborea. Typically, these are available for purchase in port towns and cities. Of course, an Esquimaux fishing village may sell only canoes and kayaks, whilst a Viking settlement may primarily sell longships, *knörr*, and *færings*. The City-State of Khromarium may have almost all types available for purchase. Viking and Amazon ships are esteemed the finest by most wise seamen; hence their technology is oft imitated by other cultures.

Table III.31.: Water Vessels

Type	Cost	Movement per Round (Feet)	Movement per Day (Miles)	Armour Class	Hull Points
Amazon Carrack	20,000 gp	90/150	21/90	7*	5d6
Barge, River	500 gp	30	12	9	1d6
Boat, River, Sailing	800 gp	60	36	7	3d4
Canoe	150 gp	60	24	7	1d4
Canoe, War, Large	8,000 gp	60	24	8*	7d4
Canoe, War, Small	2,000 gp	60	24	8	5d4
Coaster	5,000 gp	150	90	7	4d6
Cog	8,000 gp	120	72	8	6d6
Esquimaux Kayak	200 gp	90	36	6	1d2
Esquimaux Umiak	350 gp	60	24	7	1d2
Galley, Large	20,000 gp	90/120	18/72	8	6d6
Galley, Small	10,000 gp	90/150	18/90	8	5d6
Galley, War	30,000 gp	60/120	12/48	8*	7d6
Lifeboat (of galley or cog)	100 gp	30	16	7	1d2
Raft	100 gp	30	12/24	7	1d4
Rowboat	100 gp	30	12	7	1d3
Viking <i>Færing</i>	300 gp	60/90	18	7	1d6
Viking <i>Knarr</i>	10,000 gp	60/120	18/90	9	5d4
Viking Longship, Large	18,000 gp	90/150	21/90	7*	7d4
Viking Longship, Small	12,000 gp	90/180	21/90	7*	6d4

* Vessel gains +1 AC bonus if captain is 1st to 4th level, +2 AC if 5th to 8th level, +3 AC if 9th to 12th level. Other vessels might be afforded similar bonuses if outfitted for war.

Water Vessels Table Defined:

Type: The basic vessel name. These are described hereafter.

Cost: The average cost in gold pieces.

Movement per Round: Speed by the round may come into play when attempting to pursue or evade another vessel or perhaps an aquatic beast. Where two values are listed (separated by a slash), the first value is for rowing, the second for sailing (assumes sailing with or across the wind, *light* or *moderate breeze*; see *wind*). Note that *backwater* speed (reversing oars) is at ½ movement.

Movement per Day: Where two values are listed (separated by a slash), the first value is for rowing, the second for sailing (assumes sailing with or across the wind, *light or moderate breeze*; see *wind*). **N.B.:** Rowers are assumed to rest 1 turn (10 minutes) for every 5 turns spent rowing.

Armour Class: The “to hit” target required for a ram, catapult, or ballista; likewise, certain spells, hazards, and of course leviathans of the sea are capable of damaging a ship’s hull.

Hull Points: Similar to hit points, hull points represent how much damage a ship can sustain before the hull is breached, and the vessel takes in water. When a ship reaches 0 hull points, it will sink in 3d6 rounds. Also, at 0 hull points, a ship can no longer move or use any of its mounted weaponry. As concerns giant sea beasts, treat every 4 hp damage inflicted as 1 hull point.

Vessel Descriptions: Each vessel includes all the usual equipment, including rigging, sails, oars, a sextant, and so forth. If the sextant is lost, a new one may be obtained at most ports for 500 gp. Navigation in Hyperborea can be difficult without one.

Amazon Carrack: Large sailing ship of 100-foot length (70-foot keel), 12-foot hull width (15 feet with outriggers), and 6-foot depth; double masted, with lateen sails. A seaworthy vessel superior at tacking to windward. Typical crew of 60 (50 sailors, 10 officers). Rivalled only by the Viking *drekar*.

Barge, River: Large, rectangular craft with flat bottom, used to transport freight on rivers.

Boat, River, Sailing: Four- or six-man sailing boat used on rivers and lakes.

Canoe: Narrow boat with no keel, propelled via paddles; typically built to convey 4–6 or 8–10 passengers.

Canoe, War, Large: Massive, Tlingit-style canoe used for waterborne expeditions and warfare; seats up to 40 people. Generally comparable to a *drekar*.

Canoe, War, Small: Tlingit-style canoe used for ocean-crossing raids; seats up to 20 people. Comparable to a *snekke*.

Coaster: Small sailing ship with a single mast and square-rigged single sail; used to transport cargo along the coast. Typical crew of 10 (9 sailors and 1 officer).

Cog: Large sailing ship with a single mast and square-rigged single sail; able to make ocean journeys, though not as reliable as the longship. Typical crew of 20 (18 sailors and 2 officers).

Esquimaux Kayak: Light wood- or bone-framed, watertight (decked) boat wrapped in skins (e.g., elk, mammoth, seal). Used by a single rower who sits in a small hole, though kayaks for two are not uncommon.

Esquimaux Umiak: Open boat made of skins (e.g., elk, mammoth, seal) wrapped around a wooden or bone frame. Seats 8–10 people.

Galley, Large: Sailing ship that can also be propelled entirely by oarsmen; typical specifications are 120-foot length (90-foot keel), 12-foot hull width (15 feet with outriggers), and 7-foot depth. Equipped with 110 oars of about 20-foot length. A seaworthy vessel, though best suited for coastal expeditions due to cargo weight and low freeboard oar piercings. Can be equipped with ballistæ. Typical crew of 200 (130 rowers, 60 sailors, 10 officers). A large galley can be outfitted with a ram for an additional 5,000 gp.

Galley, Small: Sailing ship that can also be propelled entirely by oarsmen; typical specifications are 90-foot length (60-foot keel), 9-foot hull width (12 feet with outriggers), and 6-foot depth. Equipped with 60 oars of about 18-foot length. A seaworthy vessel, though limited to coastal expeditions. Can be equipped with ballistæ. Typical crew of 120 (75 rowers, 40 sailors, 5 officers). A small galley can be outfitted with a ram for an additional 2,500 gp.

Galley, War: Same as *large galley*, except with a reinforced hull and outfitted with a ram, two or three ballistæ, and one or two light catapults for firing rocks or flaming pitch.

Lifeboat: Small boat kept on a galley or cog; used for emergencies, though sometimes to convey goods to or from a shore sans docks.

Raft: Small, rectangular craft with flat bottom used to convey freight along rivers; propelled by poles, oars, or sails. Oceangoing rafts, scarcely seen, are outfitted with single or double outriggers and single sails.

Rowboat: Small, keeled boat used for paddling rivers, lakes, and swamps; typically two- or four-oared; typical two- or four-oared.

Viking Færing: Small, open rowboat with two or three pairs of oars, each end of the boat coming to a point.

Viking Knarr: Single-masted cargo ship used for long journeys overseas. Typical size is 55-foot length, 15-foot beam (width). Can bear 24 tons of cargo. Typical crew of 17 men (15 oarsmen, 1 coxswain, 1 master). Plural *knörr*.

Viking Longship, Large (Drekar): Long, narrow, light ship with shallow-draught hull and 42 oars; double-ended with single, rectangular sail (as the *snekke*). Typical specifications include 98-foot length, 12½-foot beam (width), and 2½-foot draught. Typical crew of 60 men (54 oarsmen, 2 coxswains, 3 officers, 1 master).

Viking Longship, Small (Snekke): Long, narrow, light ship with shallow-draught hull and 24 oars; double-ended with symmetrical bow and stern for superior manoeuvrability. Shallow draught allows for beaching. Has a single, rectangular sail used to replace or augment rowing power. Typical specifications include 48-foot length, 8-foot beam (width), and 1½-foot draught. Typical crew of 26 men (24 oarsmen, 1 coxswain, 1 master).

