

Chivalry and™ Sorcery



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16 Of Magick & Magicians

Magick finds a natural place in a fantasy role playing game. The swords and sorcery tradition finds its origins deep in past myth and legend; so it is only fitting that an FRP game attempt to bring magical elements into the action.

However, what is Magick, and what do Magicians really do? This is no simple matter to be quickly disposed of before getting on with the action. When Magick and Mages were first introduced into FRP, and even now, they were regarded by many game designers and players as a means of introducing high technology armaments into a situation in which swords, claws, and fangs are the usual means of convincing unwilling opponents to depart for the next Plane of Existence. Magic in such games is a quick, easy way of blasting, burning, stunning, and otherwise disposing of problems which cannot be easily solved by the application of mere wit and superior tactics.

This is not Magick in any traditional or authentic sense.

Magick is a kind of knowledge - a knowledge from a pre-scientific age shrouded in superstition and ignorance about the real nature and operation of the world. Yet, for all its imprecision, mysticism, and occasional plain silliness, Magick was a form of knowledge. From its Alchemists came the foundations of modern chemistry. From its herbal lore arose modern pharmaceuticals. Thus, we have tended to regard Magick in *Chivalry & Sorcery* as an analogue of modern science - a form of parallel explanation of why things are as they are. Magical effects have a rational foundation and duplicate many effects which could be achieved by the application of scientific and technological knowledge today. This removes the game applications of Magick from mere arbitrary notions and fixes them in the real world we do know something about.

If Magick is a form of knowledge, then the Magician should be seen as a seeker after knowledge. He is not a mere weapons technologist, as presented in some FRP games. He will not serve gold or power hungry individuals. Nor will he act as a heavily armed magical escort for glory-seeking adventurers simply because they need a compact magical S.W.A.T. team to take care of the really dangerous foes. He has little interest in gaining possession of the magical devices of other Mages, because he can produce his own. His sole passion is to learn all of the secrets of the Arcane Arts - the very secrets of the universe as he sees it. He is curious. He has to know the Truth! That Truth will most certainly give him great Powers, but it is in the knowing, not the exercise of Power, that the Magician finds his fulfillment.

The Arcane Arts are essentially an intellectual activity, requiring long weeks and sometimes even years of careful research into complex and sometimes dangerous matters. No self-respecting Magician of real Power will risk his precious skin or sacrifice valuable time better spent on important work just to go on an adventure. He will go adventuring, but only because he knows that there is some valuable secret at the end of his struggles, a secret to be learned so that his knowledge and Power will be further enhanced.

The C&S Magician is a combination philosopher-sage-research scientist. He acquires his experience by mastering the Arcane Arts, by practicing Magick and not by performing S.W.A.T. functions. No valuable experience awards exist for adventuring or slaying enemies, acquiring treasure, or gaining glory. The Magician gains worthwhile experience by learning new spells, enchanting magical items, etc. - the activities properly associated with his vocation. Magick is not a crowbar to crudely lever the opposition out of the way. It is a pursuit for its own sake. The many devices and potions and scrolls a Magician might produce are by-products of his lifelong devotion to learning. A wand or ring is a Focus which enhances his Powers and reduces personal risk. A protective amulet shields him from the malice of others, for he cannot devote all his time to self-defense training. A potion is a time-saving aid or a means of easily creating a needed effect, as are most of the items he enchants. But weapons? Only if they are needed as such.

This does not rule out the excitement of an adventure. Only the Magician has some deep motive for going. He stands to learn something new or is attempting to forestall some terrible disaster. He doesn't go for ordinary reasons; for he is not an ordinary man. This, then, is the mental set of the Magician. His Art alone interests him. Mere riches and worldly power are trash to be valued only by low-grade Mages who lose sight of their true destinies. When danger does threaten, he depends on the lesser breeds to put their swords and bodies between him and the foe. If they fail, he may unleash his Powers. But though FireBalls are spectacular, they lack the finesse and style of a subtle Illusion that destroys an enemy with his own fears and insecurities. And that is the quintessence of what it means to be a Magician: application of just ex-

actly the right amount of minimal force possible to achieve the maximum effects.

16.01 THE RULE OF THE EXPERT

C&S Magicians should be the classy, knowledgeable types that they are. This means that a Player of a C&S Mage should become an expert in his field. Each spell he knows should be just that - known. No looking up spells in the rule book should be allowed when a decision has to be made in the field. The Mage either knows his business or he doesn't. That is the Rule of the Expert, and the rules will be consulted after the Mage makes his decision. This encourages proper role playing, not the often boring game analysis approach of the player who weighs all the odds on the dice - sometimes for long minutes - before committing himself. C&S Magick should be a prestige activity, demanding the best a Player has to offer. If he fails to learn his craft, his Character's fate could be little better than that of the infamous Sorcerer's Apprentice!

16.02 CHARACTER ORIGINS & MAGICK MODE

Magicians are born as well as made. Ideally, a Mage should be a Gemini, Virgo, or Scorpio with well-aspected Birth Omens. The Stars will favor whatever branch of Magick they choose to practice. All other PCs who desire a career in Magick must roll 1D100 and consult the following table to see which Mode of Magick will be open to them:

SOCIAL CLASS	NATURAL MAGICK	MINOR ARCANE	MAJOR ARCANE	MYSTIC
Serf01-75	76-90	91-95	96-00
Yeoman01-60	61-80	81-95	96-00
Townsmen01-35	36-50	51-85	86-00
Guildsman01-20	21-40	41-80	81-00
Nobleman01-30	31-50	51-90	91-00

All PCs can roll for Primitive Talent Powers. If 01-05 results on 1D100, the PC has natural magical capabilities which are quite independent of the learning of any spells or the following of a magical vocation as such. If a Birth was well-aspected, this chance is doubled to 10%.

The choice of a Magick Mode may also be restricted by the Character Race:

Wood Elves are always Primitive Talents, while High Elves are Primitive Talents and Enchanters.

Dwarves will be Artificer Goldsmiths, Weaponsmiths, or Mechanicians, if they are any type of Mage at all.

Goblins can be Natural Mages but are limited to Level V spells at best.

Giants can be Conjurers but are limited to Level VI spells at best.

Trolls, Lycanthropes, and Vampires will not practice Magick as such, but may have certain magical capabilities associated with them or may be Primitive Talents.

16.03 THE SECOND REQUISITE OF MAGICAL POWER

While Intelligence is the Prime Requisite of most importance to a Mage's ability to learn and remember spells, read/write, etc., a Second Requisite determines just how well a Character does initially in a particular Mode and Class of Magick:

CLASS OF MAGICIAN	MODE OF MAGICK	SECOND REQUISITE
Primitive TalentNatural Magick	Dexterity
Drug TranceNatural Magick	Constitution
Dance/ChantNatural Magick	Bardic Voice
ShamanNatural Magick	Charisma
MediumNatural Magick	Wisdom
AlchemistMinor Arcane	Dexterity
Goldsmith ArtificerMinor Arcane	Dexterity
Weaponsmith ArtificerMinor Arcane	Dexterity
DivinerMinor Arcane	Wisdom
Hex MasterMinor Arcane	Charisma
EnchanterMajor Arcane	Bardic Voice
ConjurerMajor Arcane	Dexterity
ThaumaturgistMajor Arcane	Charisma
NecromancerMajor Arcane	Wisdom
Power WordMystic	Bardic Voice
Cabbala/SymbolistMystic	Intelligence
Sacred SquareMystic	Wisdom

The Second Requisite is averaged with the Intelligence CPRS of the PC to find the Second Requisite value. When the Player has chosen the Class of Magician his Character will be, compute this Second Requisite value and consult the following table to determine the Second Requisite Factor used in computing the initial Personal Magick Factor (PMF):

SECOND REQUISITE VALUE	SECOND REQUISITE FACTOR	SECOND REQUISITE VALUE	SECOND REQUISITE FACTOR
04-07	0	21	9.0
08-09	1.0	22	10
10-11	1.5	23	11
12	2.0	24	12
13	2.5	25	13
14	3.0	26	14
15	3.5	27	15
16	4.0	28	16
17	5.0	29	17
18	6.0	30	18
19	7.0	31	19
20	8.0	32+	20



16.04 MAGICK LEVEL (MKL)

The Magick Level (abbreviated MKL) is a measure of the Power of a Magician. There are 22 Magick Levels in total. Each Magick Level corresponds to about 50,000 experience points.

The Magick Level is used to determine spell strength, range, and duration. It also determines the rate at which spells can be learned or Enchantments can be performed.

16.05 PERSONAL MAGICK FACTOR (PMF)

The Personal Magick Factor (PMF) is the same to the practice of Magick as the Personal Combat Factor (PCF) is to proficiency in combat. The PMF is a measure of a Magician's Power. It is found by substituting in the following formula:

$PMF = 0.1 (\text{Astrological Factor} + \text{Ferocity CPRS}) + \text{Second Requisite Factor}.$

For example, a PC becomes an Alchemist. He has IQ/19 and DEX/20, for an average Second Requisite Value of $19.5 = 20$ (round to nearest whole number). This gives a Second Requisite Factor of 8.0. He is a well aspected Virgo, with an Astrological Factor of +25. His Ferocity CPRS is FER/15. Thus his $PMF = 0.1 (25 + 15) + 8 = 12$. Partial PMF scores are always rounded to the higher whole number; as in $10.4 = PMF/11$.

High Elves are always assumed to have an Astrological Factor of +25 when computing the PMF.

The following table presents the degree of Magical Power measured by the Personal Magick Factor:

PMF	SPELL		BASIC MAGICK MISSILES		BASIC MAGICK MATERIALS	
	DURATION	RANGE (in feet)	EDF	MAX.VOL.	EDF	MAX.VOL.
01-03	1T x MKL	10 x MKL	x1	x1 Vol.	x1	x1 Vol.
04-06	1T x MKL	15 x MKL	x1	x1 Vol.	x1	x2 Vol.
07-09	2T x MKL	20 x MKL	x2	x1 Vol.	x1	x3 Vol.
10-12	3T x MKL	25 x MKL	x2	x1 Vol.	x1	x4 Vol.
13-15	3T x MKL	30 x MKL	x2	x2 Vol.	x1	x5 Vol.
16-18	3T x MKL	35 x MKL	x2	x2 Vol.	x1	x6 Vol.
19-21	4T x MKL	40 x MKL	x3	x2 Vol.	x1	x7 Vol.
22-24	4T x MKL	45 x MKL	x3	x2 Vol.	x1	x8 Vol.
25-27	4T x MKL	50 x MKL	x3	x3 Vol.	x1	x9 Vol.
28-30	4T x MKL	55 x MKL	x3	x3 Vol.	x1	x10 Vol.
31-33	5T x MKL	60 x MKL	x3	x3 Vol.	x1	x12 Vol.
34-36	5T x MKL	65 x MKL	x3	x3 Vol.	x1	x14 Vol.
37-39	5T x MKL	70 x MKL	x4	x3 Vol.	x1	x16 Vol.
40-42	6T x MKL	75 x MKL	x4	x3 Vol.	x2	x18 Vol.
43-45	6T x MKL	80 x MKL	x4	x4 Vol.	x2	x20 Vol.
46-48	7T x MKL	85 x MKL	x5	x4 Vol.	x2	x25 Vol.
49-51	8T x MKL	90 x MKL	x5	x4 Vol.	x2	x30 Vol.
52-54	9T x MKL	95 x MKL	x5	x4 Vol.	x2	x40 Vol.
55+	10T x MKL	100 x MKL	x5	x5 Vol.	x3	x50 Vol.

SPELL DURATION

The amount of time (maximum) that a particular spell can be made to endure, with T being the basic duration of the spell and MKL being the Magick Level of the caster.

SPELL RANGE

The maximum range possible with a spell, usually a Basic Magick Effect, although other spells may be ranged in a similar manner (some have different ranges, specific to the spell type). Basic Magick spells have their ranges computed by multiplying the distance by the MKL (Magick Level) of the caster, then dividing by the number of volumes of material being manipulated. A Mage with PMF/30, for example, can cast 1 vol. of Magick Missiles $55' \times MKL/1$; 2 volumes would be cast up to half that distance; and 3 volumes only up to 1/3 that distance.

BASIC MAGICK MISSILES

Special missiles formed of modes of Earth, Air, Fire, or Water, and which are cast at considerable velocity and force at a specific target. The EDF is the Effect Damage Factor for 1 volume of Magick Missiles. The total EDF is found by multiplying the EDF of a particular Magick Missile by the PMF Multiplier given. If more than one volume is cast, multiply the total EDF for 1 volume times the number of volumes cast. For instance, at PMF/30, the total EDF is x3 for 1 volume, and the Magician could cast a 3-volume Magick Missile, providing a total EDF of $3 \times 3 = 9 \times EDF$! The MAX. VOL. entry gives the size of the largest Missile.

BASIC MAGICK MATERIALS

When materials are created or otherwise manipulated by Basic Magick, but are not used as Magick Missiles, the number of volumes which can be controlled at one time is given in the MAX. VOL. entry. If the material happens to be of a damaging nature, as in the case of a WALL OF FIRE, the EDF entry indicates the amount of damage that will be taken by passing through 1 volume of the material. The damage is assessed for each volume of material one passes through in a given turn, and also if one simply remains in the same spot.

Increase in PMF levels is directly related to rises in Experience Levels, with +2 PMF gained per Experience Level gained.

16.06 BASIC MAGICK RESISTANCE (BMR)

In Physics, all objects have a basic inertia which causes them to resist any attempt to change their direction of motion or, if at rest, to move them at all. So also is it true in Magick. Everything has a Basic Magick Resistance (BMR), which measures the resistance to attempts by a Magician to change it in any way through the application of Magick.

The BMR of a spell or object is rated on an index of 0 to 10. BMR/0 means that there is little resistance to Magick, while BMR/10 indicates great resistance. A few items will be rated E for Enchanted, meaning that they are completely open to manipulation.

