

**SCIOMANCER (Magician):** In far-flung Hyperborea, the Black Gulf surrounds and suffuses the whole of the realm. Some esoteric sorcerers have learnt to tap its potential, attuning themselves to its cosmic currents to divine the future, reveal the unseen, weave glamours, and even wield its dark force as a weapon. These enigmatic magicians are known as *sciomancers* (or “shadowcasters”), the most puissant of whom can transit the interstices betwixt dimensions.

**Attribute Requirements:** Dexterity 9, 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

**Saving Throw Modifiers:** Transformation +2, Sorcery +2

### Sciomancer (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

### **Sciomancer (Magician) Class Abilities:**

*Hide:* In shadowy light, a sciomancer can *hide* as a thief of equal level (see VOL. I, p. 23:

TABLE 11). Only the slightest movement is permissible (e.g., unsheathing a blade, opening a pouch). *Hiding* is impossible in direct sunlight, or if the sciomancer is actively observed.

*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.

*Read Scrolls:* To decipher and invoke spells on sciomancer scrolls (see VOL. II, p. 139: SPELLS, *spell casting*).

*Scribe Scrolls:* To write from one to five known spells 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.

*Shadow Affinity / Light Vulnerability:* The sciomancer's abilities fluctuate with light conditions. In areas of bright light, the sciomancer suffers a -1 penalty to attack rolls and saving throws, and his opponents gain +1 bonuses to saving throws versus his spells. In dim, shadowy light, the sciomancer gains a +1 bonus to attack rolls and saving throws, and his opponents save at -1. No bonuses or penalties are realized in complete darkness. When the sciomancer achieves 7<sup>th</sup> level, these modifiers increase to +2 / -2.

*Sorcery:* A sciomancer casts spells that he memorizes from an arcane tome. He begins his career with a spell book that contains three level 1 spells, drawn from the SCIOMANCER SPELL LIST (q.v.). Through personal research, sciomancers develop one new spell at each level gain; this spell is learnt automatically, with no need of a qualification roll. To learn a spell outside of level training, refer to VOL. II, p. 136: SPELLS, *acquiring new spells*.

Sciomancers of high intelligence cast a greater number of spells per day (see VOL. I, p. 8: ATTRIBUTES, *intelligence*).

*Alchemy:* When a sciomancer reaches 7<sup>th</sup> level, he may begin to concoct potions with the assistance of an alchemist (see VOL. III, p. 226: ADVENTURE, *hirelings*). By 11<sup>th</sup> level, the sciomancer may engage in this activity on his own. More information on brewing potions is available for the referee in VOL. V.

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

★ **12 longbowmen** (*studded armour, longbows, short swords*)

★ **12 light crossbowmen** (*chain mail, small shields, light crossbows, long spears, short swords*)

★ **12 halberdiers / pikemen** (*splint armour, halberds or pikes, hand axes*)

Attracted units include one officer, a 2<sup>nd</sup>-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 50 gp for the officer. Common inhabitants of the sciomancer's domain will provide 5 sp in taxes per person per month. Once control and reputation have been established, the sciomancer also will attract 1d3 apprentice sciomancers (0<sup>th</sup>-level), who will petition him for learning.

## Sciomancer (Magician) Spell List

SCIOMANCER SPELLS			
	Level 1	Level 2	Level 3
1	<b>Breathlessness</b>	Alter Self	Blink
2	Chill Touch	Augury	Clairaudience
3	<b>Dampen Light</b>	Blur	Death Masque
4	Darkness	<b>Body Equilibrium</b>	Dimension Door
5	Decipher Language	Cause Blindness	Dispel Magic
6	Detect Magic	Cold Resistance	Hold Person
7	Disguise Self	Continuous Darkness	Invisibility Hemisphere
8	Feather Fall	<i>Detect Evil</i>	Phantasm
9	Identify	Detect Illusion	<i>Protection from Evil, 15' r.</i>
10	Message	Detect Invisibility	<b>Ray of Darkness</b>
11	Omen	Detect Silence	Rope Trick
12	Pass without Trace	Extra-dimensional Pocket	Secret Page
13	Phantasmal Armour	Hypnotism	Sepia Snake Sigil
14	<i>Protection from Evil</i>	Invisibility	<b>Shadow Blade</b>
15	Reflexion	Levitate	Silence
16	Scare	Locate Object	Slow
17	Shove	Mirror Image	Spawn Shadow Monsters
18	Sleep	Obscure	Speak with Dead
19	Sorcerer Mark	Perceive Heartbeat	<i>Tongues</i>
20	Unseen Servant	Phantasmal Wind	Wraithshape
21	Ventriloquism	Phantom Steed	
22	Wall of Shadow	Shadow Sending	
23	Write Spell	Ultraviolet Vision	
24	Wyvern Warden	Whispering Wind	