Open Sea Expeditions: Note that few vessels are appropriate for open sea expeditions. The finest seaworthy vessels in Hyperborea include the Amazon carrack and the large Viking longship (*drekar*); other large vessels such as the cog and galley are fine seaworthy ships, though usually do not operate on the open sea.

WEATHER: For weather at sea, see **VOL. VI, CLIMATE AND SEASONS OF HYPERBOREA**. Note that ice sheets will consume many bays and inlets during winter; icebergs present offer in spring; and in summer, storms at sea are more frequent.

WIND: The movement values for sailing vessels on **table III.31** are for *light to moderate breeze* winds. When winds *becalm*, galleys and longships must switch to oars or be dead in the water. Stronger winds may increase sailing movement, whilst extreme winds can capsize a vessel or spin it out of control.

Wind Direction: Roll a d8: 1 = North, 2 = Northeast, 3 = East, 4 = Southeast, 5 = South, 6 = Southwest, 7 = West, 8 = Northwest. Wind direction can shift at the referee's discretion. Furthermore, wind direction can enforce vessel movement, or, as best judged by the referee, hinder movement if tacking to windward (sailing into the wind).

Wind Force: The following table is used to determine *wind force*. Roll 3d6 and consult the following table. The referee might require one or more rolls per day, or he may adjust results over the course of several hours. When a vessel is betwixt the 18th and 36th parallels (River Okeanos), reroll any 1s (see **VOL. VI, OTHER GEOGRAPHICAL FEATURES, Hyperborean Sea**).

Table III.32.: Wind Force

3d6 Result	Wind Force	mph
3	Becalmed	0–2
4–6	Light breeze	3–12
7–12	Moderate breeze	13–21
13–14	Strong breeze	22–31
15	Gale	32–46
16	Strong gale	47–63
17	Storm	64–73
18	Hurricane	74–136

Wind Force Table Defined:

Becalmed: No sailing movement.

Light breeze: Sailing at normal movement; more attention to trimming (sail adjustments) required.

Moderate breeze: Sailing at normal movement.

Strong breeze: Sailing at +33% movement if sailing with or across the wind. 5% chance of torn sail and/or fouled rigging.

Gale: High waves with breaking crests; considerable airborne spray. Sailing at +50% movement if sailing with or across the wind. 10% chance of torn sail and/or fouled rigging.

Strong gale: Heavy impact, tumbling waves, foam; heavy airborne spray reduces visibility. Sailing movement doubled. 10% chance of torn sail and/or fouled rigging; 10% chance of *man overboard* (q.v.); 5% chance of broken mast and/or beams; 2% chance of capsizing.

Storm: Considerable waves and significant foam; severe airborne spray reduces visibility. 45% chance of torn sail and/or fouled rigging; 50% chance of man overboard (x1d2); 25% chance of broken mast and/or beams; 20% chance of capsizing.

Hurricane: Tremendous waves; blinding airborne spray. 65% chance of torn sail and/or fouled rigging; 70% chance of man overboard (x1d2); 45% chance of broken mast and/or beams; 40% chance of capsizing.

Man Overboard (Swimming): A man overboard has a 1-in-20 chance of drowning if unarmoured, 4-in-20 if clad in light armour, 16-in-20 if clad in medium armour, and a base 20-in-20 chance if clad in heavy armour. If one's armour is magical, his chance of drowning is decreased by three (-3) for every "plus", to a minimum 1-in-20 chance. These checks assume the swimmer has basic swimming knowledge. The chance of drowning must be checked every turn.

A swimmer has a 5-in-6 chance of removing light armour before drowning; a 4-in-6 chance for medium armour; and a 2-in-6 chance for heavy armour. Of course, any bulky items such as backpacks, longbows, large weapons, and the like must be removed to tread water. Also note that each wind category above *strong breeze* increases the chance-in-twenty of drowning by a cumulative +4, so +4 for *strong breeze*, +8 for *gale*, and so on; however, in *storm* and *hurricane* conditions, the chance of survival is a mere 1%. In addition to the above checks, swimming for 6 turns (1 hour) requires a *test of constitution*; swimming for two or more hours requires an *extraordinary feat of constitution* for each additional hour (see **VOL. I, ATTRIBUTES, constitution**).

ICEBERGS: The Hyperborean Sea is scattered with icebergs, an incredibly dangerous hazard with which mariners must contend. In regions where the coast is glaciated, a ship has a 1-in-6 chance per day of encountering an iceberg; otherwise, the chance on the open sea is 1-in-10. A lookout has a 1-in-6 chance to spy an iceberg; otherwise surprise is automatic.

Icebergs may present as single mountains of floating ice, or 1d10+10 small mountains clustered together and breaking away in pieces. Icebergs cause 1d6 points of hull damage per round of contact. Each hull point of damage caused effects a 1-in-10 chance that a hole is punched into the hull. (Treat as warship ramming damage; i.e., 7d4 hull points.)

Avoiding an Iceberg: If an iceberg is spotted and contact is imminent, the captain may avoid this hazard by rolling his wisdom score or lower on 3d6. For every five years of experience at sea, increase the captain's effective wisdom score by one (+1).

WHIRLPOOLS: Betwixt the 18th and 36th parallels (River Okeanos) of the Hyperborean Sea, whirlpools can form at any time, quite unpredictably (see **VOL. VI, OTHER GEOGRAPHICAL FEATURES, Hyperborean Sea**). Many ships are swallowed by these hazards, never to be seen again. On the River Okeanos, a whirlpool manifests near a vessel on a 1-in-6 chance per day. Roll a d4 to determine whirlpool size: 1-3 = small whirlpool (will swallow only vessels of up to 50-foot length); 4 = large whirlpool (will swallow any vessel).

Avoiding a Whirlpool: If a whirlpool is spotted and contact is imminent, the captain may avoid this hazard by rolling his wisdom score or lower on 3d6. For every 5 years of experience at sea, increase the captain's effective wisdom score by one (+1).

LOST AT SEA: Unless a coastline is in sight, a ship lacking a proper captain or master stands a 2-in-6 chance per day of becoming lost at sea. Notwithstanding, even the sharpest old salt still is subject to a 1-in-6 chance of failure without use of a sextant, or in stormy conditions. If indeed a vessel loses its way, the referee should roll a d6 to determine deviation from the intended course:

Table III.33.: Lost at Sea: Deviation

d6 Roll	1	2-3	4-5	6
Deviation	90° left	45° left	45° right	90° right

Deviation progresses for one day before a new check may be made to either correct the course or continue in error.

ENCOUNTERS AT SEA: Encounters at sea may involve other ships (including *ghost ships* manned by skeletal pirates) or the beasts of the sea; too, otherworldly species such as the **fish-men** (deep ones) and **crab-men** inhabit the sea, as well as **elder things** and the dreaded **shoggoths**.

Visibility: Land can be seen at a distance of 24 miles in clear conditions, but fog, haze, or rain can severely limit visibility. Another vessel typically can be sighted at a range of 300–500 yards, depending on conditions; in the thickest of fog, another vessel may not be sighted until it is within 50 yards. Many sea monsters, per referee discretion, may be viewed at 4d6x10 yards distance; however, **giant squids** and the like might emerge from below.

Surprise: A ship can be surprized by monsters below on a typical d6 surprize check, 1–2 indicating surprize. Unless a ship is immersed in fog and gliding quietly over the water, one ship usually cannot surprize another on open water.

Evasion: Evading a sea encounter is quite possible, particularly when a well-built craft seeks to escape the approach of pirates or the like. Evading a pursuer is predicated on the difference betwixt vessel speeds. This, however, may be modified by wind and/or visibility, as adjudicated by the referee.