All spells are rated for their BMR, reflecting both the difficulty of learning/mastery of the spell and also the resistance to objects and creatures affected by the magical effects created by a given spell. Spells of high BMR are usually spells of great Power as a result.

A large list of materials commonly used in magical enchantments is given in 12.19-12.27, complete with BMR values. Before they can be made to take a permanent spell or can be fashioned into Magical Devices, such materials must be reduced to E or Enchanted BMR levels.

16.07 ENCHANTMENT

Enchantment is the process of reducing the Basic Magick Resistance of materials. In **C&S**, Enchantment is a function of time produced by the BMR of the materials involved, the Magick Level (MKL) of the Magician performing the Enchantment, the Astrological Bonus enjoyed

by the Magician, and the degree of Enhancement which the Magician enjoys. The following table presents the time required for Enchantments (in days) for a Magician at the indicated Magick Levels (MKL), if he has fully Enhanced his Powers by Meditation, Fasting, and religious Rites.

BMR OF SPELL OR MATERIAL	TIME REQUIRED FOR ENCHANTMENT (IN DAYS) =										
	MAGICK LEVEL (MKL) OF MAGICIAN ATTEMPTING ENCHANTMENT										
	1	2	3	4	5	6	7	8	9	10	11
BMR/0	156	55	40	30	27	23	20	14	12	11	10
BMR/1	193	75	54	41	36	32	27	21	18	16	15
BMR/2	233	97	69	52	45	40	35	27	24	22	20
BMR/3	275	120	85	64	55	49	43	34	31	28	26
BMR/4	323	154	102	77	65	58	51	41	38	34	32
BMR/5	374	179	120	90	76	68	60	49	45	40	38
BMR/6	439	204	138	104	87	78	69	57	52	47	44
BMR/7	489	230	156	118	98	88	78	65	60	54	51
BMR/8	554	258	175	132	109	98	87	74	68	61	58
BMR/9	624	288	195	147	121	107	96	83	76	68	65
BMR/10	699	320	217	163	133	116	105	92	84	75	72
BMR	12	13	14	15	16	17	18	19	20	21	22
BMR/0	8	7	6	5	5	5	5	4	3	2	2
BMR/1	14	13	11	10	9	8	8	7	6	4	4
BMR/2	19	18	15	14	13	12	11	10	9	7	6
BMR/3	25	23	20	19	17	16	15	14	12	10	8
BMR/4	31	28	25	24	22	20	19	18	15	13	10
BMR/5	37	33	30	29	27	25	23	22	18	16	13
BMR/6	43	39	35	34	32	30	27	26	21	19	16
BMR/7	49	45	40	39	37	35	32	30	25	23	19
BMR/8	55	51	45	44	42	40	37	35	29	27	22
BMR/9	61	57	50	49	47	45	42	40	33	31	26
BMR/10	68	63	56	55	52	50	47	45	37	35	30

Rates of Enchantment are given for Astrological Bonus/+0%. Magicians with other Astrological Bonus Ratings adjust the time required for enchantments by the following rates:

Astrological Bonus	-05%	=	Time	x	1.10
Astrological Bonus	+05%	=	Time	x	0.96
Astrological Bonus	+10%	=	Time	x	0.93
Astrological Bonus	+15%	=	Time	x	0.90
Astrological Bonus	+25%	=	Time	x	0.85

Enchantments are rated at 100% chance of success. If Players wish to gamble, they can reduce the time required by -1% at a cost of -1½% to success chances, requiring a dice roll (1D100) at the end of the enchantment period. A maximum 35% reduction in time is possible.

For example, a Magician at MKL/5 and with Astrological Bonus/+0% requires 87 days to Enchant a BMR/6 item. However, he wishes to reduce the time to 74% of normal (64 days). This reduces his chances of success by $26 \times 1\frac{1}{2} = -38\%$. Thus he must roll 62 or under on

1D100 to be successful. A failure adds a time factor equal to that which the Mage stood to gain. In this instance, a failure would require $1.38 \times 87 = 120$ days to perform the Enchantment.

16.08 PARTIAL ENCHANTMENTS

A Mage does not have to fully Enchant an item in one continuous session. He may interrupt the process at any time.

For example, our Magician at MKL/5 and with Astrological Bonus/+0% would require 87 days to Enchant a BMR/6 item. But suppose that he had other matters to attend to in a short while. He could reduce the BMR to BMR/5 in $87 - 76 = 11$ days, if he wished. He could also gamble on his chances of success to reduce that 11-day period.

16.09 LEARNING SPELLS

Spells are also rated for their BMR and are learned by using the same process described for Enchantments. Indeed, mastering a spell is a form of Enchantment.

The following table presents the chance for success which a Magician will have when casting a particular spell:

MKL	CURRENT BMR OF SPELL/CHANCE TO CAST SPELL SUCCESSFULLY												SPELL LEVEL
	E	0	1	2	3	4	5	6	7	8	9	10	
1	100	25	25	20	15	10	05	—	—	—	—	—	I
2	100	30	25	20	15	10	05	—	—	—	—	—	I
3	100	30	30	25	20	15	10	05	—	—	—	—	II
4	100	35	30	25	20	15	10	05	—	—	—	—	II
5	100	35	35	30	25	20	15	10	05	—	—	—	III
6	100	40	35	30	25	20	15	10	05	—	—	—	III
7	100	40	40	35	30	25	20	15	10	05	—	—	IV
8	100	45	40	35	30	25	20	15	10	05	—	—	IV
9	100	45	45	40	35	30	25	20	15	10	05	—	V
10	100	50	45	40	35	30	25	20	15	10	05	—	V
11	100	50	50	45	40	35	30	25	20	15	10	05	VI
12	100	55	50	45	40	35	30	25	20	15	10	05	VI
13	100	60	55	50	45	40	35	30	25	20	15	10	VII
14	100	60	60	55	50	45	40	35	30	25	20	15	VII
15	100	65	60	55	50	45	40	35	30	25	20	15	VIII
16	100	70	65	60	55	50	45	40	35	30	25	20	VIII
17	100	70	70	65	60	55	50	45	40	35	30	25	IX
18	100	75	70	65	60	55	50	45	40	35	30	25	IX
19	100	80	75	70	65	60	55	50	45	40	35	30	X
20	100	80	80	75	70	65	60	55	50	45	40	35	X
21	100	85	80	75	70	65	60	55	50	45	40	35	XI
22	100	90	85	80	75	70	65	60	55	50	45	40	XI

16.10 LEARNED SPELLS

Spells are considered to be fully learned when their BMRs are reduced to BMR/E levels and may be cast with 100% chance of the spell going off, so long as they are Remembered or Read correctly.

Learned spells at BMR/E also bring one of the following reductions in Fatigue Levels:

No Magick Aid: -10% from Fatigue Levels, plus -05% from Fatigue Levels per spell level the spell is above the Magician's casting level.

Magick Focus Used: -05% from Fatigue Levels, plus -05% from Fatigue Levels if the spell is above the Magician's casting level.

Own Book/Scroll Used: As for Magick Focus.

16.11 UNLEARNED SPELLS

Spells are considered unlearned when their BMR levels are above BMR/E. A Magician may cast an unlearned spell so long as he Remembers or Reads it correctly and attains the percentage required to successfully cast it.

Unlearned spells bring one of the following reductions in Fatigue Levels:

No Magick Aid: -20% from Fatigue Levels, plus -15% from Fatigue Levels per spell level the spell is above the Magician's casting level.

Magick Focus Used: -10% from Fatigue Levels, plus -10% from Fatigue Levels per spell level the spell is above the Magician's casting level.

16.12 SPELLS CAST THROUGH A DEVICE OF POWER

When casting spells through a Magical Device of Power, which is charged with its own magical forces, one of the following reductions in Fatigue Levels will occur:

Own Device of Power: -05% from Fatigue Levels.

Other's Device of Power: -10% from Fatigue Levels.

Non Magick-Users may cast a spell contained in a Magical Device of Power. If the IQ of the user is IQ/11+, he has a 10% chance plus 05% per IQ point of casting the spell, minus 05% x spell level. If the IQ of the user is under IQ/11, he has an 05% chance plus 05% per IQ point of casting the spell, minus 05% x spell level. The user is assumed to know the nature of the spell desired and also the way to cause it to be produced by the Device. Spells above casting level I carry a 10% chance per level (cumulative) of causing unconsciousness for 1-20 turns if the Non Magick User fails to make a Constitution CR equal to his CON CR - Spell Level.

16.13 ENCHANTING A MAGICAL DEVICE

A Magical Device is any object fashioned of fully enchanted materials (BMR/E) and containing one or more spells which are permanently retained in the object. In many cases, the spells in the device will be capable of self-recharge. If the user knows the nature of the spell contained in the device and has learned the secret of releasing it, he may cast the spell contained therein.

16.14 ENCHANTING MAGICAL MATERIALS

Before a Magical Device can work, the materials used in it must all be enchanted to BMR/E levels. The Basic Magic Resistance of all the common materials available for Enchantments can be found in 12.19-12.27.

A Magician may Enchant 0.5 dr. of materials or their equivalent for each Magick Level he attains (3 dr. per MKL for Weaponsmiths, and 5 dr. per MKL for Mechanicians).

A Magician may Enchant as many different materials as possible at the same time, so long as they are all at the same BMR and do not exceed his weight limits on Enchantments.

For example, a Conjuror at MKL/4 can Enchant 2 dr. of materials at a time. He has the following materials to Enchant:

OakBMR/4:	1.00	dr.
MuskBMR/2:	0.05	dr.
Wild Boar's BloodBMR/3:	0.10	dr.
Animal Skin (8" x 11")BMR/6:	0.60	dr.
Turtle ShellBMR/5:	0.10	dr.
FumitoryBMR/5:	0.05	dr.
Cornelian (1ct.)BMR/4:	0.05	dr.

The total weight of materials is 1.95 dr. The Magician could begin his Enchantment with the Animal Skin, at BMR/6. After 14 days (assuming he is at Astrological Bonus/+0%), he would have the Animal Skin reduced to BMR/5, whereupon he could add in the Turtle Shell and Fumitory at BMR/5. After 13 more days, these three materials would be reduced to BMR/4, and the Oak and Cornelian could be added, and so on. In effect, the Enchantment of all seven materials would require a total of 104 days, the time taken to reduce the BMR/6 Ani-

mal Skin to BMR/0. The final reduction to BMR/E and fully Enchanted status requires an additional $23 - 4 = 19$ days, so that the Magician will be finished after 123 days.

The amount of materials required for an Enchantment depends, in part, on the nature of the Device. However, the minimum amounts that must be available are equal to the AMOUNT entries in the Magick Materials Lists. It should be noted that some devices will use only a tiny portion of such materials, with the remainder considered unusable for some reason. A ring, for instance, might weigh only 0.05 dr. when finished, but 1 or 2 dr. of materials might have to be expended in the making.

16.15 SIMPLE MAGICAL DEVICES

A Simple Magical Device may contain one or more spells and have a limited number of charges which must be replaced by the Magician by casting spells into the discharged Device. In the case of potions, drugs, inks, poisons, brews, powders, and perfumes, the spell is discharged once per application. The number of applications or doses prepared in such instances is equal to the charges obtained. Once used, potions, drugs, etc., are consumed and cannot be recharged. Only Devices of a permanent nature can be recharged - like rings or wands.

To permanently contain a spell until it is to be cast, a Device must be fashioned from at least 7 different materials. Each material must be Enchanted to BMR/E. Such a Device will hold 1 spell of casting level I, with a number of charges equal to the MKL of the Magician plus 1D6. An additional material is required for each level the spell is above casting level I. Thus, a spell of casting level II would require 8 materials, casting level III requires 9 materials and so on.

If more than one spell is desired in the Devices, 3 different materials must be added to the number required for the highest spell contained in the Device for each additional spell type. Suppose three spells were to be put in the Device. The highest is a level IV spell, requiring 10 materials. An additional $2 \times 3 = 6$ materials are required for the other two spells, making a total of 16 different materials. Each of the spells will have a number of charges equal to the MKL of the Magician plus 1D6.

In all cases, 4 of the first 7 materials used must be appropriate to the peculiar nature and form of the Device:

METAL BASE	ring, amulet, weapon, armor
WOOD/BONE BASE	wand, staff, rod
SKIN/PARCHMENT BASE	scroll, book
LIQUID BASE	potion, drug, ink, poison, brew
ESSENCE/ORGANIC BASE	powder, perfume, poison

16.16 MAGICAL DEVICES OF POWER

Devices of Power require exceedingly careful enchantment. Such sensitive Enchantments can easily go wrong if the Magician is disturbed during the crucial portions of the Enchantment process.

First, the Magician should consult an Astrologer to discover the Astrological Sign under which the final Enchantments must be performed. If that Sign is already passed, the final touches to the Device cannot be made until it returns. The Sign of the Device is found by rolling 1D100 on the Astrological Table (see 4.01).

Second, once the favorable Sign of the Device has been determined, roll again in the OTHER column of the Astrological Table. This will determine how well or poorly aspected the final Enchantment of the Device will be:

-05% indicates that the final Enchantment must begin exactly on the first hour of the first day of the Sign. The Enchantment is completed on the last hour of the last day of the Sign. The Magician cannot be disturbed by anything except routine matters for the entire month, and he cannot engage in adventures or other distracting tasks without risk of the whole Enchantment failing. There is a 105% chance that a serious disturbance will disrupt the Enchantment, with -05% from that chance per MKL of the Magician.

0% indicates that the final Enchantment must begin exactly on the first hour of the first day of the Sign. The Enchantment is completed on the last hour of the third week of the Sign. The Magician cannot be disturbed for the 3-week period by other than routine matters. There is a 100% chance, with -05% from that chance per MKL of the Magician, that the Enchantment will fail if he is seriously disturbed.