	Level 4	Level 5	Level 6
1	<b>Black Lightning</b>	Contact Otherworldly Being	Extend Spell III
2	Enervation	Demi-Shadow Sorcery	<i>Find the Path</i>
3	Extend Spell I	<i>Dismissal</i>	Geas
4	Faithful Hound	Extend Spell II	Legend Lore
5	Fear	Minor Creation	Major Creation
6	Fly	Passwall	Plane Shift
7	Meld into Stone	Phantasmal Killer	Project Image
8	Non-Detection	Secret Chest	Repulsion
9	<i>Remove Curse</i>	Spawn Shades	See
10	Shadow Conjuraction	<b>Summon Night-gaunt</b>	<b>Sensory Deprivation</b>
11	Shadow Sorcery	Telekinesis	Summon Invisible Stalker
12	Shroud of Fear	Teleport	True Seeing
13	Sorcerer Eye		
14	Spawn Demi-Shadow Monsters		
15	Strangle		
16	Vampiric Touch		

*N.B.: Italicized spells have reverse forms; boldfaced spells are new.*

## SCIOMANCER SPELLS

### **Black Lightning**

*Level:* sci 4 | *Range:* 10 feet | *Duration:* 1 round per CA level

Ribbons of blue-limned black electricity spring from the fingertips of the caster, fanning out in a 120° horizontal arc. Any creature struck suffers 1d4 hp damage and must make a *death* saving throw or be *stunned* (see VOL. III, p. 241: COMBAT, *attack modifiers*). The sorcerer can continue playing the *black lightning* over the same victim(s) for 1 round per CA level, or he can walk at half speed to select new targets until the duration elapses. If he opts to cast another spell or take some other action, then this spell will end.

### **Body Equilibrium**

*Level:* sci 2 | *Range:* 0 | *Duration:* 3 rounds per CA level

By infusing his body with shadowstuff, the sorcerer alters his mass to conform to the surface upon which he stands. At half his normal movement rate he can cross mud, tar, quicksand, ice, or calm water without breaking the surface. Though the caster could not cross an open chasm, for instance, any falling damage he sustains is halved whilst this spell is in effect.

### **Breathlessness**

*Level:* sci 1 | *Range:* 0 | *Duration:* 6 rounds (1 minute) per CA level

The sorcerer does not require air for the spell's duration. He can function underwater or in airless space. Standard rules for asphyxia apply after the spell ends (see VOL. III, p. 263: SPECIAL DAMAGE, *asphyxia*).

### **Dampen Light**

*Level:* sci 1 | *Range:* 0 | *Duration:* 1 turn per CA level

Dims all illumination around the sorcerer within a radius of 10 feet per CA level. The area of effect moves with the sorcerer. Light sources both mundane and magical have their radiuses halved. Thieves et al attempting to *hide* in this region of muted luminance gain a +1 bonus to their chance-in-twelve.

### **Ray of Darkness**

*Level:* sci 3 | *Range:* 30 feet | *Duration:* 1 round per CA level

A serpentine ray of shadowstuff flows from the sorcerer's outstretched hand to a single target, who is allowed a *sorcery* saving throw to avoid its effects; the saving throw is modified by *defence adjustment* (see VOL. I, p. 7: ATTRIBUTES, *dexterity*), if applicable. If the target is struck, the bone-chilling cold of the Black Gulf inflicts 1d10 hp damage and saps him of 4 strength points (cf. *ray of enfeeblement*). Further, the victim also must make a *death* saving throw or be *stunned* (see VOL. III, p. 241: COMBAT, *attack modifiers*).

## Sensory Deprivation

*Level:* sci 6 | *Range:* touch | *Duration:* special

Banishes a man or quasi-man to a nothingspace, a dark and silent void where he perpetually is tormented by his fears and regrets. There the victim remains until he makes a successful *sorcery* saving throw; the saving throw is modified by *willpower adjustment* (see VOL. I, p. 9: ATTRIBUTES, *wisdom*), if applicable. Evil victims save at -1, and Good victims at +1 (paladins at +2). The saving throw attempt may be repeated at increasingly longer intervals until successful, or until the spell's maximum duration of 13 years elapses, but the more time spent in the void, the greater the chance of *madness* upon escape (see VOL. III, p. 264: SPECIAL DAMAGE, *madness*).

Interval	Chance of Madness
6 rounds (1 minute)	—
2 turns (20 minutes)	1:6
4 hours	2:6
2 days	3:6
1 month	4:6
1 year	5:6
1 Hyperborean cycle (13 years)	automatic

## Shadow Blade

*Level:* sci 3 | *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 *shadow blade* in the shape of a scimitar springs from the bladeless hilt. The *shadow blade* is utterly black and limned in crackling electricity, with star-like points of light visible along its length. It may be wielded as though it were a magical scimitar, whether or not the sorcerer is skilled with such a weapon; i.e., no unskilled weapon attack penalty applies.