Table III.34.: Evasion at Sea

Movement Difference per Round	Chance of Evasion
Pursued vessel is 61+ MV per round faster	19-in-20
Pursued vessel is 31–60 MV per round faster	18-in-20
Pursued vessel is 1–30 MV per round faster	16-in-20
Pursued vessel is same MV per round as pursuer	12-in-20
Pursued vessel is 1–30 MV per round slower	10-in-20
Pursued vessel is 31–60 MV per round slower	8-in-20
Pursued vessel is 61–90 MV per round slower	7-in-20
Pursued vessel is 91–120 MV per round slower	5-in-20
Pursued vessel is 121+ MV per round slower	2-in-20

Evasion at Sea Table Defined:

Movement Difference per Round: The movement rate difference betwixt the pursuer and the pursued. Be certain to account for sailing versus rowing, when applicable, and also the effects of wind and weather.

Chance of Evasion: The chance a vessel has to elude its pursuer. If evasion is successful, the target has escaped the sight of the pursuer. Of course, this assumes the pursued and the pursuer each have a capable captain and crew; otherwise, the referee is at liberty to adjust the probability.

NAVAL COMBAT: On the rivers, the lakes, and the great ocean known as the Hyperborean Sea, combat with other ships or aquatic beasts is a strong possibility. Combat with giant sea beasts is adjudicated normally, treating every 4 hp damage inflicted as 1 hull point. When naval combat involves one or more opposing vessels, the following guidelines are suggested:

Missiles: Missile fire typically occurs prior to ramming / boarding. Depending on the missile weapon and vessel, more than one round of missile fire may be exchanged prior to vessel convergence. **N.B.:** Missile fire in naval combat might suffer a –1 to –4 “to hit” penalty due to rough seas.

Bows, Crossbows, Slings: Once an enemy vessel or monster comes into range, handheld missile launchers may be fired as normal, with outdoor (i.e., yards) range penalties applying, of course.

Ballistæ: Large crossbows built on pivoting mounts that shoot arrows of four- to five-foot length to a range of 150/300/450 yards (short/medium/long), at the typical range penalties of 0/–2/–5 “to hit”. Ballistæ cost 150 gp to build. Rate of fire is determined by the number of men manning the ballista:

Table III.35.: Ballista Crew Efficiency

# of Men in Crew	Rate of Fire
4	1/2
3	1/4
2	1/6

The d20 attack roll uses the ballista shooter’s fighting ability (FA) and may also apply his dexterity modifier “to hit”, if applicable. The ballista inflicts 1d6+6 hp damage to enemy combatants, or 1d2 hull points of damage versus a vessel. It is possible for a fighter (or fighter subclass) to master the ballista, gaining the typical +1 “to hit” and +1 damage bonus (see **VOL. I, WEAPON SKILL, weapon mastery**), but neither the increased rate of fire nor the point blank range category.

Catapults: Light catapults (or stone-hurling ballistæ) mounted on ships can hurl stones or flaming pitch to a distance of 150–300 yards. The catapult features a large wooden framework with a “spoon” affixed by tension ropes. The spoon is loaded with shot that is fired when the tension ropes are released. A catapult cannot be used to target short-distance targets (hence the 150-yard minimum range); neither can it be used to target a sea monster, unless the creature is the size of a ship and is not dipping below the water’s surface. A crew of six men is required for the greatest efficiency; four is the smallest possible crew. Light catapults cost 250 gp to build.

Table III.36.: Catapult Crew Efficiency

# of Men in Crew	Rate of Fire
6	1/4
5	1/6
4	1/8

To determine a catapult hit, make a “to hit” roll using the fighting ability (FA) of the weapon’s finest artillery; e.g., whilst a 9th-level fighter may be present on a vessel, if he has no skill or training with naval catapults, and a 5th-level fighter / artillery is present, FA 5 applies, as logic should prevail. An artillery who is a fighter (or fighter subclass) may develop catapult mastery (see **VOL. I, WEAPON SKILL, weapon mastery**), in which case the typical +1 “to hit” and +1 damage bonuses apply, but neither the increased rate of fire nor the point blank range category. Since most attacks affect a 10 × 10-foot area, the attack roll may apply to multiple adjacent targets. Weather and wind can penalize or even prevent the use of catapult fire, per referee discretion.

- ★ *Hurled stones* affect a 10 × 10-foot area, inflicting 3d6 hp damage versus men and monsters and 4 hull points versus ships.
- ★ *Flaming pitch* affects a 10 × 10-foot area, causing 3d6 hp damage, +1d6 hp per round for 3 rounds; also it inflicts 1d6 hull points damage per round for 3 rounds, and 1 hull point per round for a further 3 rounds. On average, 5 men can extinguish a pitch fire in 5 rounds, 10 men can douse the pitch fire in 3 rounds, and 15 men can douse the pitch fire in 1 round. If the target vessel’s sails are lowered, these catch fire on a 2-in-6 chance, destroying them in 1d4+1 rounds unless doused as noted above (or, the referee may call for an *item saving throw*; see **SAVING THROW, item saving throws**). A single shot of flaming pitch costs 150 gp to acquire and is a hazard to store on any ship.

Ramming: The war galley is outfitted with a ram, though other galleys also may be equipped thusly. To use a ram, the mast must first be lowered. Rams can be used to attack other ships or even the leviathans of the sea. The basic “to hit” number is presented in the following table:

Table III.37.: Ramming Attack “To Hit”

Target AC	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
d20 “To Hit” Roll	10	11	12	13	14	15	16	17	18	19	20	21	22

Note that weather can cause a –1 to –4 “to hit” penalty on the ramming attack, depending on severity. Damage is as follows:

Table III.38.: Ramming Attack Damage

Vessel Type	Damage Versus Sea Monsters	Damage Versus Other Vessels
Galley, Large	5d6 hp damage	6d4 hull damage
Galley, Small	4d6 hp damage	5d4 hull damage
Galley, War	6d6 hp damage	7d4 hull damage

A normal galley (small or large) has a 2-in-6 chance of sustaining 2d4 hull points of damage if it delivers a successful ramming attack; a war galley has a 2-in-6 chance of sustaining 1d6 hull points of damage. Regardless the outcome, the ramming ship must backwater (back up at ½ oar movement) at once, or risk going down with a sinking target (3-in-6 chance).

Grappling and Boarding: When both vessels wish to do so, grappling is automatic, though may require 1d4 rounds. If one side is trying to grapple and board whilst the other is attempting to evade, grappling stands a 2-in-6 chance of success. Grapple attempts may be made each round, so long as the two vessels are adjacent to each other. Once grappling is established, man-to-man combat ensues as normal; however, those in the act of boarding suffer –2 “to hit” penalties, whilst defenders can attack the boarders at +2 “to hit”. These modifiers apply only to the round in which boarding takes place, not subsequent rounds.

Oar Shearing: When any vessel passes alongside an oared vessel, the latter’s oars on that side are sheared. From 10% to 40% (1d4×10) of the applicable oarsmen are casualties as a result; if the oarsmen are slaves chained to their oars, casualties are 50%. If both vessels are oared, each suffers the same consequences, unless the oars are shipped.

Ship Damage and Repair: The damaged hull of a vessel can be repaired at a rate of 1 hull point per hour per 5 crewmen. Only half of the hull damage can be repaired at sea, with full repairs typically occurring at port. The cost of full repair might total 10–40% of the ship’s price. Other considerations are as follows:

Loss of Crew: A ship that loses a significant portion of its crew cannot maintain normal movement rate.

Loss of Oars: A vessel that loses half its oars will be dead in the water for 3 turns; afterwards, it may row at half speed. A vessel that loses all its oars must depend on sails for movement.

Loss of Sail: If a ship loses its sail, it will be dead at sea unless it is an oared vessel. Stranded thusly, the fate of the ship and her crew are dependent on the tides.