+05% indicates that the final Enchantment must begin anytime in the first half of the Sign and will last for two weeks. The Magician is free to engage in other tasks during the period, but if he is seriously disturbed there is a 95% chance, with -05% from that chance per MKL of the Magician, that the Enchantment will fail.

+10% indicates that the final Enchantment may be conducted on any 14-day period in the Sign. The Magician is free to engage in other tasks during the period, but if he is seriously disturbed there is a 90% chance, with -05% per MKL of the Magician, that the Enchantment will fail.

+15% indicates that the final Enchantment can be performed in any 7-day period during the Sign. The Magician is free to perform other tasks, but if he is seriously disturbed, there is an 85% chance, with -05% per MKL of the Magician, that the Enchantment will fail.

+25% indicates that the final Enchantment will require 2-7 days at any time in the Sign. The Magician is free to perform other tasks, but if he is seriously disturbed, there is a 75% chance, with -05% per MKL of the Magician, that the Enchantment will fail.

A failed Enchantment brings a chance equal to that of the original failure that the materials used in the Device will have to be reenchanted. In any event, there is no possibility of performing the final Enchantment unless the materials have not been ruined and there is yet sufficient time in the Sign to complete the work.

The favorability of the Enchantment is influenced by the Astrological Bonus of the Magician. Magicians with +10% will increase the LUCK factor by one level, so that a +05% result in the OTHER column would be read as +10%. Magicians with +15% or +25% will increase the LUCK factor by two levels, so that a +05% result in the OTHER column would be read as +15%. If a +25% result in the OTHER column turns up naturally, the Magician can use his Astrological Bonus to reduce the chance that the Enchantment will fail if he is disturbed.

SIGN	METAL	GEM	PLANT	ESSENCE	LIQUID	SKIN	BONE
Aries	Iron	Ruby	Oak	Sage	Blood	Wolf	Bear
Taurus	Copper	Topaz	Pine	Sandlewood	Lake Water	Dove	Swan
Gemini	Mercury	Onyx	Willow	Orchid	Spring Water	Ape	Ibis
Cancer	Silver	Emerald	Lotus	Frankincense	Rain Water	Dog	Dog
Leo	Gold	Opal	Sunflower	Myrrh	Wine	Lion	Hawk
Virgo	Mercury	Diamond	Palm	Mace	River Water	Swallow	Ape
Libra	Copper	Jade	Yew	Aloes	Beer/Ale	Sparrow	Dove
Scorpio	Iron	Cornelian	Oak	Sulphur	Blood	Horse	Wolf
Sagittarius	Brass	Sapphire	Poplar	Cloves	Oil	Eagle	Eagle
Capricorn	Lead	Black Opal	Ash	Musk	Holy Water	Crocodile	Lizard
Aquarius	Lead	Aquamarine	Elm	Pink Rose	Lake Water	Frog	Snake
Pisces	Bronze	Pearl	Beech	Nutmeg	Sea Water	Hawk	Peacock

ALCHEMETICAL MATERIALS may replace any correspondence of a similar type. Star of Iron, for instance, can replace Iron; Magical Oil (Oleum Magicale) replaces any liquid; the Mercuries replace any of the Essences; etc.

CLOSE RESEMBLANCES may replace any Correspondance 10% of the time, plus the Magician's Astrological Bonus. For instance, a Lion Skin could be replaced by that of another hunting cat. However, not until the material is enchanted to BMR/E will one know if it is acceptable.

ENCHANTED BEAST BLOOD/SKIN/BONE can always be substituted for those of natural creatures, provided they are of similar nature. For instance, Troll skin could replace Wolf skin because both are hunting creatures.

MATERIALS WITH UNIQUE PROPERTIES may be substituted for others when the material reflects the very nature of the device itself, to a total of 3 substitutions. For instance, Black Lotus can produce sleep, even death.

If the Device of Power were a Wand of Command, Black Lotus could replace the corresponding essence because of its unique properties. In this regard, most of the magical materials, especially the essences and herbs, have folk uses associated with them which fanatic Magicians should research (a good Dictionary or book of Herbology will suffice). These folk uses can be regarded as definitive of the powers of the substances, and a material will be regarded as a suitable substitution if it matches the types of spells being placed in the device.

SENTIENT BLOOD/SKIN/BONE will be used wherever possible by Magicians of negative Piety, for they tend to spurn the use of ordinary materials in their passion for the preverse, bizarre, and outright Evil. Most Magicians will avoid the use of such substances because of their association with Black Magick.

The recharge rate of a Device of Power is 3 charges per day. However, 1 additional recharge is gained per 3 Gems (different types) placed on the Device, with a maximum of 7 recharges per day. The weight of each Gem type is 1D20 ct. Alchemetical Gems act as 6 ordinary Gem types and also boost the over-all recharge rate (see 17.12, Alchemy). The Stars of Copper, Silver, Gold, and Platinum, and the Fixed Mercury also can boost the over-all recharge rate (see 17.12, Alchemy).

16.16 PLACING SPELLS IN DEVICES

Simple Magical Devices have the spell for which they were designed already placed in them once the Enchantment is complete.

Magical Devices of Power are merely readied for reception of spells once the final Enchantment has been successfully completed. Each spell

A Magician with a -05% Astrological Bonus is so unfortunate that he will decrease his LUCK factor by one level, so that a +05% result in the OTHER column would be read as +0%. Also, his Astrological Bonus is added to the chance of failure if disturbed.

Once the Astrological situation is determined, the Magician must Enchant 15 different materials for the Device of Power, 7 of which must be appropriate to the peculiar nature of the device (see 16-15 Simple Magical Devices). This will provide a basic spell capacity equal to the Magician's Magick Level (different spells) and a number of initial charges equal to 10D10, which may be used to cast any spell contained in the Device. The Maximum charge cannot exceed 122.

If additional spell capacity is desired, the Magician may:

- (1) Use 3 additional materials for each additional spell.
- (2) Use 1 Alchemetical material for each two additional spells.
- (3) Use any material with BMR/O or BMR/E (initial BMR) for each additional spell.

To provide the Device with a recharge capacity of its own, the Magician must Enchant the 7 Correspondences favorable to the Sign under which the Device must be Enchanted. The following table gives the 7 Correspondences for each of the 12 Signs of the Zodiac:

requires a number of days to be placed in the Device equal to the spell level.

16.17 MAGICAL FOCUSING DEVICES

A Magician will almost always prepare a Focus of Power for himself. The Focus has a number of charges equal to the Magician's Magick Level, plus 10D10, with a recharge rate of 7 charges per day. (These can be boosted as for any Device of Power by using Alchemetical materials).

Instead of the usual method of determining the materials to be used in a Device of Power, the Focus is based upon the Astrological Sign of the Magician. He must use the 7 Correspondences for his Sign, plus the 14 from the Signs before and after it. Also, a Gem six Signs removed from his Sign's Gem must be used to polarize the Magical Flux in the Focus and provides the magical number of 22 materials - corresponding to the 22 Major Arcana in the Tarot.

All of the spells a Magician knows can be cast through his Focus, and 1 spell may be placed in it for each Magick Level attained by the Magician, which will be cast without reduction in Fatigue Levels, provided that these spells are not cast more than 3 times in a day (includes all spells of this type placed in the Device, not per spell).

In addition to the special spells, other spells can be placed in the Focus as for any Device of Power.

16.18 MAGICAL BOOKS & SCROLLS

Unlike other Devices, magical books and scrolls require only a skin or parchment which is Enchanted to BMR/E. A magical ink must be prepared from 7 ingredients, also Enchanted to BMR/E, and the writing is done with an Enchanted quill pen made from the feathers of a bird or other flying creature.

A spell will require 1 day per casting level to be properly inscribed. When the scroll or page of the book is completed, it will contain 2-7 charges. However, only a person who has learned the spell will be able to cast the spell from the scroll or book with 100% certainty. Others will cast the spell at the chances given in 16.09 Learning Spells.

If the ink is prepared with the Correspondences, the scroll or page of the book will have 1 recharge per day. Inks can themselves be increased in recharge capacity by the addition of ground gems and Alchemetical materials. The amount of ink obtained is usually enough to write 1-3 pages/scrolls.

To read a magical scroll or page in a magical Book requires a Read Magick spell and 1 turn of time. If the Magician did not write the magical scroll or page in the book himself, he must also Read correctly for the effect to occur.

17 The Magicians

17.01 NATURAL MAGICK USERS

Natural Magick corresponds to the ancient magick associated with truly primitive cultures - the magick of the tribal shaman and his kind.

17.02 PRIMITIVE TALENT MAGICK

Unlike all other Magicians, Primitive Talents have a natural affinity for Magick and are able to cast some spells without actually learning them. Initially, a Primitive Talent possesses the following spells:

TOWNSMAN	GUILDSMAN
MEASURE VOLUME	MEASURE VOLUME
READ LANGUAGES	READ LANGUAGES
SLEIGHT OF HAND	READ MAGICK

EXPERIENCE POINTS	MKL	LEVEL OF SPELL THE PRIMITIVE TALENT IS ACQUIRING												
		1	2	3	4	5	6	7	8	9	10	11		
0-100K	01-02	25	15	—	—	—	—	—	—	—	—	—	—	—
100K-200K	03-04	35	25	10	—	—	—	—	—	—	—	—	—	—
200K-300K	05-06	45	35	15	10	—	—	—	—	—	—	—	—	—
300K-400K	07-08	55	45	25	15	10	—	—	—	—	—	—	—	—
400K-500K	09-10	65	55	35	25	15	10	—	—	—	—	—	—	—
500K-600K	11-12	75	65	45	35	25	15	10	—	—	—	—	—	—
600K-700K	13-14	85	75	65	45	35	25	15	10	—	—	—	—	—
700K-800K	15-16	90	85	75	65	45	35	25	15	10	—	—	—	—
800K-850K	17	95	90	85	70	55	40	30	20	10	—	—	—	—
850K-900K	18	95	90	90	75	65	45	35	25	15	10	—	—	—
900K-950K	19	95	95	90	80	75	55	45	35	25	15	10	—	—
950K-1000K	20	95	95	95	90	85	65	55	45	35	25	15	—	—
1000K-1050K	21	95	95	95	95	90	75	65	55	45	35	25	15	—
1050K+	22	95	95	95	95	95	85	75	65	55	45	35	25	15

Primitive Talents are unable to Enchant magical Devices themselves, but they may use Devices which have been Enchanted by others. It should be noted that Primitive Talents do not have to pursue a magical vocation: they can be Fighters, Clerics, Thieves, etc., as their Powers are innate and are not acquired by any active measures on their part.

17.03 WOOD ELVES

Wood Elves are Primitive Talent Magicians who are capable of Enchanting magical Devices, particularly a Focus which is a +2 Magical Bow. The Wood Elves are Foresters without parallel and possess the following spells from the beginning:

DETECT ALTITUDE	FIND DIRECTION
DETECT MAGICK	MEASURE DISTANCE
CIRCLE OF PROTECTION	DETECT TRACKS
DETECT SECRET DOOR	DETECT OBSERVATION
DETECT SMALL TRAP	

If using the advanced Forester rules (**Sourcebook 1**), Wood Elves are possessed of the Forester skills indicated as well.

17.04 HIGH ELVES

High Elves are Primitive Talent Magicians, like Wood Elves. However, they add +10% plus Astrological Bonus to the score needed to acquire a spell on the Primitive Talents spells acquisition table.

High Elves may also learn spells like any other Magician, in addition to those acquired naturally. They can advance as far as Enchanters in the practice of SPELLS OF ILLUSION and COMMAND. Female High Elves who do not become Fighters can specialize in SPELLS OF COMMUNICATION & DETECTION with no limits placed on the level or type of spell. They may also make Amulets or Talismens like Goldsmith Artificers.

High Elves are all capable of Enchanting magical Devices. Fighters (the vast majority) will have a +3 Magical Bow for a Focus. Non-Fighter females will have a jewelled Ring for a Focus.

17.05 DRUG TRANCE MAGICK

Like the Primitive Talent, the Drug Trance Magician might follow some other vocation, practicing his magick as a kind of hobby or sideline, or he may be a full-time magician.

The Drug Trance Magician employs powerful potions and drugs to cast spells. The technique is at once experimental and dangerous. He does not learn spells but rather stumbles upon them:

First of all, the Drug Trance Magician will Enchant a potion or powder according to the method given in 16.15, Simple Magical Devices. He will acquire a number of doses equal to 2D6 plus his Magick Level. The

YEOMAN/SERF	NOBLEMAN
DETECT TRACKS	DETECT TRACKS
FIND DIRECTION	FIND DIRECTION
HOLD SMALL ANIMAL	DETECT ALIGNMENT
HOLD LARGE ANIMAL	HOLD LARGE ANIMAL

All Primitive Talents also have DETECT OBSERVATION and MAGICK CIRCLE OF PROTECTION. Primitive Talents with CHARISMA/15+ or BARDIC VOICE/15+ also have CHARM PERSON.

Each time a PC with a Primitive Talent earns 10,000 experience points, he may choose 1 spell from any category of spell within his spell casting limits. Roll 1D100 and consult the following table to see if he has acquired the spell. Add Astrological Bonus to score needed:

product is a drug capable of producing some effect, as yet unknown. He records the ingredients used, then consumes 1 dose of the drug. The first time it is used, the effects of the drug cannot be predicted.

After 1-6 turns, the Drug Trance Magician will lapse into a drugged state, a form of waking trance. At the end of that time, he will be able to create a magical effect. Roll 1D100:

01-20	=	BASIC MAGICK
21-35	=	DETECTION MAGICK
36-45	=	ILLUSION MAGICK
46-55	=	COMMAND MAGICK
56-65	=	COMMUNICATION
66-75	=	TRANSPORTATION
76-90	=	BLACK MAGICK
91-99	=	ANCIENT LORE
00	=	SUMMON DEMON

A drug cannot be enchanted for a spell higher than the current spell casting level of the Drug User. The Gamemaster arbitrarily decides the particular spell gained, and from that time on whenever the Magician mixes the same ingredients he will obtain the same spell producing drug.