The *shadow blade* functions at a +2 bonus to attack rolls and delivers 1d8+2 hp damage (1d10+2 hp if held in two hands). On a natural 20 attack roll, the target must make an *avoidance* saving throw or lose an extremity. For humanoids, roll a d8 to determine the effect: 1-4 = hand removed; 5-6 = arm removed at elbow; 7 = leg removed at knee; 8 = head removed. For non-humanoid targets, the referee should devise similar probabilities, which might include tails, tentacles, and so forth; note that limb removal is not applicable versus some creatures (e.g., **elementals**, **green slimes**, **grey oozes**). Obviously, most decapitated victims are killed outright; otherwise, limb removal causes an additional 2d10 hp damage.

## Summon Night-gaunt

*Level:* sci 5 | *Range:* 10 feet | *Duration:* 6 rounds (1 minute)

Sorcery calls **1d2 night-gaunts** from the Black Gulf to the caster's location. The monsters will arrive 1 round after the spell is cast and will defend the caster for 6 rounds, after which, dead or alive, they will disappear. The monsters will attack the caster's enemies as directed; if no enemies are present, then they may perform other simple tasks as the sorcerer commands.

**GLOOMHAUNTER (Thief):** Some aspiring assassins take the path of the *gloomhaunter*, a cult that some purport to have first risen in the back alleys of Port Zangerios, the “City of Masks”; others suggest its genesis in distant Lemuria. Regardless, cults of gloomhaunters have since expanded to Fazzuum, Khromarium, Yithorium, and perhaps elsewhere. Most gloomhaunters pay homage to and derive their mystical powers from dæmons, ghosts, and ancestral spirits; others are believed to be gifted by Raven, the god of trickery. The gloomhaunter possesses the skills of the assassin, as well as some remarkable sorcerous abilities.

**Attribute Requirements:** Strength 9, Dexterity 12, Intelligence 12, Wisdom 12

**Prime Attributes:** Dexterity, Intelligence

**Hit Die Type:** d6

**Alignment:** Any, save Good

**Armour Allowed:** Light

**Shields Allowed:** Small

**Favoured Weapons:** Axe (hand), blowgun, bow (short), club (light), crossbow (light), dagger, dart, flail (horseman’s), garrotte, hammer (horseman’s), hooked throwing knife, mace (horseman’s), pick (horseman’s), sling, sword (short, falcata, long, broad)

**Saving Throw Modifiers:** Avoidance +2, Sorcery +2

### Gloomhaunter (Thief)

Level	Experience Points	Hit Dice	Fighting Ability	Casting Ability	Spell Levels		
					1	2	3
1	0–2,999	1d6	1	1	1	—	—
2	3,000–5,999	2d6	1	2	1	—	—
3	6,000–11,999	3d6	2	3	1	1	—
4	12,000–23,999	4d6	3	4	1	1	—
5	24,000–47,999	5d6	3	5	1	1	1
6	48,000–95,999	6d6	4	6	1	1	1
7	96,000–191,999	7d6	5	7	2	1	1
8	192,000–383,999	8d6	5	8	2	2	1
9	384,000–575,999	9d6	6	9	2	2	2
10	576,000–767,999	9d6+2	7	10	3	2	2
11	768,000–959,999	9d6+4	7	11	3	3	2
12	960,000+	9d6+6	8	12	3	3	3

### **Gloomhaunter (Thief) Class Abilities:**

*Agile:* +1 AC bonus when unarmoured and unencumbered (small shield allowed).

*Ambusher:* When alone or with others of like ability, the gloomhaunter's base surprise chance increases by one (+1) on a d6 roll.

*Assassinate (Backstab):* To *backstab* (cf. the thief ability) using a class 1 or 2 melee weapon with which the gloomhaunter is skilled (see VOL. I, p. 116: TABLE 48). This ability is ineffective if the target lacks vital organs (e.g., **skeleton, zombie**) or a discernible "back" (e.g., **green slime, purple worm**). The target must be unaware of the attack, which may be the result of *hiding* or *moving silently*. The attack roll is made at a +4 bonus. Unlike the thief, the gloomhaunter also can 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 variant is a snipe attack.