UNDERWATER COMBAT: The realms of possibility in games of sword-and-sorcery are nigh infinite, and so too are the stages on which battles may take place. Fighting underwater is difficult, though not impossible. Such battles may be as brief as a man is able to hold his breath, or as long as any land-based combat if sorcery obviates the need to breathe air. Consider the following guidelines:

- ★ Surface dwellers suffer –4 “to hit” penalties when fighting underwater. This penalty may be reduced over time if the campaign features extensive underwater adventuring.
- ★ Hafted weapons (axes, clubs, flails, hammers, maces, etc.) are extremely difficult to swing; –8 “to hit” penalty and halved damage dice (modifiers applied afterwards).
- ★ Swords (bastard, long, and two-handed) are difficult to use. They suffer –4 “to hit” penalties and reduced damage dice; i.e., d8 becomes d6, d10 becomes d8, and so on.
- ★ Spears and spear-like thrusting weapons (pikes, pole arms, tridents, etc.), as well as thrusting weapons such as short swords and daggers, suffer no penalties.
- ★ Missiles are ineffective, except when launched outside of water into water, in which case penetrative thrust is reduced to half of their shortest range (in feet), and a –5 “to hit” penalty applies. **N.B.:** Some undersea denizens might have specially engineered missile weaponry.
- ★ Spells cannot be cast unless some dweomer allows the caster to speak clearly his incantations. Spells associated with air and wind, or fire and heat, are ineffective regardless, but spells that are allowed may have alternative, enhanced, or reduced results as adjudicated by the referee. For example, a *lightning bolt* might spread in a radius away from the caster, not unlike a *fireball*. Referees should take a moment to consider the environment and the spell cast, and judge with logic and fairness.

CASTLES AND STRONGHOLDS

Any character with proper resources can arrange for the construction of a castle, fortified manor, stronghold, tower, or the like. Without sufficient experience and reputation, however, he may lack the right to build; neither will he automatically attract the service of men-at-arms or other followers.

When most characters attain 9th level, they are considered *lords* eligible for feudal superiority and the right to dominion. The politics, rights, and military responsibilities involved with attaining this eligibility are oft determined through role-play. For example, land and title might be granted to lower-level adventurers should they complete a quest or deed, but their reputations as lords usually will not occur until the 9th level is achieved.

Other instances may arise in which a lord, whose reputation is established in a city such as Khromarium or even Port Zangerios, might be granted a city block within which he may build a tower or manor house. As a lord granted land and title within the confines of the city, or perhaps outside the walls yet within its domain, certain rights and privileges may be granted; this is a form of feudal tenure in which the landholder is granted *knighthood* or *barony*, which may or may not include heritable rights, but almost always includes military responsibility.

If the lord should elect to build his stronghold in the hostile wilderness, he is not necessarily subject to local approval. Beyond the borderlands, in the savage wilderness, one may become an independent lord, perhaps choosing to be referred to as “king” or whatever title suits him. In Hyperborea, however, wilderness strongholds are oft beset by bestial horrors and countless other threats, some of otherworldly or netherworldly origins.

CASTLE AND STRONGHOLD CONSTRUCTION: Erecting a stronghold is an involved and expensive proposition. Before construction begins, the land must be cleared of all monsters in a 6- to 12-mile radius around the construction site; this may imply destroying indigenous beasts and monsters, or simply driving them away. Once the land is cleared, construction may begin. Only after construction is complete will eligible character classes attract settlers and (in many cases) men-at-arms.

In alternative instances, an eligible character might usurp control of an existing castle or stronghold. Depending on the circumstances, this arrogation could lead to angry villagers or even a local revolt—though if the inhabitants have been oppressed, abused, or heavily taxed by the former regime, they might well embrace new leadership.

Construction Plans: A player who wishes to build a castle or stronghold must provide a rough sketch or plan of what he wishes to have built; this will facilitate the determination of construction costs and also provide the referee with a strong idea of how to rate the castle during times of war (see **WARFARE AND SIEGE**). The following is provided as a guideline to construction costs:

Table III.39.: Castle and Stronghold Construction Costs

Structure Type	Cost
Barbican (<i>two 20-ft.-diameter, 30-ft.-high towers; includes drawbridge, gatehouse</i>)	40,000 gp
Bastion (<i>10-ft.-thick, 30-ft.-diameter semicircular or angled projection</i>)	10,000 gp
Building, Stone (<i>120-ft. perimeter; two 10-ft. storeys, attic, cellar; two doors per floor</i>)	3,000 gp
Building, Wood (<i>120-ft. perimeter; two 10-ft. storeys, attic, cellar; two doors per floor</i>)	2,000 gp
Dungeon Corridor (<i>10 × 10 × 10 ft., dug to 50-ft. depth; stone walls, stone flagged</i>)	500 gp
Fortress, Wooden (<i>60 × 60 × 80 ft.</i>)	30,000 gp
Gatehouse (<i>20 × 20 × 30 ft.; includes gate, portcullis</i>)	7,500 gp
Keep, Quatrefoil, Stone (<i>90-ft. diameter, 50-ft. height; four-leaf clover shape</i>)	90,000 gp
Keep, Round, Stone (<i>60-ft. diameter, 80-ft. height</i>)	80,000 gp
Keep, Square, Stone (<i>60 × 60 × 80 ft.</i>)	80,000 gp
Moat, Ditch (<i>100 ft. long, 20 ft. wide, 10 ft. deep</i>)	500 gp
Moat, Water-Filled (<i>100 ft. long, 20 ft. wide, 10 ft. deep</i>)	1,000 gp
Tower, Round (<i>20-ft. diameter, 30-ft. height; 3-ft.-thick walls, machicolated battlement</i>)	20,000 gp
Tower, Round (<i>30-ft. diameter, 30-ft. height; 3-ft.-thick walls, machicolated battlement</i>)	30,000 gp
Tower, Square (<i>30 × 30 × 30 ft.; 3-ft.-thick walls, machicolated battlement</i>)	30,000 gp
Wall, Stone, Curtain (<i>100 ft. long, 20 ft. high, 10 ft. thick; splayed; stairs, battlement</i>)	5,000 gp
Wall, Wooden, Stockade (<i>100 ft. long, 20 ft. high, 2–3 ft. thick; stairs, catwalk</i>)	1,500 gp

Obviously the preceding table is merely a guide for construction possibilities and costs. Will the castle be located atop a motte or plateau, or perhaps on an island? How far do the walls extend? How extensive are its wards or courtyards? Assuming the walls are joined by towers, how much wall is betwixt each tower? These considerations can likewise impact costs; e.g., an island castle with imported stonework may require three or four times the usual expenditure.

When calculating the construction of buildings, keeps, and towers with dimensions that deviate from the foregoing examples, a reasonable rule of thumb is to increase costs by 20% for every 1,000 cubic feet added and to decrease costs by 10% for every 1,000 cubic feet subtracted. If, for example, one wished to build a keep of 150-foot height, the cost might be trebled. If one wished to build a fortified manor house, one might combine the costs of a stone building with two or four bastions, perhaps adding a filled moat and a drawbridge (see **table III.40.**). The referee should also consider the circumstances surrounding the construction of a castle or stronghold. For instance, a local village recently liberated by the actions of the PC party might well work at up to a 40% discount on all costs; conversely, a neighbouring village might well charge 20% more if they wholly resent the presence of some “upstart lord” building in their region.

Purchasing Pre-existing Structures: Whether purchasing a structure small or large in a town or city, or a castle or stronghold outside of the settlement’s walls, the sale price should be within 20% of the costs noted above.

Of course, if one is purchasing not only a structure, but a thriving business, the expenditure may double or treble based on prevailing circumstances, as best determined by the referee.

Construction Time: Construction times may vary based on acquisition of materials, labourers, and the distance betwixt the construction site and materials. On average, construction requires about 1 day per 400 gp spent. If 50% is added to the expenditure (×1.5), the work is completed in one-half normal time. If 150% is added to the expenditure (×2.5), the work is completed in one-third normal time.