There is also a chance that the drug will be tainted. Roll 1D6:

1D6 ROLL EFFECT

- | | |
|-----|---|
| 1 | The drug is absolutely safe for use, and every time the recipe is used, the identical drug and magical effect will be obtained. |
| 2-5 | The drug is safe, but there is a 10% chance that some totally random effect will be produced (Gamemaster's option). |
| 6 | The drug is tainted with impurities which carry a 10% chance per spell level of producing a 'bad trip' equivalent to a full Backfire. The spell will be cast, but a Backfire will produce a deep coma; roll 1D100: 0-33 = coma for 10 turns; 34-67 = coma for 1-10 hours; 68-00 = coma for 1-10 days. There is also a 01% chance per spell level (cumulative) that the drug is outright poisonous, producing 1D6 points of reduction to Fatigue and then Body Levels. |

If a SUMMON DEMON spell is contained in the drug, a 1 result means that the Drug Trance Magician can command the Demon of the drug to place the spell of his choice in the drug, subject to the Demon's spell casting level, which is found by rolling 1D6+4. However, if a 6 results, the drug carries a 05% chance x spell level chance of being ad-

dictive. If a Drug User becomes addicted - in effect, possessed by the Demon of the drug - he must have 1 fix per day or all of his capabilities are reduced by ½. There is no other effect except the addiction and the incessant craving for the drug. The addiction can be broken by Characters with combined IQ + WIS of 30+, with a flat 07% chance of breaking the habit per day.

One cannot mix drugs safely. The effect of a safe drug lasts from 1-10 turns after it is taken. The Gamemaster will make a secret determination of this duration, writing it on a slip of paper for later documentation. If a Drug Trance Magician takes any other kind of drug in that time period, he will run a risk of a 'bad trip', as described above. However, it should be noted that spells of BASIC MAGICK can be mixed, as the magical effects in this mode of Magick depend upon it.

Because the Drug Trance Magician is not a conscious and deliberate Mage as such, he may be found in almost any vocation, as noted above. There is, however, a limit, based on Constitution, to the number of spells which can be cast: CON/04-10 = 4 spells/day; CON/11-15 = 5 spells/day; CON/16-20 = 6 spells/day; CON/21+ = 7 spells/day. Exceeding this limit brings an overdose, with a 01-67 chance of a comatose reaction and a 68-00 chance of a SUMMON DEATH effect of the possession variety.

17.06 DANCE/CHANT MAGICK

The Magick of the Dance/Chant is part of a very ancient tradition. The Dance/Chant User will retire to a lonely place in the wilderness

Spell Level	Totem	Demon Equivalent	Abilities	Experience Factors
1	Small Animal Spirit	Demon Type I	cast level 1 spells	10
2	Large Animal Spirit	Demon Type II	cast level 2 spells	20
3	Totem III	Demon Type III	cast level 3 spells	40
4	Totem IV	Demon Type IV	cast level 4 spells	75
5	Totem V	Demon Type V	cast level 5 spells	125
6	Totem VI	Demon Type VI	cast level 6 spells	200
7	Totem VII	Demon Type VII	cast level 7 spells	300
8	Totem VIII	Demon Type VIII	cast level 8 spells	400
9	Totem IX	Demon Type IX	cast level 9 spells	500
10	Totem X	Demon Type X	cast level 10 spells	700

A Totem will cast at least one spell for the Dance/Chant User who summoned him. An additional number of spells will be cast, depending upon the level of the Totem as compared to the level of the Dance/Chant Users casting ability. To determine the number of spells that will be cast, add the casting level of the Magick User to one and subtract the level of the Totem. For example, a Dance/Chant User of casting level 6 will have 6 + 1 spells - 1 = 6 spells cast for him by a Small Animal Spirit (I), but if he had summoned a Totem IV he would receive only 6 + 1 spells - 6 = 1 spell. In short, the closer the Totem is to the spell casting level of the Dance/Chant User, the less he may command the aid of the Totem.

The Totems and Animal Spirits take over the protective Circle the moment they appear inside it, so the Circle will invariably be strengthened by their presence.

All spells of **Animal Command** are known to the Totems and Animal Spirits, however low they may rank. The same is true of **Detection** spells. Totems are unaffected by any form of **Illusion** or **Command** and protect everyone in a **Circle** as an Adept of maximum IQ or Wisdom with an **Amulet of Protection**.

There is a 10% chance that the Totem will merge with the Dance/Chant User any time a spell is cast by the Totem. In such an instance, the Magick User will be seen to change shape, his form becoming that of the Totem. He will remain in that form 1-100 turns, with 5 x the hits the animal would normally be able to sustain and a hit probability of +50%. When in such a condition, the Magick User/Animal will possess an animal's nature but saves from 'targeting' at the level of the Totem who has possessed him. He is unaffected by 'critical hits' and attacks

Trance Level:	BMR	Duration	Danger Point	% Memory	Number of Controls	Fatigue Loss
I	0	10 turns	7 turns	5%	1 (Spirit Guide)	-20% Fatigue
II	1	15 turns	9 turns	7%	2 (Guide + 1 other)	-25% Fatigue
III	2	20 turns	12 turns	10%	3 (Guide + 2 others)	-30% Fatigue
IV	4	25 turns	15 turns	12%	4 (Guide + 3 others)	-40% Fatigue
V	5	30 turns	18 turns	15%	5 (Guide + 4 others)	-50% Fatigue
VI	7	40 turns	24 turns	21%	6 (Guide + 5 others)	-75% Fatigue
VII	9	60 turns	33 turns	33%	7 (Guide + 6 others)	-100% Fatigue

A trance lasts for a variable duration, depending upon the wishes of the Medium. He will make contact with his Spirit Guide in 1-6 turns after the beginning of the trance. Contact with any other Spirit is made 1-3 turns after the Spirit Guide attempts to find him. Except for the

where he fasts and meditates until he is sent a vision in a dream. The dream reveals his 'Medicine', the Focus of Power which he must fashion in order to summon his Totem Spirit. Unlike any other Magick User, the Dance/Chant User is totally involved in the practice of Spirit Summoning, a form of Demonology; only the Medium and the Evil Priest approach this involvement.

In the dream, the Totem of the Dance/Chant User will appear: 1-20% = Bear; 21-40% = Wolf; 41-55% = Boar; 56-70% = Stag Deer; 71-80% = Wolverine; 81-90% = Lion; 91-100% = Eagle. The Totem will show him the Sign of his Focus, which is always a drum or other primitive percussion instrument. (The Sign is determined by using the Astrological Table). The Dance/Chant User will awaken and begin to enchant his Focus from the 22 Correspondences favored by the Sign shown him by his Totem. He will enchant no other devices except those of a personal Focus type.

The Dance/Chant User will learn no spells, but his Totem will teach him 7 level 1, 3 level 2, and 1 level 3 DETECTION spell which he will possess as 'natural talents' and may cast at 5% loss of fatigue points any time he desires.

To summon his Totem to his assistance, the Dance/Chant User will play upon his Focus and chant rhythmically while dancing in a circle. In 2-7 turns he will fall into a trance, and the circle becomes a **Circle of Protection**. Inside the CIRCLE will appear the misty shape of his Totem, which always assumes the shape of the Totem Animal. The power of the Totem depends upon the spell casting level of the Dance/Chant User:

any creature who is hostile toward him or his companions. If so possessed, no further Magick will be performed, but a protective CIRCLE will be maintained if the party is under magical attack.

There is also a +1% chance for each turn over the Time Factor of the Dance/Chant User that possession by the Totem will make an animal form permanent. For example, if he was possessed for 67 turns and had a Time Factor of 16 turns (the duration of his normal trance), he would have a 67 - 16 = 51% chance of permanently remaining in an animal form. At the end of the possession, he would become a Lycanthrope capable of assuming human form during the day on 1-25%, but also shunning human society. Such a being retreats to the wilderness and acquires a band of 20 animal followers like himself. While not hostile, he will be dangerous to all not of his kind. After 7 years, he will become a protective Spirit of the animals he resembles.

A Dance/Chant trance may be extended beyond the Time Factor of the Magick User by the expenditure of 1 fatigue point per turn. However, such an extension will bring a risk of **Possession** by a Spirit of Totem rank.

17.07 MEDIUMS

Mediums have no Master, although they may be members of Magical Orders and have superiors in the Order. The Medium acquires a Spirit Guide who is a long departed Magick User. The initial contact with the Guide is achieved by trance practice, with a chance equal to the 'Memory' percentage given for a particular trance level. Until he obtains his first contact with his Guide, a Medium can perform no Magick.

Spirit Guide, any Spirit the Medium contacts will tend to evade a question. There is a +10% chance per level of the trance that a Spirit will answer 1-3 questions truthfully. Only information specifically and precisely demanded in question will be given.

If the Danger Point is passed during a trance, the Spirit who is currently present will literally possess the Medium. During possession, the Medium acquires the powers and knowledge of the Control. However, Insanity may result at +5% chance per turn over the danger point, with the possibility being checked each 3 turns or part thereof. If Insanity occurs, the Control is trapped in the Medium and the Medium's personality will change to that of the Spirit possessing him. However, the Medium will not possess any of the Spirit's powers. An Exorcism is necessary, but there is only a 1-10% chance the Spirit Guide will be able to lead the Medium to any one Cleric capable of performing the rite. (Note: this percentage is reduced by a % equal to the level of the trance if over level I).

It is possible to remember 1 spell any Spirit teaches the Medium or Casts during a state of possession. If the Control is a Fighter, Thief, or Cleric during a possession, remembering gives the Medium 1 ability which the Control possesses, but only at the current experience level and spell casting level of the Medium. However, to learn any spell above casting level I, the Medium must remain in a trance state beyond the danger point for 1 turn per level of the spell before attempting to break contact. Upon his returning to consciousness, the Medium consults his chances of remembering by rolling percentage die and comparing the result to the % Memory needed to learn the ability.

A Medium must enchant a Crystal Ball by placing the quartz sphere in a mixture of the 22 correspondances required by the Sign of the Focus. Once the Crystal Ball has been fully enchanted, he may cast 3 spells per day through it + 1 spell per 4 MKL he has attained. This is the only way in which he may cast any Magick directly.

To determine the important characteristics of the Spirit Guide, the following factors must be determined:

Alignment	Non-player Spell Knowledge
Sex	Non-player Experience Factor
Magick User Type	(20-sided die x 20)

Trance Level	BMR	Duration	Danger Point	Summoning	Bonus for Enchantment	Bonus for Targeting	Fatigue Loss
I	1	7 turns	1 6-sided die	Spirit I	—	+10%	-5% Fatigue
II	2	9 turns	2 dice	Spirit II	-½ BMR	+10%	-5% Fatigue
III	3	12 turns	3 dice	Totem III	-½ BMR	+10%	-10% Fatigue
IV	4	15 turns	3 dice	Totem IV	-1 BMR	+15%	-20% Fatigue
V	5	18 turns	4 dice	Totem V	-1 BMR	+15%	-30% Fatigue
VI	6	21 turns	4 dice	Totem VI	-2 BMR	+20%	-40% Fatigue
VII	7	24 turns	5 dice	Totem VII	-2 BMR	+20%	-50% Fatigue
VIII	8	27 turns	6 dice	Totem VIII	-2 BMR	+20%	-60% Fatigue
IX	9	30 turns	6 dice	Totem IX	-3 BMR	+25%	-75% Fatigue
X	10	36 turns	7 dice	Totem X	-3 BMR	+25%	-100% Fatigue

If the danger point is exceeded, one fatigue point is lost for each turn over the danger point the trance lasted. The trance duration is fixed and cannot be altered. If fatigue points are lost in excess of the total Fatigue Level, damage is assessed against the body of the Shaman.

No movement is allowed on the part of the Shaman while in a trance. If he moves or is disturbed by a violent blow, 1-20% Fatigue (minimum of 1 point) will be lost, with a 1-20% chance of 1-6 points of damage to the body as well.

A Shaman will enchant a Focus, a Medicine Bundle composed of the 22 correspondances favored by the Sign of the Focus. The favorable Sign is revealed to the Shaman by his Totem Spirit when he goes into the wilderness to fast and meditate for 21 days. The Totem will appear in the form of an animal (see Dance/Chant Magick for details).

The Shaman may enchant potions containing spells he has learned. He will also enchant various Charms and Protective Amulets.

Demons summoned by a Shaman are of the Totemistic variety dealt with in Dance/Chant Magick.

17.09 THE MINOR ARCANE

The following sections deal with magick and magicians referred to as the Minor Arcane.

17.10 ALCHEMY

Alchemists usually come in two types: those who are medically oriented and are Physicians as well as Alchemists (1-65%); and those who are philosophically oriented and seek to know the ultimate nature of things (61-100%). Physician-Alchemists may learn basic spells of curing (see Clerical Miracles) for Minor Wounds and Serious Wounds at spell level I at BMR/1, and for Disease at level 2 at BMR/2.

Alchemists are the source of much of the world's most important Magick materials needed to produce devices of the greatest Power. These materials are the by-products of the Alchemical operations performed in the course of the Alchemist's transmutation of the metals and the commencement of the Great Work. The Alchemist's goal is to become the Archeus. To be an Archeus was to reach the supreme

To determine the important characteristics of a Spirit/Control, the following factors must be determined:

Alignment	Sex
Social Class and Vocation	Non-player Experience Factor
(Refer to Social Class Table)	(20-sided die x 10)

The age of any Spirit before it died is found by dividing the Experience Factor by 2. The Minimum Experience Factor is 30. For additional 'color', another player may give details as to how long ago the Spirit died, where it lived, etc.