- ★ Upon a successful hit, a second d20 is rolled to determine the chance of automatic death (see VOL. I, p. 83: TABLE 33); the referee might adjust the probability based on existing circumstances.
- ★ If the second d20 roll is successful, then the target must make a *death* saving throw or die; no save is allowed if the initial d20 attack roll was a natural 19 or 20.
- ★ Even if the *assassinate* attempt fails, termination still may result; e.g., if the gloomhaunter uses an envenomed blade, a *death* (poison) save must be made.
- ★ Normal *backstab* damage rules apply if the result is a hit but not an automatic kill; i.e., roll additional damage dice according to level of experience (1<sup>st</sup> to 4<sup>th</sup> levels = ×2; 5<sup>th</sup> to 8<sup>th</sup> levels = ×3; 9<sup>th</sup> to 12<sup>th</sup> levels = ×4), and then apply modifiers (strength, sorcery, etc.).
- ★ If an *assassinate* attempt is made against an assassin or a gloomhaunter of higher level, then the chance-in-twenty of success is reduced by one for every level of difference.

*Controlled Fall:* To retard descent of precipitous drops. For every level of experience, the gloomhaunter (if unencumbered) can fall 10 feet and sustain no damage, so long as a wall or other stable surface is within five-foot reach throughout the descent. For falls beyond the gloomhaunter's limit, normal rules are in force starting at the point at which the *controlled fall* no longer applies; e.g., a 5<sup>th</sup>-level gloomhaunter plummets down a 90-foot pit and so sustains 4d6 hp damage (see VOL. III, p. 263: DAMAGE, *falling damage*).

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

*Disguise:* To fashion a facade that simulates a particular social class, possibly making one appear a few inches taller or shorter and/or several pounds heavier or thinner (cf. the *disguise self* spell). The gloomhaunter also can appear as the opposite sex. This ruse may be accomplished through a combination of appropriate properties and apparel—and perhaps even subtle sorcery. 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.

*Magic Item Use:* Can utilize magic items normally restricted to magicians, except spell scrolls (see *read scrolls* ability).

*Poison Use:* The employment of toxins to kill, murder, assassinate. Some assassins' guilds have in-house alchemists who concoct poisons and toxins potentially available for purchase (see VOL. III, p. 265: SPECIAL DAMAGE, *poison*). Gloomhaunters also learn to extract venom sacs from snakes, spiders, giant insects, and the like, should the opportunity present and appropriate containers be available.

*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.

*Read Scrolls:* To decipher and invoke spells on sciomancer scrolls (see VOL. II, p. 139: SPELLS, *spell casting*).

*Scribe Scrolls:* To write from one to five known spells 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 gloomhaunter casts spells that he memorizes from an arcane tome. He begins his career with a spell book that contains one level 1 spell, drawn from the SCIOMANCER SPELL LIST. Through personal research, a gloomhaunter develops a new spell at 3<sup>rd</sup>, 5<sup>th</sup>, 7<sup>th</sup>, 8<sup>th</sup>, 9<sup>th</sup>, 10<sup>th</sup>, 11<sup>th</sup>, and 12<sup>th</sup> levels; each is learnt automatically, with no need of a qualification roll. To learn a spell outside of level training, refer to VOL. II, p. 136: SPELLS, *acquiring new spells*. Gloomhaunters of high intelligence cast a greater number of spells per day (see VOL. I, p. 8: ATTRIBUTES, *intelligence*).

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

★ **10 shortbowmen** (*studded armour, short bows, short swords*)

★ **10 light crossbowmen** (*chain mail, small shields, light crossbows, long spears, short swords*)

★ **10 halberdiers / pikemen** (*splint armour, halberds or pikes, hand axes*)

Attracted units include one officer, a 2<sup>nd</sup>-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 50 gp for the officer. Common inhabitants of the gloomhaunter's domain will provide 5 sp in taxes per person per month. Once control and reputation have been established, the gloomhaunter also will attract 1d2 apprentice gloomhaunters (0<sup>th</sup>-level), who will petition him for learning. *N.B.:* If the gloomhaunter's headquarters are established in the vicinity of an assassins' guild (or a thieves' guild that also maintains an assassins' division), and the gloomhaunter is not paying 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 improve as the gloomhaunter advances in levels of experience. By 12<sup>th</sup> level, the gloomhaunter has achieved his full potential in these abilities (see VOL. I, p. 23: TABLE 11).

*Climb:* To ascend or descend sheer cliffs or walls without need of climbing gear. If vertical, the surface must be rough or cracked. At least one check must be made per 100 feet of climbing. Failure indicates the climber has slipped and fallen at about the midpoint of the check (see VOL. III, p. 263: 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.

*Hide:* To vanish into shadows, camouflage oneself, or flatten one's body to a seemingly impossible degree—all whilst remaining still as a statue. Only the slightest movement is permissible (e.g., unsheathing a blade, opening a pouch). *Hiding* is impossible in direct sunlight, or if the gloomhaunter 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 gloomhaunter'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 gloomhaunter cannot try again until he has gained a level of experience. Most locks require 1d4 minutes to pick; complex locks might necessitate 3d6 minutes.