Construction Labour: For every 75,000 gp or fraction thereof spent in the construction of a castle or stronghold, one engineer must be hired (see **ADVENTURE**, *hirelings*). The cost of all other labourers (masons, roofers, woodworkers, etc.) is subsumed in the cost of the project.

Construction Embellishments: Note that **table III.39.** includes the costs of interior and exterior doors, windows, loopholes, and so forth. However, should the need arise to refurbish a partially ruined castle or make additions, **table III.40.** hereafter lists a variety of embellishments that may be added to construction costs.

Table III.40.: Castle and Stronghold Embellishment Costs

Embellishment Type	Cost	
Arrow Loop (<i>3 × 6 ft. vertical slit; with optional cross slit</i>)	50 gp	
Drawbridge (<i>12 × 20 ft., reinforced wood; chain windlass system</i>)	800 gp	
Door, Exterior, Iron or Stone (<i>5 × 7 ft.</i>)	350 gp	
Door, Exterior, Wooden, Reinforced (<i>5 × 7 ft.</i>)	100 gp	
Door, Interior, Iron or Stone (<i>3 × 7 ft.</i>)	100 gp	
Door, Interior, Wooden (<i>3 × 7 ft.</i>)	15 gp	
Door, Interior, Wooden, Reinforced (<i>3 × 7 ft.</i>)	25 gp	
Door, Secret (<i>3 × 7 ft.</i>)	×5 cost*	
Door, Trap (<i>3 × 4 ft.; stout floor door with iron ring</i>)	×2 cost*	
Floor, Flagstone (<i>10 × 10 ft.</i>)	100 gp	
Gate, Wooden (<i>10 × 20 ft.; barred, reinforced</i>)	1,000 gp	
Murder Hole (<i>slit or hole in floor overlooking passageway or entrance below</i>)	50 gp	
Portcullis (<i>10 × 20 ft., iron or reinforced grille; chain, winch, and counterweights</i>)	1,000 gp	
Roof, Slate Tiled (<i>10 × 10 ft.</i>)	100 gp	
Shutters, Wooden	5 gp	
Stairs, Stone (<i>3 ft. wide, 10-ft. rise</i>)	100 gp	
Stairs, Wooden (<i>3 ft. wide, 10-ft. rise</i>)	50 gp	
Wall, Stone, Shifting (<i>10 × 10 ft. wall section; shifts on central pivot</i>)	1,000 gp	
Window, Barred (<i>1 × 3 ft.</i>)	25 gp	
Window, Open (<i>1 × 3 ft.</i>)	10 gp	

* Based on material cost for standard door (iron, wooden, etc.)

CASTLE AND STRONGHOLD PERSONNEL: Lords (knights, barons, chieftains, etc.) must retain the service of several worker types within and without the walls of the castle or stronghold. Their number and composition will vary; typically, personnel are of similar race, alignment, and religion as the lord, though exceptions are possible. For example, within the domain of the City-State of Khromarium, a Keltic warlord from the Gal Hills might be granted the right to establish a stronghold whose personnel are largely composed of mixed-lineage (common) men.

Free Settlers: When a sufficient land area is cleared of threats, and when the land owner makes an effort to improve the area, settlers may be attracted. Settlers bring a host of skills and professions of which the land owner may take advantage. Some may seek to reside within the castle walls, whilst others might establish a small thorp or village just beyond. Settlers become the backbone of the local economy, for they are the farmers, fishermen, hunters, millers, shoemakers, and so forth. Note that these are free persons who buy or rent and pay taxes to the lord (typically 5 sp per person per month).

Hirelings: The personnel of the castle or stronghold comprise a variety of professions, from common workers to specialists. Whilst not exhaustive, the *secondary skills* list (see **VOL. I, BACKGROUND, secondary skills**) provides a sampling of possibilities. They are compiled here for easy reference:

Animal trainer, armourer, atilliator, baker / cook, barber / dentist, bar- / innkeeper, black- / metalsmith, boat- / shipwright, bookbinder, bowyer / fletcher, brewer / vintner, butcher / salter, carpenter, cart- / wainwright, chandler, charcoaler / peatman, clothier / dyer, cobbler / shoemaker, cooper, engineer, farmer, fisherman / whaler, fuller, furrier / skinner, gardener, gemcutter / jeweller, grocer, gaffer / glassblower / glazier, guard / watchman, jailer / turnkey, herdsman / pack handler, hunter / trapper, labourer / yardman, leatherworker / saddler / tanner, limner / painter / sculptor, linkboy / messenger, locksmith, logger / woodcutter, longshoreman / stevedore, mason / slater, merchant / monger, miller, miner, minstrel / musician, mortician, navigator, potter, riverman / waterman, roofer / thatcher, roper, sailor / seaman, scribe / scrivener, stabler, sword- / weaponsmith, tailor / weaver, teamster, tinker, wheelwright, wire drawer.

Some of the above occupations are noted in the **ADVENTURE, hirelings** portion of this work, including wages, which may be extrapolated from by the referee to derive salaries for the other retainers noted above.

Mercenaries and Soldiers: The four principal character classes (*fighter, magician, cleric, thief*) and several of their respective subclasses will automatically attract mercenaries to serve them upon gaining 9th level and establishing proper fortifications. Other soldiers and mercenaries must be sought and hired (see **ADVENTURE, hirelings**). Players and referee should together determine how many will reside within and how many will reside without the walls of the castle. Of course, in the hoary wilderness of Hyperborea, instances will arise in which outside villages are not possible; all must live within or just outside the walls of the fortress.

Peasant Workers: Peasant workers are neither slaves nor free men. They are bound to the lord and typically do not earn money; they work (up to 12 hours per day) to provide shelter for their families, though the most productive examples sometimes earn enough extra money to buy their freedom. In many cases the sons of peasants become peasants themselves, unless they are fortunate enough to apprentice under master craftsmen. Most peasants plant, fertilize, and harvest crops, whilst others herd animals. Just lords will continue to provide food and shelter to their peasant workers during the lightless year of Bat, as well as the nigh lightless years of Fox and Bear (see **VOL. VI, CALENDAR, years of the cycle**). It is during these leanest and most desperate years that men are oft forced to indenture themselves to a lord.

Slaves: Slavery is not uncommon in Hyperborea, from farm workers, to ship rowers, to domestic servants. The practice varies from culture to culture. For instance, in the City-State of Khromarium, slavery is not illegal, but it is frowned upon; in Scythium, slavery is a common practice; and in New Amazonia, it is forbidden.

RESOURCES: The dominion of a lord may generate income through a variety of resources: mining (salt, copper, iron, lead, silver, gems, gold, etc.), hunting and fishing, farming (vegetable, poultry, dairy, etc.), herding, logging, milling, ship building, wine making, and so forth. Swelling the coffers of the lord and his most notable subordinates is certainly possible, but perhaps not the stuff of heroic sword-and-sorcery gaming. It may suffice to say the castle's or stronghold's economy is prosperous, deficient, or breaking even. The details and figures, if deemed enjoyable for game play, may be developed by the referee; however, the referee may not be inclined to delve into this sort of minutæ, preferring instead to gloss over the particulars.



ANGRY VILLAGERS AND MILITARY COUPS: When the lord taxes his people to starvation, is oppressive, and/or is held responsible for famine, war, or loss of life, his people may rise against him. If, for example, the lord is a magician who has invoked the wrath of a *dæmon*, which proceeds to torture and torment the local populace, the people may turn against him. In other instances, unrest may occur due to plague, natural disaster, violence, or corruption. Typically the lord's military will seek to protect him from his people, but when morale begins to slip and the military views the actions of the lord as atrocious or unforgivable, a full-blown military coup might come to pass.

WARFARE AND SIEGE

Although *AS&SH* is derived from the original fantasy role-playing game, which in turn evolved from miniatures wargaming, it is not intended to be a full scale wargame that accounts for all the strategies, tactics, and variables appropriate to such play. Notwithstanding, determining the results of large-scale battles in this milieu may become necessary. Presented herein is a simple and robust system designed for just that purpose.