17.08 SHAMAN

Like Dance/Chant Users, Shaman belongs to an ancient magical tradition. Because he is a quasi-religious figure, a Shaman acquires the following Clerical 'Miracles' in addition to any spells he may learn:

- MKL 1 = Cure Minor Wounds
- MKL 2 = Cure Grievous Wounds
Remove Curse
- MKL 3 = Neutralize Poisons
- MKL 4 = Speak with Animals
- MKL 6 = Exorcism
- MKL 7 = Speak with Plants
- MKL 10 = Raise Dead
- MKL 16 = Raise Dead Fully

A Shaman has a Master, from who he learns his Magick. He may cast spells directly, or he may go into a trance which enhances his ability to enchant materials or cast spells by 25%. In the trance state he may also summon demons:

mystical state, the identification of the self with the Divine unity of all things. Alchemy, furthermore, is the exclusive pursuit of Men, for it belongs not to the temperament of Elves, Dwarves, or Hobbits.

Rank	MKL	Task which Must Be Mastered to Advance in-Proficiency
Novice	1	Tending the Master's Fire*
Apprentice III	2	Conquest of the Common Metals I*
Apprentice II	3	Conquest of the Common Metals II*
Apprentice I	4	Grasp of all the Common Compounds*
Scholar IV	5	First Entity of Liquids
Scholar III	6	First Entity of Liquids*
Scholar II	7	First Entity of Herbs
Scholar I	8	First Entity of Herbs*
Master II	9	First Entity of Gems: Emeralds
Master I	10	First Entity of Gems: Emeralds*
Sage II	11	First Entity of Gems: Sapphires
Sage I	12	First Entity of Gems: Sapphires*
Adept VIII	13	First Entity of Gems: Rubies
Adept VII	14	First Entity of Gems: Rubies*
Adept VI	15	First Entity of Gems: Diamonds
Adept V	16	First Entity of Gems: Diamonds*
Adept IV	17	First Entity of Metals: Lead*
Adept III	18	First Entity of Metals: Iron, Copper, Zinc*
Adept II	19	First Entity of Metals: Gold, Platinum, Mercury*
Adept I	20	The Philosopher's Stone and the Elixer*
Archeus	21	The Great Work
Archeus Magnus	22	The Great Work

Unlike other Magick Users, Alchemists advance in Magick Level and Spell Casting Level according to their success with the tasks set for them at any stage of their careers. When a task is completed at any level, the Alchemist automatically moves to the next MKL and casting level. Experience points are used only to determine body and fatigue points, and to establish the Alchemist's fighting ability. An Alchemist cannot move to a higher level of proficiency in Magick, however many experience points he has, if he has not completed an assigned task.

TENDING THE MASTER'S FIRE

The Novice is any character who is deficient in the Second Requirement (Dexterity 1-12). He must spend 1 year tending the Master's many experiments until he settles down a bit. During this period, no Magick may be performed or spells learned. The Novice may be sent out on 'errands', however.

CONQUEST OF THE COMMON METALS I

The Apprentice learns about each of the common metals (lead, zinc, bismuth, iron, steel, copper, brass, bronze, silver, gold, platinum, electrum, and Mithril). Apprentices with IQ's below 15 learn 1 metal per month; IQ's of 16-20 learn 2 metals per month; IQ's above 20 learn 3 metals per month. 1000 experience points + 200 per month spent in learning are awarded at the completion of the task, and the Apprentice advances to the next Magick Level. As yet, no other Magick is performed.

CONQUEST OF THE COMMON METALS II

The Apprentice learns 14 **Detect Metal** spells of casting level 1 and BMR 1. When the spells are learned, he will have a permanently operating **Detect Metal** spell which reveals the presence of any metal when he looks at a sample, including whether it is common metal or metal from a Dwarfish, Dragon, or Alchemetical source. Experience points are awarded for learning the spells. The Apprentice can now enchant any metal by reducing the BMR by 40% + % equal to 2 x MKL per spell of enchantment. (See **Enchanting Materials**). He writes down the spells and other information he has on the common metals in a book in 10 + 1-20 days, then advances to the next Magick Level.

GRASP OF ALL THE COMMON COMPOUNDS

The Apprentice literally learns each material in the Magick Material Table (except metals). Apprentices with IQ's below 15 learn 20 materials per month. IQ 15-19 learn 30 materials per month; IQ 20-25 learn 50 materials per month. When a material is learned, the Apprentice also learns to enchant it by reducing the BMR by 40% + % equal to 2 x MKL per spell of enchantment cast. He may also begin to learn spells up to his casting level which he may place in materials to make potions, powders, perfumes, and the like. He is limited, however, to spells which affect matter (Basic Magick), curative spells, and poisons (Black Magick). He may duplicate any other potion or powder which comes into his possession, however, provided the spell contained in the original sample is not above his casting level. The Apprentice must spend 1/2 of his time learning the common compounds; the 'free' time may be spent in other activities. At the completion of the task, 1000 experience points + 200 per month spent in learning is awarded, and the Apprentice advances to the Next Magick Level.

THE FIRST ENTITY OF LIQUIDS

The Scholar begins the first stage of real Alchemy, which is to produce the **Philosophical Sulphur**. This is a Stage I process (see Alchemetical Operations below) and requires 1 cask of wine, 7 liquids, 7 flowers, 7 essences, and 21 Organics. Success with the task earns 10000 experience points and the Scholar goes to the next Magick Level. Only 1 week at the start of each operation is taken up in the task; the remaining time is open for any other activity.

THE FIRST ENTITY OF HERBS

The Scholar seeks to produce the **Philosophical Salt**, a Stage II process requiring 1 cast of wine, 7 liquids, 7 common metals, 7 powdered skins, 1 Dr. of Saffron, and 7 essences. At this stage, the Alchemist must set up his own laboratory, which costs 1000 GP minimum: 950 GP worth of materials and remainder for glasswear, retorts, furnace, etc. The Scholar may acquire an apprentice. Success with the task earns 25000 experience points and promotion to the next Magick Level. Only 1 week at the start of each operation is taken up in the task; the remaining time is free.

THE FIRST ENTITY OF GEMS

For the Alchemist, the main product of the First Entities of Gems is the **Great Water** of Emerald, Sapphire, Ruby, and Diamond. These and other by-products are discussed below. Until the Alchemist has suc-

ceeded in producing the **Great Waters** in order, he cannot proceed to the one below:

Emerald: A Stage I operation requiring 200ct. of raw emeralds 100ct. of cut or 50ct. of Dwarf-cut, 7 flowers, 7 liquids, 7 powdered skins, 7 bones, and 7 Organics. On completion of the task, 10000 experience points are awarded. Only 1 week at the start of each operation is taken up by the task; the remaining time is free.

Sapphire: A Stage II operation requiring 200ct. of raw sapphires, 100ct. cut, or 50ct. Dwarf-cut, 7 liquids, 7 ground metals, 7 herbs, and 7 Organics. On completion of the task, 25000 experience points are awarded. Only 1 week at the start of each operation is required by the task; the remainder is free.

Ruby: A Stage III operation requiring 200ct. of raw rubies, 100ct. of cut or 50ct. of Dwarf-cut, the blood, bones, and skins of 14 different Monsters, 7 Earths, and a 1/4 Dr. pinch of pepper. 30000 experience points are awarded upon completion. Only 1 week at the start of each operation is required by the task; the remainder is free.

Diamond: A Stage IV operation requiring 200ct. of raw diamonds 100ct. of cut, or 50ct. of Dwarf-cut, 14 Organics, 7 bloods, 7 waters, and 1 sunflower ground in 10 square inches of dragon skin. 40000 experience points are awarded upon completion. Only 1 week is required at the start of each operation; the remainder is free.

THE FIRST ENTITY OF METALS

For the Alchemist, the main product of each First Entity of a metal is the 'mercury' or clear liquid which is obtained:

Lead: A Stage II process requiring 1000 Dr. of lead, 10ct. sapphire, and 7 essences. 25000 experience points are awarded for success.

Iron: A Stage III process requiring 500 Dr. of iron, 10ct. ruby, and the blood of 14 different creatures. 30000 experience points are awarded for success.

Copper: A Stage III process requiring 250 Dr. of copper, 10ct. emerald, and 7 bones. 30000 experience points are awarded for success.

Silver: A Stage III process requiring 100 Dr. of silver, 10ct. diamond, and 7 liquids. 30000 experience points are awarded for success.

Gold: A Stage IV process requiring 50 Dr. of gold, 30ct. diamonds, 7 liquids, and 1 sunflower. 40000 experience points are awarded for success.

Platinum: A Stage IV process requiring 25 Dr. of platinum, 30ct. diamonds, 7 liquids, 7 essences, and 1 Black Rose, 1 Black Lotus and 1 Black Poppy. 40000 experience points are awarded for success.

Mercury: A Stage IV process requiring 5 Dr. of Quicksilver (Mercury); 3 Elvish Oak; freshly cut; 30 ct. diamond; and the blood of a freshly killed Troll or Hobit. 40000 experience points are awarded for success.

THE PHILOSOPHER'S STONE

A Stage V process requiring 7 parts Philosophical Sulphur, 7 parts Philosophical Salt, 7 parts of each of the 7 Mercuries of the metals, and 7 parts of Great Water. Each part is equal to 7 Dr. or 10 doses*.

THE ELIXER

A Stage V process requiring 7 parts Philosophical Sulphur, 2-7 Parts Philosophical Salt, 2-7 parts of each of the 7 Mercuries, and 8-14 parts of Great Water. Each part is equal to 7 Dr. or 10 doses*.

*Both the **Philosopher's Stone** and the **Elixer** earn 100000 experience points for success.

THE GREAT WORK

The Great Work is a most difficult Stage VI operation requiring new ingredients to be added at every 4th step of the process, just before the end of the 4th, 8th and 12th steps.

Material	1st Step	4th Step	8th Step	12th Step
The Phil. Stone	1	—	—	—
The Elixer	—	—	1	—
The Great Fire	—	—	—	1
The 4 Waters	4	—	4	—
The Phil. Sulphur	—	1	—	1
The Phil. Salt	1	—	1	—

Each part is equal to 1 Stone, 7 Dr., or 10 'doses'.

The **Great Fire** is acquired by the Acheus drinking 1 dose of each of the 7 Mercuries and the 4 Waters, with a 10% chance of being poisoned. He then reduces the spell from BMR 10 to BMR 0 at 100% to enchant the Great Fire that will heat the crucible in which the Great Work will be conducted.

17.11 ADVANCED ALCHEMETICAL OPERATIONS

The Alchemetical operations required to produce the Great Waters, the Mercuries, the Philosopher's Stone, the Elixer, and the Great Work

are complex and require considerable time to perform. The time frame for each step is the Philosophical Month (30 days + an extra 1-100 days divided by the MKL of the Alchemist). The time is reduced by the Astrological bonus of the Alchemist. The materials do not have to be enchanted as these are chemical processes.

Stage	A	B	C	D	E	F	G	H	I	J	K	L
I	1	1	1									
II	1	1	1	1	1	1						
III	1	1	1	1	1	1	1	1	1			
IV	1	1	1	1	1	1	1	1	1	1		
V	1	1	1	1	1	1	1	1	1	1	1	
VI	1	1	1	1	1	1	1	1	1	1	1	1

There is 1-85% chance at the end of each step that the process is going well. Failure at any stage means the Alchemist must start over. Success means that he has learned the process.

Once the Alchemist has mastered the process of making any of the Waters, etc., he will always be able to duplicate the process in the minimum time (1 month = 30 days) and may prepare more than 1 mixture at a time.

- A. **Calcination:** Heating the materials in air until it is reduced to a fine powder to remove all of the surface qualities.
- B. **Solution:** Dissolving the calcinated powder in 'a mineral water which shall not wet the bonds'. This produces a fusion of the materials.
- C. **Separation:** Dividing the materials into their original components to separate the pure from the impure. A by-product called Magick Oil is obtained.
- D. **Conjunction:** Reunifying the materials to obtain the first form of the material before it acquired the accidents of nature. This produces an Alchemical by-product known as the Oil of the Philosophers.
- E. **Putrefaction:** Warming the material in water or fermenting dung, the rotting death that leads to the rebirth of the material. A by-product produced by the process is a second-grade Oil of the Philosophers useful for poisons and Curses.
- F. **Coagulation:** Crystallizing a white solid from the liquid produced by Putrefaction to create the embryonic or new material.
- G. **Cibation:** Feeding the embryonic material with honey, milk, celadine, etc.
- H. **Sublimation:** Warming the embryonic material in water or fermenting dung, passing it several times from liquid to solid states to rid it of its infirmities resulting from the new birth. A Sulphur is obtained, which is retained for Step K.
- I. **Fermentation:** Extracting the true life or Mercury of the material.
- J. **Exaltation:** Heating the Mercury to the highest intensity to purify it.
- K. **Multiplication:** Reuniting the Sulphur and the Mercury.
- L. **Projection:** Applying the product to the external world.

If any stage fails, there is a 35% chance + Astrological bonus of the Alchemist that he may save the materials and merely repeat the step, taking a full 130 days. Otherwise, all of the materials will be 'ruined' and he will have to begin again at Step A. The ruined materials are discarded, for they are useless.

17.12 ALCHEMETICAL PRODUCTS AND BY-PRODUCTS

The Alchemical processes outlined above are fairly authentic, except for the recipes, which were included for purposes of playing **Chivalry and Sorcery**. The products and the by-products produced are again authentic; and once more some of their properties have been modified for the game.

THE FIRST ENTITY OF LIQUIDS results in the following products:

Philosophical Sulphur: 3 + 1-6 Dr. used in Alchemical operations.