WARFARE AND SIEGE is designed to resolve large-scale battles. It can work with any number of troops, particularly when man-to-man combat resolution is too cumbersome for the referee to manage. Typically this may occur when any force exceeds 20 combatants. This system requires the use of a pencil and paper; too, a calculator can be useful, though not necessary, as the arithmetic is simple. **WARFARE AND SIEGE** is predicated on (but not limited to) the following assumptions:

- ★ *Capability:* Experience (of leader and troops), outfitting (armour, weapons, mounts, etc.), and special abilities (flight, sorcery, science, etc.) all contribute to capability. The sheer size of an army is also a factor in its capability.
- ★ *Environment:* Terrain and weather can have a dramatic impact on battles, and particularly on troop movement. Defending a castle can be effected with a much smaller force, for example.
- ★ *Health:* Sustenance, fatigue, and troop morale all factor into the effectiveness of an army.
- ★ *Luck:* Sometimes luck can be an important dynamic. This is a simple system mostly handled in the abstract. It does not require the player to make or have special knowledge of strategy and military tactics. Once all the relevant factors are calculated, the dice (i.e., the luck factor) have the final say.

Once forces clash, other factors can contribute to a battle's outcome; e.g., *troop ratio*, *terrain*, *morale*, *fatigue*.

Step 1: Calculate Basic Warfare Rating

To determine the *basic warfare rating* of an army, use a pencil and paper to calculate the following simple formula: **A + B + C + D = _____**

Table III.41.: Basic Warfare Rating Calculator

A. Leader: (Level / HD + *reaction* / *loyalty adjustment*) × 2

A. = _____

B. Average HD of Army:

+20 if force has average HD <1; or,

+30 if force has average HD 1–2; or,

+40 if force has average HD 3–4; or,

+55 if force has average HD 5–6; or,

+65 if force has average HD 7–8; or,

+75 if force has average HD 9+.

B. = _____

C. Army Composition:

+10 if force contains 10% or more **flyers**; and/or,

+10 if force contains 20% or more **heavy infantry**; and/or,

+10 if force contains 20% or more **missile shooters** (+15 if **longbowmen**); and/or,

+10 if force contains 20% or more **mounted soldiers** (+15 if **heavy**); and/or,

+10 if force contains 20% or more **pikemen**; and/or,

+5 for each **sorcerer** or **sorcerous monster** of levels / HD 5–8; and/or,

+10 for each **sorcerer** or **sorcerous monster** of levels / HD 9+.

C. = _____

D. Average Maximum Weapon Damage:

D. = _____

Basic Warfare Rating Calculator Defined:

Leader: A feared and/or respected PC or NPC. If the leader should fall, his portion of the *basic warfare rating* is subtracted, as well as any morale modifiers noted on **table III.42**. In some instances a new leader might at once assume the role. Sometimes this effects an improvement: Consider an insufferable general killed on the field to be replaced by his captain, a barbarian warlord who inspires his men to greatness.

Average HD of Army: Simply add all the troop HD types and average their levels. *Example:* An army with x500 troops of HD ½, x600 of HD 2, and x300 of HD 4 equals 2,650 HD total. Divide the HD total by the number of troops (1,400). So, 2,650 ÷ 1,400 = 1.89; this qualifies for **HD 1–2 (+30 basic warfare rating)**.

Army Composition: These numbers are cumulative, so if the army comprises 20% or more heavy infantry and 20% or more pikemen, **+20** is added to the *basic warfare rating*. In regards to NPC sorcerers and monsters with magical capabilities, specific spells and abilities are not used to affect the outcome of the battle; rather, the respective bonus to the *basic warfare rating* is an abstraction that assumes these combatants are exercising their abilities, whether to cast offensive spells, other spells that may enhance their allies, or the like. PCs may take part in individual combats within the larger battle (see *the role of the PCs in warfare and siege*).

Average Maximum Weapon Damage: This figure is easily calculated by taking the maximum damage of each of the army's weapon types and averaging them. *Example:* A force of 950 soldiers has 300 longbowmen (max. damage = 6), 325 spearmen (max. damage = 6), and 325 pikemen (max. damage = 8). The following steps should be resolved:

1. Multiply each troop type by its maximum weapon damage:
300 longbowmen × 6 = 1,800; 325 spearmen × 6 = 1,950; 325 pikemen × 8 = 2,600
2. Total the weapon damage: 1,800 + 1,950 + 2,600 = 6,350
3. Divide the weapon damage by the total number of troops: 6,350 ÷ 950 = 6.68
4. Round to the nearest whole number; hence, average maximum damage for this army = 7.

Step 2: Determine Circumstantial Modifiers

The *basic warfare rating* is a baseline figure that is further modified. Use the following formula to determine any circumstantial modifiers that may affect either force involved in the battle: **E + (F or G) + H + I = _____**

Table III.42.: Warfare Rating Modifiers

E. Troop Ratio:

- +20 if ratio is *at least* 1½:1; or,
- +40 if ratio is *at least* 2:1; or,
- +50 if ratio is *at least* 3:1; or,
- +60 if ratio is *at least* 4:1; or,
- +70 if ratio is *at least* 5:1; or,
- +80 if ratio is *at least* 6:1; or,
- +90 if ratio is *at least* 7:1; or,
- +100 if ratio is *at least* 8:1; or,
- +125 if ratio is *at least* 9:1; or,
- +150 if ratio is *at least* 10:1.

E. = _____

F. Environment / Terrain: (*open battlefield only*)

- +10 if battlefield environment is **favourable**; or,
- +25 if battlefield environment is **exceptionally favourable**; or,
- 10 if battlefield environment is **unfavourable**; or,
- 25 if battlefield environment is **exceptionally unfavourable**.

F. = _____

G. Siege Warfare: (*one side defends from advantageous position*)

- +20 if defending on **higher ground** (hill, mountain, etc.); and/or,
- +40 if defending against a **foe** that **must ford** a **deep river** or **stream**; and/or,
- +50 if defending a **"bottleneck"** (bridge, defile, pass, etc.); and/or,
- +10 if defending a **holding** (low walled village, fort, etc.); or,
- +50 if defending a **stronghold** (castle, fortress, etc.) with **moat** and **10-ft.-thick walls** (+60 if well-stocked with **ballistæ**, **catapults**, and **trebuchets**); and/or,
- +2 for every **1,000 gp** in **siege equipment** (used for attack or defence); and/or,
- +10 if **attacking** a stronghold and **equipped** with **20+ ladders**.

G. = _____

H. Fatigue:

- 10 if force is **fatigued** (long march, hard labour, etc.); or,
- 30 if force is **seriously fatigued** (forced march, brutal labour, etc.); and/or,
- 10 if **provisions** are **rationed** to less than full normal amount; or,
- 20 if **provisions** are **severely limited**.

H. = _____

I. Morale:

- +10 if force is **defending** or fighting to regain **native domain**; and/or,
- +10 if force has **defeated this foe before**; and/or,
- +10 if **leader** is **renowned** for past victories; and/or,
- 10 if force contains **20%** or more **mercenary troops**; or,
- 15 if force contains **20%** or more **levied troops** (semi-regulars); or,
- 25 if force contains **20%** or more **levied peasants**; and/or,
- 20 if **venerated leader** is **killed** or **captured**.

I. = _____

Warfare Rating Modifiers Defined:

Troop Ratio: The ratio of one army to another must be calculated. The result can increase the *modified warfare rating* of the larger force. *Example:* A force of 4,600 barbarians faces a force of 1,675 knights and bowmen. $4,600 \div 1,675 = 2.75$. This corresponds to a ratio of *at least 2:1* but *less than 3:1*, providing a **+40 modified warfare rating**.

Environment / Terrain: Environment and terrain impact warfare on an open battlefield. The referee must adjudicate what constitutes favourable or unfavourable conditions. *Example:* If an army of horsemen confronts an army of **lizard-men** in shallow, marshy terrain, the **lizard-men** might enjoy **exceptionally favourable** circumstances (**+25**), whilst the horsemen might suffer **unfavourable** circumstances (**-10**). However, if in hills suited to a barbarian horde, the barbarians might enjoy **favourable** conditions (**+10**), whilst their enemies might not realize any modifiers. Referee discretion is required.

Siege Warfare: Battles in which one side protects a defensible position. The referee is at liberty to adjust the defence rating of a castle. Perhaps it has successive walls and a massive moat, or is set in an unassailable position; or perhaps its walls are crumbled, and it has no moat. Regarding unusually long sieges, the provisions of the besieged must be considered; a castle may be held for weeks, but once food supplies are exhausted, the defenders must storm out from their holding to attack, or starve to death. Siege warfare may also include siege engines. To derive the modifiers associated with siege engines, all equipment and ammunition costs must be maintained. Refer to *siege equipment* hereafter for more information.

Fatigue: How well-rested and well-fed an army is.

Morale: Fervent troops fight with increased valour and ferocity, and demoralized troops fight with decreased courage. Troops of poor training or troops apathetic to a cause (levied peasants and the like) similarly influence army morale. Conversely, troops emotionally invested in a cause and troops who venerate their leader enjoy certain advantages; so, if a **renowned** and **venerated** war leader is killed, not only is the **+10** bonus he provided lost, but also a **-20** penalty is suffered.

Other Warfare Rating Modifiers: In worlds of sword-and-sorcery and weird fantasy, any number of other factors can modify an army's *basic warfare rating*. Largely these must be determined by the referee, using the above guidelines as a basis for adjudicating the unpredictable. Imagine, if you would, a force of mammoth-riding Esquimaux driving to meet a small army of Viking barbarians on a frozen plain. Depending on how many mammoths are involved, the referee might assign a **+40** circumstance modifier to the Esquimaux.



Step 3: Determine Battle Results

Once the *basic warfare rating* is determined, and all applicable modifiers are calculated, each side in the battle must face off in a series of d% rolls. The following procedure determines the winner.

1. Each side rolls d% and adds the result to its *modified warfare rating*. The side with the higher total is victorious.
2. Subtract the losing side's total from the winning side's total. Using the difference, refer to **table III.43.** to determine casualties.
3. Determine battle length: A battle lasts 1d4+1 hours. The battle may continue, or each side may temporarily retreat, possibly to resume the next day; i.e., the battle has its own *phases* that can play out over a day or two, or perhaps up to a week or more. Fatigue should be considered if proper rest and recuperation are not taken betwixt battle phases.
4. Before the next phase of the battle commences, the *basic warfare rating* for each side must be recalculated (see **table III.41.**). Next, each side must recalculate circumstantial modifiers (see **table III.42.**).

Table III.43.: Warfare Casualties

Difference	—Casualties—	
	Winner	Loser
0–20	20%	20%
21–40	20%	30%
41–60	20%	40%
61–80	10%	40%
81–100	10%	50%
101–120	10%	60%
121–140	10%	70%
141–160	10%	80%
161–180	5%	80%
181–200	5%	90%
201+	5%	100%

Casualties: Fifty to eighty percent ((1d4+4)×10) of casualties reflect actual deaths; the remainder are seriously wounded, captured, or otherwise incapacitated. To subtract casualties from an army with more than one troop type, simply distribute losses as evenly as possible; e.g., if an army of 300 heavy infantry, 200 longbowmen, and 200 horsemen suffers 10% casualties, simply eliminate 30 heavy infantry, 20 longbowmen, and 20 horsemen. Similarly reduced is any siege equipment.

Morale Check: If the difference on **table III.43.** was 101 or greater, the referee may call for the losing side to make a *morale check*. The leader's *reaction/loyalty adjustment* applies to the roll (see **VOL. I, ATTRIBUTES, charisma**).

Table III.44.: Army Morale

2d6 Result	Army Morale
2–3	<i>Routed:</i> force flees battle
4–5	<i>Confidence shaken:</i> will not engage in another battle phase unless reinforcements arrive
6–8	<i>Unsteady:</i> –10 <i>modified warfare rating</i>
9–10	<i>Valiant:</i> willing to face perilous danger
11–12	<i>Fearless:</i> will fight to the last man

THE ROLE OF THE PCs IN WARFARE AND SIEGE: Often player characters are enmeshed in conflicts of warfare and siege. They might be soldiers (fighters, scouts, rangers, or cataphracts); clansmen of a barbarian horde or berserker shock troops; or perhaps sorcerers who stand back from the fray, throwing lightning from the sky or weaving great illusions to bewilder and confuse the opposition. Many such possibilities exist. Other player characters will, through campaign development, rise to positions of leadership, these enjoying pivotal roles in the outcome of the battle or war.

Some players may wish to actively play their characters during such a battle, engaging in man-to-man combat with specific or nonspecific enemies. This is fine, but man-to-man results will not sway the outcome of a battle

that involves hundreds or even thousands of men. Also, the time at which the PC engages his enemy may not be straight away, as a single phase of battle can last two to five hours.

Player characters should never be killed using the **WARFARE AND SIEGE** rules; this should occur only as a result of man-to-man combat. If a PC elects to join the front line infantry, and his side is wiped out, the PC might be considered seriously injured or captured, or perhaps he has suffered some other ruinous fate as imagined by the referee.

PC involvement can be tricky. Often the referee will need to adjudicate with reason. Say, for example, your fighter has *mastery* in the longbow, and it is his intention to stand with 500 fellow longbowmen, firing a volley of arrows at the enemy. If the PC's side suffers 20% casualties, imposing a 20% chance that he has suffered injuries from enemy fire may be fair.

PCs have a chance to impact the outcome of a battle in other ways. They may find a way to attack the leader of the enemy force, or perhaps eliminate a horrific dæmon that provides **+10** to the enemy's *basic warfare rating*. Scouts and rangers, for example, might be able to provide special intelligence, compelling the referee to provide the PC's side with a **+5** or **+10** circumstance bonus to their *modified warfare rating*.

A PC might wield some potent magical weapon, item, or artefact that has a weighty impact on the ebb and flow of the battle. Such occurrences should be brought to the referee's attention, who may, upon consideration, allow for a *modified warfare rating* bonus of **+5** to **+20**.

TROOP MOVEMENT: When an army is moving across land, refer to the overland movement rules as presented in **MOVEMENT**, *wilderness movement*. Do pay heed to terrain effects on movement (**table III.11.**). Furthermore, any force comprising 500 or more persons achieves but two-thirds its normal movement rate in miles per day. *Example:* An army of 300 longbowmen, 250 medium infantry, 200 heavy infantry, and 200 slingers moves 8 miles per day, if the terrain is favourable. The army conforms to its slowest troop's movement rate (heavy infantry), which is 12 miles per day, minus one-third due to the army size exceeding 500 men.

Table III.45.: Troop Movement

Troop Type	MV	Miles per Day
Archers	40	24
Cavalry, Heavy	40	24*
Cavalry, Light	60	36
Crossbowmen	40	24
Halberdiers / Pikemen	30	18
Infantry, Heavy	20	12
Infantry, Light	40	24
Infantry, Medium	30	18
Slingers	40	24

* -3 miles per day in scale or chain barding.

Troop Type Descriptions:

Archers: Short- or longbowmen who also wield light melee weapons and wear light armour.

Cavalry, Heavy: Medially or heavily armoured horse archers or lancers who also bear horseman's melee weapons. Their mounts are heavy warhorses possibly barded in scale or chain armour.

Cavalry, Light: Lightly armoured horse archers or lancers who also bear horseman's melee weapons. Their mounts are light warhorses possibly barded in padded or leather armour.