Magick Oil (Oleum Magicale): 10 + 1-50 doses of clear oil which magnifies the quantity of any non-medical potion by 1-6 doses. It also reduces fatigue point loss by ½ if it is used to coat a Focus (1 dose per day for 21 days). If it is sprinkled on an object, it lowers the BMR by 1-2.

THE FIRST ENTITY OF HERBS results in the following products:

Philosophical Salt: 3 + 1-6 Dr. used in Alchemical operations. The Salt can also be substituted for any Organic and is at BMR 0. Minimum enchantment amount = 1/20 Dr.

Waters of the Wise (Aqua Verti): 50 + 1-50 doses of pure 'waters' which magnify the quantity of any medical potion or potion of heroism, longevity, or other body-changing spell. Consumed by itself, 1 dose increases saves vs Commands by +10% + 1-20%, and reduces targeting by enemies using any spell by -10% - 1-20%. Having a BMR of 10 itself, it increases the BMR of any object it is sprinkled on by 1-6. A non-Dwarvish Weaponsmith/Artificer will need the **Waters of the Wise** to put the final temper into any Weapon above +3 (except Elvish arrows and bows). Applied to leather armor, -5% is obtained per application of 1-3 doses until -25% is reached.

THE FIRST ENTITY OF EMERALD results in the following products:

Great Water of Emerald: 50 + 1-100 doses of emerald green 'waters' used to create the **Great Fire**. It also can be used to make a potion of protection vs. **Illusions** which gives the user **True Sight** for 1-6 hours (**True Sight** spell does not have to be known to produce the potion).

Alchemist's Emerald: A 200 ct. emerald which amplifies the effect of all spells of **Command** and **Illusion** by 1 proficiency grade. It improves recharge rates by 1 spell charge per day when placed in a device.

THE FIRST ENTITY OF SAPPHIRE results in the following products:

Great Water of Sapphire: 50 + 1-100 doses of pale blue 'waters' used to create the **Great Fire**. Used in potions of **Detection**, **Communication**, **Reading**, **Speaking**, and other related spells, it magnifies the quantity produced by 1-10 doses per 'dose' of the **Water** used.

Alchemist's Sapphire: A 200 ct. sapphire which will contain as many spells of **Detection**, **Communication**, or **Transportation** as the Magick User wishes to store in it. Also, when these spells are cast against the possessor of a Sapphire, the gem reduces targeting to the next lowest level (eg: Superior to Equal). It improves recharge rates by 2 spell charges per day when placed in a device.

THE FIRST ENTITY OF RUBY results in the following products:

Great Water of Ruby: 50 + 1-100 doses of blood-red 'waters' used to create the **Great Fire**. Used in potions of **Protection**, it will reduce targeting of any spell by -10%. Used in any potion containing a harmful spell, it increases targeting by +10%. Consumed by itself, it renders the drinker immune to all forms of **Fear** or loss of morale for 1-6 hours per dose.

Alchemist's Ruby: A 200 ct. ruby which will, if placed in theommel of a sword, increase damage inflicted by 1-10 points and increase hit and parry bonuses by +10% and -10% respectively, with 1-3 extra blows per turn. If worn as an Amulet by a military engineer or Artificer/Weaponsmith, it will reveal weak points in a fortification and give him 95% accuracy when firing war engines. Ground into a fine powder and fed to a War Horse, it will turn the animal into a Great Horse in 1-7 weeks. Further, the Great Horse will breed true 1 out of 3 times, so that his offspring will be Superior to Great Warhorses.

THE FIRST ENTITY OF DIAMOND results in the following products:

Great Water of Diamond: 50 + 1-100 doses of crystal 'waters' used in making the **Great Fire**. When mixed with 3 doses of **Magick Oil**, 3 doses of **Water of the Wise**, and 7 essences, 1 dose of **Water of Diamond** will produce a potion that reduces the time to enchant 7 materials to ½ the spells normally required. Such a potion also reduces the BMR of any spell to be learned by 2 BMR, in addition to the ½ spells required normally. IQ is increased temporarily to 25 for 1-6 hours as well.

Alchemist's Diamond: A 200 ct. diamond which, when placed into a Focus, reduces fatigue point loss for casting any spell through the Focus to 1 point per spell. It improves recharge rates by 5 spell charges per day when placed in a device.

THE FIRST ENTITY OF METALS results in the following products:

True Lead: 100 Dr. of lead so resistant to Magick that no spell can penetrate it. When mixed in the ratio of 1 Dr. of True Lead to 10 Dr. of paint (1 gallon), it can be used to anti-magick a wall, floor, etc., of 1000 square feet so that no spell would pass through it. It can also be made into a glossy laquer than can be applied to armor, giving it -10% against all spell targeting, provided that it is a full suit of armor. True Lead is necessary to bind Level VII-X Demons.

Star of Iron: 50 Dr. of iron which is the basis of all the Great Swords: **Vorpal Blades**, **Dancing Swords**, **Holy Swords**, **Soul-Drinkers**, and **Bane Swords**. It is also necessary to the fashioning of **Magick Armor** -4 to -5, **Shields** -4, and the like. The alloy needed is 1 Dr. of the **Star** to 3 Dr. of iron, and all must be enchanted.

Star of Copper: 25 Dr. of the **Star** is produced. The **Star** of Copper is most useful in fashioning enchanted books and scrolls, for if it is used (powdered) in **Magick Inks**, it reduces writing time to 50%. Used in a device or **Focus** it will increase recharge rates by 1 spell per day when used with any 7 Gems or 1 Alchemical Gem. Used in enchant-

ing an Amulet of Protection or a Talisman, enchantment time for the object is reduced by ½, and 1-6 additional spells may be placed in it.

Star of Silver: 10 Dr. of the Star is produced. The Star of Silver must be used in fashioning of all magical Mirrors, Amulets of Night Vision, Cloaks or Helms of Invisibility, and the like. Used in an enchanted cross, it will repel all Undead 20% of the time for 1-6 turns (more in the case of Vampires). Used in a device or Focus, it increases recharge rates by 1 spell per day when used with any 7 Gems or 1 Alchemical Gem. When used as a setting for an Alchemical Sapphire, 1-6 additional spells may be placed in the device.

Star of Gold: 5 Dr. of the Star is produced. When used in a device containing spells of Fire (Basic Magick), the Star will hold all such spells. The Star is also used in most Rings because it has the virtue of increasing the total spell capacity of a Ring by 22 spells. When used as a setting for Alchemical Rubies or Emeralds, it increases recharge rates by 1 spell per day and triples the number of charges in the device.

Star of Platinum: 1 Dr. of the Star is produced. When used in a device containing spells of Water (Basic Magick), the Star will hold all such spells. The Star is most effective as a setting for Alchemical Diamond because it has the virtue of making the Diamond capable of storing 22 spells; and the recharge rate is increased by 3 charges per day, with 1000 charges in the device.

The Fixed Mercury: 1/10 Dr. of the Fixed Mercury is produced. This exceedingly rare material has infinite spell capacity, contains 5000 charges, and recharges any device at the rate of 25 charges per day. It has no BMR whatsoever, and any spell may be placed in it instantly. It resembles ordinary silver, however, and only an Alchemist will recognize its true identity all of the time. (Even the Diviner has only a 10% chance of identifying Fixed Mercury).

The Mercuries: Each one of the processes for the First Entities of Metals produces a mercury or liquid which is the essence of the metal, just as the Stars are the quintessence of their solid properties. 7 + 1-100 doses of each Mercury will be produced. When mixed in equal proportions, the **Universal Solvent** is created, a very fascinating liquid which will dissolve 1-10 cubic feet of anything for 1-100 turns. (The Alchemist does not mix the Solvent until it is needed). The Mercuries are also vital to the creation of the Stone and the Elixer.

THE PHILOSOPHER'S STONE

The Stone is the Focus for what will become the Alchemist's greatest achievement. At the moment, the Stone is totally inert, for it is not until the completion of the Great Work that it acquires its powers. From 1-10 stones are produced. The Stone is valuable to other Magick Users as well, for it has the virtue of being able to store 78 Basic Magick spells. There is also a by-product, a fine white ash which has BMR 0 at 100%. From 1-100 applications of the ash is produced, and when 1 pinch is put into a batch of potion (1-10) it will triple the amount produced.

THE ELIXER

The **Aqua Vitae** or **Elixer of Life** is the sole product of the operation, and 50 + 1-50 'doses' are obtained. One dose of the Elixer will cure any wound, however grave, and no recuperation time is required. When mixed with the **Great Waters** in equal parts and run through a Stage III operation, the **Water of Regeneration** will be produced 98% of the time, with 1-3 doses being produced. When mixed with the blood of a Lycanthrope, the **Water** will permanently give the drinker +1 point of regeneration per turn. One dose of **Aqua Vitae** mixed with 7 doses of any healing potion will produce 7 doses of **Universal Antidote** against any poison. By taking 21 doses of **Universal Antidote**, mixed with the great poisons, permanent immunity to poison will result. Finally, by mixing 3 doses of Aqua Vitae, 7 doses of Water of Regeneration and 7 doses of Universal Antidote, 1-3 doses of the **Potion of Longevity** is produced in 7 Philosophical Months. This potion adds 300 years to the life of the person drinking it, gives him immunity to all disease and poison, prevents the infirmities of old age, and gives him a Constitution.

THE GREAT WORK results in a product at the end of each 4 steps in the operation:

Step 4

The **Seed of Metals** is obtained. The Seed is removed from the process and placed in a crucible, along with all of the materials required by the First Entities of Metals. A Stage III operation is performed, with 100% chance of success. The 'germinated' seed is then planted in solid rock and produces:

1-5%	1000	Dr. True Lead	+ 90000	Dr. of Lead
6-35%	350	Dr. Star of Iron	+ 75000	Dr. of Iron
36-55%	175	Dr. Star of Copper	+ 60000	Dr. of Copper
56-70%	70	Dr. Star of Silver	+ 50000	Dr. of Silver
71-85%	35	Dr. Star of Gold	+ 25000	Dr. of Gold
86-95%	7	Dr. Star of Platinum	+ 1000	Dr. of Platinum
96-100%	1	Dr. Fixed Mercury	+ 500	Dr. of Quicksilver

Step 8

At the end of the Sublimation process, 21 bean-like objects are found with the embryonic material. These beans are the Homunculi: 1-20% = Human; 21-60% = Animal; 61-100% = Monster. The creature, if human, will become the son of the planter and has superior Prime Requisites (12+ in all categories except variable Alignment). An animal or Monster will be utterly under the control of the planter. Animals have 3 x the hit points and +20% additional hit bonus. Monsters will be of an utterly new species 25% of the time (the planter can choose the characteristics and design the Monster).

Step 12

The Philosopher's Stone: The Archeus now has a Focus of great Power which permits him, and only him, to cast any spell he desires. In short, it grants wishes in the sense that anything possible to Magick is within the power of the Philosopher's Stone to grant. The Stone always has a fully enhanced targeting percentage and the Archeus is always rated at the Superior Magick User level for purposes of offense and defense. Each month thereafter, the Archeus has a 10% chance of being summoned to the mysterious Council of the Wise, at which point he disappears from the knowledge of the world, leaving behind all of his materials, writings, and works intact.

17.13 ARTIFICERS

Artificers are the Magick Users who fashion many of the public magical devices found in the world - devices usable by anyone. There are 3 kinds of Artificer:

WEAPONSMITH

A maker of Magick swords, weapons, and armor. Dwarves are Weaponsmiths 70% of the time, if male.

JEWELSMITH

A maker of amulets, rings, and all other kinds of Magick Jewelry. About 10% of male Dwarves and 85% of female Dwarves are this type of Artificer.

MECHANICIAN

A maker of large-scale magical devices such as war engines, robots, etc. About 20% of male Dwarves and 15% of female Dwarves are this type of Artificer.

When a character rolls an Artificer, the type of Artificer is determined by the following:

Weaponsmith:	Greater Strength than IQ or Wisdom.
Jewelsmith:	Greater Wisdom than IQ or Strength.
Mechanician:	Greater IQ than Strength or Wisdom.

In the case of Dwarves, the characteristic applying to the percentage determination for a type of Artificer will be raised, if necessary, to meet the requirements of this type.

17.14 WEAPONSMITH ARTIFICERS

Weaponsmiths have the skills of a blacksmith, armorer, foundryman, and fighting man. The Weaponsmith is the only non-noble who has the right to carry Chivalric arms, including the great sword of a Knight. Because of his unique vocation, he is as well trained as any Knight (Dwarves don't ride) and he is also versed in the use of all missile weapons.

Weaponsmiths can enchant 3 Dr. of material per MKL each time they cast a spell of enchantment. In addition, they acquire the following abilities as they advance in magical proficiency:

MKL 2:	+1 weapons, -1 armor	MKL 12:	+6 swords
MKL 3:	+2 weapons, -1 shields	MKL 13:	Flaming Sword
MKL 4:	+3 weapons, -2 armor	MKL 14:	Ego Swords
MKL 5:	-2 shields	MKL 15:	+7 swords
MKL 6:	-3 armor	MKL 16:	Work Mithril
MKL 7:	-3 shields	MKL 17:	-5 armor
MKL 8:	+4 swords	MKL 18:	-5 shields
MKL 9:	-4 armor	MKL 19:	+8 swords
MKL 10:	-4 shields	MKL 20:	+9 Dancing Sword
MKL 11:	+5 swords, +5 bows	MKL 21:	+10 Bane Sword
		MKL 22:	+10 Vorpal Blade

The Weaponsmith must enchant a number of Focusing devices. These are:

THE ANVIL

The Magick Anvil is fashioned from 50 Dr. of unenchanted iron melted together with the 22 Enchanted Correspondances favorable to the Sign of the Focus. It is used to forge all magical weapons.