Crossbowmen: Light or heavy crossbow users who also wield light melee weapons and wear light armour.

Halberdiers / Pikemen: Medially armoured men wielding pole arms or pikes and short swords or hand axes.

spears, swords, and the like.

Infantry, Heavy: Heavily armoured footmen wielding axes, spears, swords, and the like.

Infantry, Light: Lightly armoured footmen wielding axes, spears, swords, and the like.

Infantry, Medium: Medially armoured footmen wielding axes, spears, swords, and the like.

Slingers: Unarmoured or lightly armoured slingers who also wield light melee weapons.

PROVISIONS: Feeding an army costs about 2 cp per man per day. This must be handled in advance, with supply trains in tow, or in the instance of a siege defender, in supply stores. Foraging and hunting become fruitless endeavours for an advancing army, as all game is driven several miles before it. If the army contains a fair number of clerics (or relevant subclasses), sustenance might be bolstered through sorcery.

Any army can go a day sans sustenance without suffering ill effects, “tightening their belts”, as it were. Fatigue sets in on the second day (**-10 modified warfare rating**) and grows worse on the third day (**-20 modified warfare rating**). The army is starving by the fourth day without food, and the leader may face insurrection or desertion.

SIEGE EQUIPMENT: Siege equipment is typically utilized when attacking or defending a fortification. Unlike in naval combat (see **WATERBORNE EXPEDITIONS**, *naval combat*), siege equipment in **WARFARE AND SIEGE** (i.e., ballistæ, catapults, and the like) is handled in the abstract.

Siege equipment impacts the *modified warfare rating* as noted in **table III.42**. No other statistics are necessary in this regard, but accounting for equipment and ammunition costs is crucial; otherwise, the bonuses derived from siege equipment cannot be realized.

Table III.46.: Siege Equipment Costs

Siege Engine	Machine Cost	Ammunition Cost per Battle Phase
Ballista	150 gp	100 gp
Battering Ram*	100 gp	—
Bore*	500 gp	—
Catapult, Heavy	350 gp	300 gp
Catapult, Light	250 gp	200 gp
Trebuchet	500 gp	400 gp

* Bolsters *modified warfare rating* only if laying siege to a fortification.

Siege Equipment Costs Table Defined: Each machine is listed with a capital cost and an ammunition cost per battle phase. The latter is another abstraction. As noted in **Step 3: Determine Battle Results**, each battle phase requires two to five hours to resolve. During this time, a ballista will use 100 gp in ammunition; a light catapult will use 200 gp in ammunition; and so on.

Siege Engine Descriptions:

Ballista: Large crossbow mounted on a wheeled carriage; fires arrows of four- to five-foot length.

Battering Ram: Long (10-foot minimum), heavy log with end shod in metal. The log is supported by chains gripped by each man wielding the weapon. Exclusively used to attack a fortification.

Bore: Long, heavy log supported by a cradle and housed within a vehicle. At the end is a sort of corkscrew used to drill into fortification gates.

Catapult: Large wooden framework with a “spoon” affixed with tension ropes. The spoon is loaded with shot that is fired when the tension ropes are released.

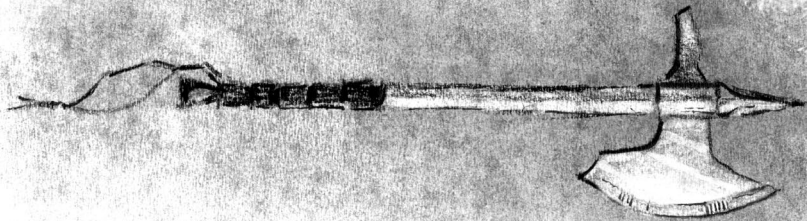
Trebuchet: Large wooden frame that features a wooden bar with sling affixed to one end. Using seesaw momentum, the shot is fired at a high trajectory.

COOPERATIVE GAMING

Role-playing games are cooperative efforts in which the participants include one referee (or game master), who creates and/or organizes the game's materials, enforces its rules and procedures, and arbitrates what is unclear. The other participants, the game's players, control the (attempted) actions of their player characters in a sort of "theatre of the imagination". The rules of *AS&SH* help govern many possibilities. The referee is burdened with the task of balancing it all: creating the environment, adventure, and campaign milieu; imparting present tense events (e.g., "You see baleful eyes staring at you from the darkness of the bush..."); pacing the flow of the game's events in an exciting, up-tempo manner (and likewise slowing it down when necessary); and applying the rules to maintain control and consistency.

Notwithstanding, the very openness of imaginative pen-and-paper role-playing games oft necessitates improvised or arbitrary rulings by the referee. Ideally these are rendered with a sense of logic, fairness, and reason that strives to conform to the basic framework of the game's rules. The referee must judge his game with even-handedness and consistency; to do anything less may result in an unsatisfactory player experience and possibly the failure of the game. Likewise, the players must understand that the referee works diligently to create, manage, and build campaign milieus that are enjoyable for all participants. This may entail making rulings that appear to be misinterpretations or misapplications; furthermore, some rulings might be deemed "unfair" or even "unrealistic" to the players. When such opinions surface, and a player feels compelled to address them, disagreements should be handled diplomatically. A tasteful method is to not debate or argue with one's referee in the midst of game play or to "put him on the spot"; rather, discussing the issue after the gaming session or before the next one may be preferable.

Cooperation amongst all the game's participants should be striven for at all times; players should avoid arguing with one another. For example, if one player is bending a rule, failing to follow a rule, or conveniently ignoring a rule, his fellow players should respectfully inform him of the potential oversight, not blurt it out to the referee in the midst of play. *Astonishing Swordsmen & Sorcerers of Hyperborea* is intended to be a challenging and evocative role-playing game for all its participants. The primary goal, fellow gaming enthusiasts, is to have fun gaming with friends and/or family.



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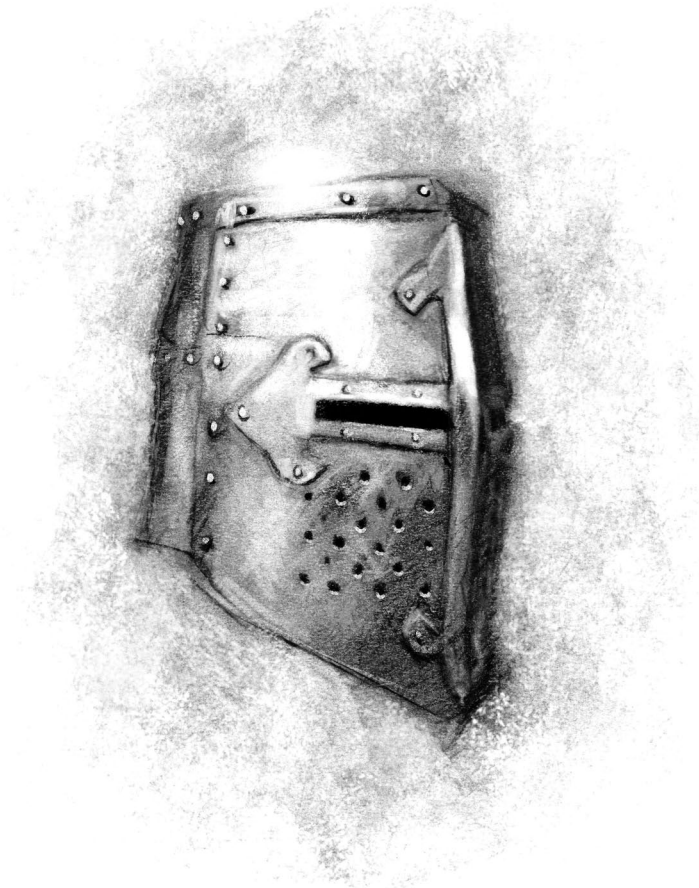
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