THE HAMMER

The Magick Hammer is fashioned from 7 Enchanted Correspondances given for the Sign of the Focus and is used to forge all magical weapons. When used to forge any ordinary weapons, the Weaponsmith works at 3 x the rate of an ordinary armorer.

THE TEMPER

The magical liquid used to 'quench' a red-hot blade and give it strength. The liquid is made from 7 liquids, 7 ct. crushed rubies, and 21 herbs. Once enchanted, 100 to 200 'doses' of the Temper will be obtained. One dose of the liquid is added to the water used to place a temper in any magical weapon. (It is diluted with 22 pts. of water or wine).

THE FORGE

The Forge is fashioned from 500 Dr. of brick and 50 Dr. of iron. It takes 21 weeks to enchant — ½ MKL of the Weaponsmith. The Forge triples the amount of metal that the Weaponsmith can enchant at any one time and also is utterly essential to the making of Dwarvish metals. (Dwarves have a +10% chance of learning how to make Dwarvish metals per MKL attained).

FORGING WEAPONS

In order to forge any magical weapon, the Weaponsmith must enchant the metal required to BMR 0 at 100% (see the list for weapon costs for weight). When the metal is enchanted, it must be heated in the forge. Once fully enchanted, the red-hot metal is then worked on the Anvil. All woods are cured by drying them near the forge. The time required for forging is:

+1 weapon = 3 weeks	Only 1 day out of each week is spent
+2 weapon = 5 weeks	working on the weapon. No other magick
+3 weapon = 7 weeks	may be performed by the Weaponsmith,
+4 sword = 14 weeks	but he may work on ordinary weapons as
+5 sword = 21 weeks	well. Each time he works on the weapon,
+6 sword = 1 year	he must quench the metal in 1 dose of the
+7 sword = 3 years	Temper. +4 swords and above will require
	Dwarvish Steel or else thrice-enchanted
	steel. +6 swords require 1 Dr. of the Star
	of Iron to 3 Dr. of steel.

TESTING THE TEMPER

If a sword of +3 characteristics and over is fashioned, the Weaponsmith must test the temper of the blade by smiting it against the Anvil with all of his force. There is a 1-75% chance the blade will survive. If the blade shatters, it may be reforged in three weeks, during which time no other tasks may be performed. If the Weaponsmith is interrupted, he will have to start the 3-week period over from the beginning. If the blade shatters a second time, it will be set aside.

THRICE-FORGED SWORDS

If a sword shatters twice when tested, it is clearly a blade that has been marked by destiny for some great purpose. Only thrice-forged swords may be turned into Dancing Swords, Bane Swords, Vorpall Blades, or Holy Swords. Such a weapon will invariably develop an Ego.

FORGING ARMOR

When forging magical armor, essentially the same procedure is followed as for magical weapons. The metal must be enchanted to BMR 0 at 100%. When heated, the metal is enchanted and afterwards is worked on the Anvil. Leathers are 'cured' by smoking them above the fires of the forge. The time required is:

-1 armor or shield = 2 weeks
-2 armor or shield = 5 weeks
-3 armor or shield = 7 weeks
-4 armor or shield = 14 weeks
-5 armor or shield = 21 weeks

This time is in excess of the time normally needed to fashion any armor or shield. The armor or shield must be coated with the Temper 3 times for each -1 enchantment worked on it. At the end of the time, the armor is fully enchanted. Only 1 day out of each week is needed to fashion the armor once the normal time to shape the armor has ended (see the list of weapon costs for time to make armor).

SPECIALIZED WEAPONS:

Ego Swords

An Ego sword is a blade literally possessed by a type of Demonic force. The personality of the sword (IQ, Wisdom, Alignment) is determined as for a person. It will invariably seek glory in battle, and if its combined IQ and Wisdom are ever higher than its owner's, it will lead



him into danger to test his worthiness to own such a fine weapon and to gain the opportunity of slaying enemies. Ego swords are intensely jealous of any other swords the owner may possess, especially magical swords. They are also treacherous when stolen from an owner with the same piety (their powers will fail anyone they disapprove of at a crucial point in a battle). Also, an Ego sword has several magical powers which operate continuously:

DETECT PIETY	DETECT ENEMIES
DETECT INFLUENCE	DETECT INVISIBLE
DETECT OBSERVATION	

The range of such spells is determined by the PMF of the Weaponsmith who enchanted the sword. Also, if the IQ and Wisdom scores are over 12, the Sword may acquire the power of speech. Additional spells may be placed in the sword by a Cabbalist, who inscribes Runes of Power on the blade.

FLAMING SWORD

An enchanted blade which flames when drawn in battle. An additional six-sided die of damage (1-6 points) is done every time it strikes a blow. There is also a 15% chance that flammable materials will ignite.

DANCING SWORD

A +9 magical weapon that not only possesses an Ego but also can move by itself (speed of a man, charging). If struck from the hand, it will leap back in an instant. It can also fight for 3 turns by itself before returning to the hand of its owner. Once acquired, such a weapon will not leave its owner willingly. In one case out of three, it is also a Soul Drinker, for all Chaotic blades of this type can such 1000 — 20000 experience points from the body of a victim each time it strikes. Anyone slain by such a weapon has his soul taken into the blade. The owner of a Soul Drinker is cursed (with no chance of lifting the curse) for the weapon will one day be the cause of the owner's own death.

BANE SWORD

A +10 magical weapon that is sensitized to one type of creature. For example, a sword vs Lycanthropes will inflict the usual damage to such beings but, in addition, will have a 20% chance of slaying outright if a critical hit is scored.

VORPAL BLADE

A +10 magical weapon that always scores a critical hit when it strikes a victim, with a 20% chance of beheading the victim.

HOLY SWORD

A thrice-blessed weapon intended only for the hand of a Lawful person who intends no evil purpose. A Holy Sword will not serve any other person but one pure in heart. It defends the user like a Holy Relic against all spells (it must be blessed 3 times by a Bishop, and a Relic must be placed in the pommel). The Holy sword is essentially like a Vorpall Blade except that, like Excalibur, it can cut through metal like

cheese. Only magical armor has full defense against it; all other armor is class 0. A Holy Sword cannot be forged by a Weaponsmith with a Piety of 12 or higher.

MITHRIL ARMOR

If a Weaponsmith is ever fortunate enough to acquire enough Mithril to make an alloy of 1 Dr. of Mithril to 6 Dr. of steel, he may forge -7 armor from it. Such armor also reduces damage from all magical and ordinary weapons by ½, unless the weapon is +7 or higher.

17.15 JEWELSMITH ARTIFICERS

Jewelers have the skills of an artist, a jeweller, and a thief. They are able to make an exact appraisal of gems, jewelry, and coins. They have 'connections' as well, so they pay only 50% of the market value for precious metals and gems. When selling loot, they have three times the likelihood of finding a buyer, compared to an ordinary person.

When enchanting materials, a Jewelsmith can decrease the BMR by 1 level per successful spell of enchantment, and at BMR 0 by 50% per spell.

Jewelers can learn 5 spells per Magick Level, which they can enchant into jewelry, etc. They do not cast spells directly.

THE GREAT TALISMAN

When a Jewelsmith reaches MKL 7 he can enchant a 3' diameter medallion made from 1/5 Dr. of the Star of Copper + the ingredients for any potions given to him. This mixture is melted down for 7 months minus a number of weeks equal to the MKL of the Jewelsmith. The materials are transmuted and the Talisman which is fashioned from them will make 1 dose of each potion per day in water and 2 doses in wine.

RINGS OF POWER

When a Jewelsmith reaches MKL 11 he can enchant a Ring of Power from Dwarfish Gold, Dragon Horde Gold, or the Star of Gold. Such a ring will hold a number of spells equal to the MKL of the Jewelsmith. Additional spells may be placed into the ring by the addition of gems. If a powdered Alchemical Gem is added to the gold, the spell capacity is doubled, with 7 recharges per day. Enchantment time: 7 months.

GREAT RINGS OF POWER

A Great Ring can only be prepared by a Jewelsmith and enchantment takes 1-3 years. He requires each of the 7 Alchemical Metals, 4 Dwarf-cut gems - ruby, emerald, sapphire, and diamond - and an Alchemical Gem. The finished ring is not yet endowed with any properties but it can hold up to 200 spells, with 21 recharges per day. The Great Ring is a Focusing device which can then be filled with spells by a Magick User in 1 year.

AMULETS

Amulets are made from Dwarf-cut gems set into large medallions of precious metal with a fine-linked chain to permit wearing them about the neck. They will be able to provide appropriate protection when final enchantments are placed by a Magick User.

17.16 MECHANICIAN ARTIFICERS

Mechanicians have the skill of a military engineer, a stonemason, a clockmaker, and a fighting man.

As a military engineer, he is capable of designing and supervising construction of large fortifications. When he reaches MKL 3, cost of such works is reduced by 5% per MKL of the Mechanician until costs are lowered to 50%.

The Mechanician is capable of constructing any engine of war and of supervising its operation.

The Mechanician can enchant 10 x the weight of material that an ordinary Magick User can when dealing with common materials, such as rock, leather, wood, and metals other than silver, gold, and platinum. He is able to reduce the BMR by 1 level per spell of enchantment he successfully casts. Note: Only another Mechanician may take any advantage of such enchantments because they are so completely attuned to the Magick of Mechanicians that the object seems to be at its original BMR to any other type.

The Mechanician can learn 5 spells per Magick Level, but these can be placed only in a Mechanician's device.

At MKL/1 a Mechanician can Animate an Object directly. There is no Backfire upon failure except for a 50% loss of fatigue points. The spell is cast at a basic 35% chance of success (enhancement is possible) + 5% per MKL attained after MKL 3. The spell can be used only once per day, with the following results:

Unenchanted Object:	animated for 1-10 turns + ½ MKL
Partially Enchanted:	animated for 21-40 turns + ½ MKL
Fully Enchanted:	animated for 100 turns + 7 x MKL

The object must be functional in form: e.g., a battering ram, robot machine, etc., and is not merely a lump of material.

At MKL/1 a Mechanician also acquires **CONTROL ANIMATED OBJECT**, a spell which allows him to direct an animated object so long as it is in operation. The spell must be cast to switch on an animated object or give it instructions to do so, and it lasts for the time the object is functioning. However, there is only a percentage chance of control:

Unenchanted Object:	40% + 2% per MKL (max. 80%)
Partially Enchanted:	60% + 2% per MKL (max. 90%)
Fully Enchanted:	80% + 2% per MKL (max. 99%)

Failure to exercise control means that the animated object runs amok for 1-100 turns, blindly wrecking everything in sight or else doing whatever comes naturally, like the animated broom in The Sorcerer's Apprentice. Once gained, control is constant for 24 hours, after which the spell must be cast again. If control is lost, the spell may be cast again to shut down the mechanism (for the day).

Animated Statues, etc., are really complex clockwork devices. Once the materials are enchanted, the Mechanician will construct the mechanism: 2 days are required for each hit point the mechanism will sustain (maximum of 200); 2 days are required for each 1% hit probability (maximum = that of maker); and 3 days are required for each damage point it will inflict (maximum of 21). To put in each of the above characteristics requires 10 Dr. of material. In other words, a statue of 1 hit point with 1% hit probability and able to do 1 point of damage would weigh 30. Dr. and would take 7 days to construct. Rock has an armor class of 8; metal has an armor class of 10. If an armorer and a blacksmith are assisting the Mechanician, construction time is reduced by 1/3.

17.17 ASTROLOGY

Astrologers are among the most literate of the Minor Arcane, like Alchemists, and they write unenchanted books in which all of their learned spells and their observations are inscribed. However, only another Astrologer is capable of reading such writings. While there are very few formal titles among Astrologers, they insist on being called Master at MKL 10 and Doctor at MKL 16. Except for the Circle of Protection and the few spells specifically within their ability to cast directly, Astrologers can perform no Magick unless using a device enchanted by someone else.

Before any major undertaking, player-characters will consult an Astrologer 80% of the time. Lawful Clerics, Fighting Clerics, and Elves do not seek consultation, however. The Astrologer will study the task of enterprise to be undertaken to determine whether the Stars are 'favorable' or 'unfavorable' to the doing of such a thing:

1-25%	= Planets are well placed	= Good Aspect	= 5% advantage on all die rolls.
26-75%	= Planets are neutral	= Neutral Aspect	= no special advantage or penalty.
67-100%	= Planets are poorly placed	= Poor Aspect	= 5% disadvantage on all die rolls.

In addition to drawing Horoscopes for specific tasks or adventures, Astrologers will also cast a Life **Horoscope** for a character. This Horoscope is cast at the birth of a child and is always accurate. The Horoscope Table at the end of the Astrology section is used to find the most favorable calling ordained by the Stars for the child. The numbers indicate the percentage increase or decrease in experience points that can be earned in a particular field or endeavor and are termed Astrological bonuses. The Sign under which each character is born and the planetary aspect should be recorded for permanent reference. Once the Horoscope is cast, there is no changing it.

When Magick Users are enchanting devices of great Power (capable of recharge), they must have the Horoscope of the device cast to determine the Sign most favorable to the work. This procedure is outlined in the section dealing with Enchanting a Magick Device.

If an Astrologer has the time to make a thorough study of the problem, there is always 100% Accuracy. Time required is 7 days + 1-100 days divided by the Magick Level. If a quick reading is required, the accuracy of the finding varies. There is a basic 25% chance + 2% per MKL of the Astrologer that the findings are accurate. The determination of his accuracy is made only when the first important die roll of the character is made once the task has begun. If the finding turns out to be accurate, all subsequent die rolls made during the task or adventure is adjusted accordingly. If he was in error, the placement of the planets is re-checked and the new finding is taken as the accurate one, with 1-10% chance of Good Aspect, 11-90% chance of Neutral Aspect, and 91-100% chance of Poor Aspect.

Astrologers can also perform a limited number of Spells, which they learn at casting level 1 and BMR 1.

LOCATE OBJECT

At night, with a clear sky, or if gazing into a **Stellar Mirror**, he may attempt to locate a specific object whose origin date is known. He has a 30% chance + 3% per MKL to find the exact direction. He then has a 10% chance + 3% per MKL of finding the distance. If he is successful, subsequent Locate spells have a +10% chance of being accurate. The spell may be used once per day per object, with a limit of 5 objects in any day. Only -5% loss of fatigue points occurs when the spell is cast. It cannot be blocked by any Magick unless the object is underground. Lead does not affect the spell.

LOCATE PERSON

Under the same conditions as given above he may locate a particular person, creature, etc. Circles of Protection lower the probability by -10%.

DETECT PIETY

Under the same conditions as given above, he may determine Piety of any person, creature, etc. The spell operates automatically and without fatigue if face to face, with a 25% chance of knowing and a 75% chance of coming up with a blank.

DETECT EXPERIENCE FACTOR

As for Detect Alignment.

DETECT INFLUENCE

As for other Detect spells, only the Basic Influence Factor (BIF) of a character is known.

READ MAGICK/READ LANGUAGES

A Natural Talent possessed by Astrologers which they may use the moment they begin their vocation. Cost: 5% fatigue points. Duration: 3 readings.

LEGEND LORE

An Astrologer will specialize in the study of all legends that he can find to determine the date that some object or magical device was made, or the date some past figure was born. If the object or person is identified, he has a 10% chance + 2% per MKL of determining the exact date. If the object or person is not identified, he has a 10% chance + 2% per MKL of determining the identity, after which he can discover the date. He will know if he has made an error, but he must wait 1 month to check again. Fatigue expenditure: -50% fatigue for 1-7 days. If total success occurs, he will be able to tell the location (Locate Object) and 7 significant characteristics about the object or person.

SIGN			Law							Merchant		
			Ftr.	Mag.	Cler.	Thief	Govt.	Craft	Guild	Farm.	Money	Ch.
1-10	ARIES	W	+10	+5	+5	+25	+5	+5	+5	+5	+25	+15
		N	0	0	0	+10	0	0	0	0	+10	+10
		P	-5	-5	-5	+5	-5	-5	-5	-5	+5	+5
11-18	TAURUS	W	+5	+5	+5	+5	+5	+5	+15	+25	+5	+5
		N	0	0	0	0	0	0	+10	+15	0	0
		P	-5	-5	-5	-5	-5	-5	+5	+5	-5	-5
19-25	GEMINI	W	+5	+25	+5	+5	+5	+5	+5	+5	+15	+5
		N	0	+10	0	0	0	0	0	0	+10	0
		P	-5	+5	-5	-5	-5	-5	-5	-5	+5	-5
26-32	CANCER	W	+5	+5	+15	+5	+5	+25	+5	+15	+5	+5
		N	0	0	+10	0	0	+10	0	+10	0	0
		P	-5	-5	+5	-5	-5	+5	-5	+5	-5	-5
33-40	LEO	W	+25	+5	+5	+5	+5	+5	+5	+5	+5	+5
		N	+10	0	0	0	0	0	0	0	0	0
		P	+5	-5	-5	-5	-5	-5	-5	-5	-5	-5
41-48	VIRGO	W	+5	+25	+5	+5	+15	+5	+15	+5	+5	+25
		N	0	+10	0	0	+10	+10	+10	0	0	+10
		P	-5	+5	-5	-5	+5	+5	+5	-5	-5	+5
49-56	LIBRA	W	+5	+5	+15	+5	+25	+15	+5	+5	+5	+5
		N	0	0	+10	0	+10	+10	0	0	0	0
		P	-5	-5	+5	-5	+5	-5	-5	-5	-5	-5
57-64	SCORPIO	W	+5	+25	+5	+5	+5	+5	+5	+5	+5	+5
		N	0	+10	0	0	0	0	0	0	0	0
		P	-5	+5	-5	-5	-5	-5	-5	-5	-5	-5
65-72	SAG.	W	+15	+5	+5	+5	+15	+5	+5	+5	+5	+5
		N	+10	0	0	0	+10	0	0	0	0	0
		P	+5	-5	-5	-5	+5	-5	-5	-5	-5	-5
73-80	CAPRI.	W	+5	+5	+5	+15	+5	+5	+5	+15	+5	+25
		N	0	0	0	+10	0	0	0	+10	0	+10
		P	-5	-5	-5	+5	-5	-5	-5	+5	-5	+5
81-88	AQUAR.	W	+5	+5	+25	+5	+5	+5	+5	+5	+5	+5
		N	0	0	+15	0	0	0	0	0	0	0
		P	-5	-5	+5	-5	-5	-5	-5	-5	-5	-5
89-100	PISCES	W	+15	+5	+5	+15	+5	+15	+25	+5	+5	+15
		N	+10	0	0	+10	0	+10	+10	0	0	+10
		P	+5	-5	-5	+5	-5	+5	+5	-5	-5	+5

W = Well Aspected

N = Neutrally Aspected

P = Poorly Aspected

17.18 DIVINATION

Like Astrologers, Diviners have the ability to see into the future and are able to locate and detect objects and persons, although at less range than Astrologers. Diviners have no Legend Lore, but they are able to determine certain qualities of an object by handling it. This ability is called psychometry.

1. Diviners may be consulted instead of an Astrologer to give advice about 1 to 6 events which might occur on an adventure. If a good aspect occurs, the player has the sole option as to which event it should cover. If a bad aspect occurs, the player who is managing the adventure has the option of applying it:

1-25% = good aspect 26-75% = neutral aspect 76-100% = bad aspect

As for Astrologers, Diviners may or may not give good advice. A Diviner has a chance of 40% + 3% per MKL or being correct. His ac-

curacy is checked when the good or bad aspect is applied to a particular event. If he is wrong, there is a 1-75% chance that the aspect is neutral and a 76-100% chance that the aspect is opposite to the one he predicted. Good aspects give a 5% advantage on all die rolls. Bad aspects bring a 5% disadvantage on all die rolls. The length of time covered by the prediction is equal to the MKL of the Diviner, measured in turns.

2. **Locate Object:** A Diviner learns a Locate at BMR 1. He is able to locate a specific object within his range by using a Dowsing Rod which he enchants from Hazelwood. He has a 40% chance + 3% per MKL of determining the exact distance. If he is successful, the chance is increased by +10% the next time he attempts the spell to locate the object sought.

3. **Locate Person:** As for a Locate Object, only a specific person is sought. Spell = BMR 1.

4. **Detect Piety:** When face to face (20 feet away), a Diviner has a 40% chance + 3% per MKL of discovering the exact piety of a character. If examining some article belonging to the character in question, he has a 25% chance + 2% per MKL. Spell = BMR 1.

5. **Detect Experience Factor:** As for Detect Alignment. Spell = BMR 1.

6. **Trace:** A Diviner can determine a number of things about an object when he handles it personally. He begins with a 10% chance + 3% per MKL and gains 1% per additional fatigue point expended. The spell can be cast only once per day. If successful, he will learn the information indicated by the percentage rolled on a 1-100 die:

- 1-30% = The immediate past of the object in question.
- 31-50% = Whether or not the object is enchanted.
- 51-75% = The number of spells placed in the object, if any.
- 76-85% = The number and exact nature of the spells placed in the object.
- 86-95% = Whether or not the object contains defensive spells or Curses.
- 96-100% = The maker of the object, its purpose, and all other relevant information.

If there is a failure, the chance of success is reduced -25% for the next Trace attempted.

7. Unlike all other Magick Users, a Diviner can enchant a Focus from Hazelwood and does not need to consult the Stars, etc., for a favorable Sign or use the 22 Correspondances. The Focus is used to cast all of his Divination spells (1 to 6, above).

8. **The Great Decks:** Diviners cannot cast any spells directly except the Divination spells listed above. However, they can enchant a Focus in the form of a 54-card deck or a 78-card deck. These Great Decks enable him to cast spells of Basic Magick and, in the case of the 78-card Tarot deck, spells of Illusion as well.

The complete deck is enchanted by preparing each card as an enchanted scroll. When all of the cards are prepared, the Great Deck becomes magically active.

a. **THE 54-CARD GREAT DECK:** A standard 52-card playing deck plus two Jokers will be used to perform spells of Basic Magick:

- Diamonds = Earth Spells
- Spades = Air Spells
- Clubs = Fire Spells
- Hearts = Water Spells
- Joker = Any Spell, any suit

- 1-5 = Create & Detach
- 6-10 = Create, Detach, & Amplify
- Jack = Create or Detach or Remove
- Queen = Create, Detach, & Amplify or Concentrate
- King = Create, Detach, & Amplify or Remove

The numbers on the cards indicate the PMF bonus to be added to the Diviner's Personal Magick Factor when computing the amount of material that can be moved, range, etc.:

- 1-10 = +PMF equal to number on card; eg: 6 = + 6 PMF.
- Jack = +15 PMF
- Queen = +20 PMF
- King = +25 PMF
- Joker = +30 PMF

To cast a spell, 5% fatigue points are expended and a card is drawn at random. The spell does not have to be cast if it is appropriate, but fatigue points are still lost. The card is replaced and the deck is shuffled before the next draw.

b. **THE 78-CARD TAROT DECK:** The Tarot Deck can be used to cast Basic Magick and Illusions. As in the case of the 52-card deck, cards are drawn at random at 5% fatigue point expenditure, and the spell can be cast or withheld as desired:

- Pentangles = Earth Spells
- Swords = Air Spells
- Wands = Fire Spells
- Cups = Water Spells
- 1-5 = Create & Detach
- 6-10 = Create, Detach, & Amplify
- Page = Create or Detach or Remove
- Knight = Create, Detach, Amplify, & Accelerate
- Queen = Create, Detach, & Amplify or Concentrate
- King = All spells of Basic Magick

The numbers on the cards indicate the PMF bonus to be added to the Diviner's Personal Magick Factor when computing the amount of material to be moved, range, etc.

- 1-10 = +PMF equal to number on card
- Page = +15 PMF
- Knight = +20 PMF
- Queen = +25 PMF
- King = +30 PMF

The 22 cards of the Major Arcane cast Illusion Spells:

Jester: Any spell of **Basic Magick** (+30 PMF) or any Illusion up to Seventh Circle.

Magician: Outermost Circle: Sleight of Hand or Wall Fog.

Priestess: Outermost Circle: Blurred Image or Detect Illusion I.

Empress: Outermost Circle: Wall of Fog or Detect or Dispell Illusion I.

Emperor: Second Circle: Cloud of Dust or Deafness or Delusion.

Pope: Second Circle: Detect or Dispell Illusion II or Illusory Script.

Lovers: Second Circle: Delusion or Detect Illusion II.

Chariot: Second Circle: Cloud of Dust or Detect or Dispell Illusion II.

Justice: Third Circle: Diminish or Detect or Dispell Illusion II.

Hermit: Third Circle: Hallucinatory Landscape or Growth.

Wheel of Fortune: Third Circle: Mirror Self or Trustworthiness.

Strength: Fourth Circle: Detect or Dispell Illusion III.

Hanged Man: Fourth Circle: Hypnotic Spiral or Hallucinatory Landscape.

Death: Fourth Circle: Projected Image or Hallucinatory Landscape.

Temperance: Fifth Circle: Detect or Dispell Illusion V.

Devil: Fifth Circle: Disguise or Phantasmal Landscape.

Tower: Fifth Circle: Phantasmal Weather or Detect Illusion V.

Star: Sixth Circle: Detect or Dispell Illusion VI.

Moon: Sixth Circle: Shadow Forces or Shadow Monsters.

Sun: Seventh Circle: Detect or Dispell Illusion VII.

Judgment: Seventh Circle: Phantom Monsters.

Universe: Eighth Circle: All Illusions from Outermost to Eighth Circle.

The Illusion spells cast with the Tarot Deck are rated at the level of proficiency of the card itself. For example, a Hanged Man casts a Fourth Circle spell, but the Sun casts a spell at the Eighth Circle of proficiency. For protective purposes, the Diviner personally saves as an Eighth Circle Adept.

17.19 THE HEX MASTERS: WITCHCRAFT

Not all Witches are devoted to Black Magick and Devil Worship. There are actually a number of distinct types of witch or Hex Master:

17.20 SOLITARY HEX MASTERS

Solitary Hex Masters are neutral or lawful in alignment and are truly rugged individualists. They have IQ's of 17 or higher. They call themselves Hex Masters only until they reach MKL 11, whereupon they assume the title of Sorcerer. At MKL 18, they become Wizards.

1. **The Focus:** A Solitary Hex Master will enchant a wand as a Focus, using the 22 Correspondances favored by the Sign of the Focus.

2. The moment a Solitary Hex Master begins the study of Black Magick and Demonology, he will acquire a Familiar, usually a cat, which is actually a Demonic Spirit (not evil). The **Familiar** will act as a second Focus, but does not need to be enchanted. The practice of Black Magick and Demonology is possible for the Solitary Hex Master because he refrains from employing such measures against anyone except chaotics (turning their own Evil against them) and uses the Name to command Demons rather than submitting to the Powers of Darkness to obtain their assistance.

3. **Magical devices** enchanted by a Solitary Hex Master include potions, books, scrolls, amulets, and a broom for transportation.

At MKL 11, a Solitary Hex Master becomes a Sorcerer. As a Sorcerer he can choose to specialize in one of several fields:

Dexterity 12 or higher: Conjuror is possible, and the Sorcerer may practice the Art as if he were a Conjuror, but without the limitations placed on that type of Magick User.

Bardic Voice 14 or higher: Power Word Magick is possible, and the Sorcerer may practice the Art as if he were a Power Word Magician, but without the limitations placed on that type of Magick User.

Wisdom 12 or higher: Divination is possible, and the Sorcerer may practice the Art as if he were a Diviner, but without the limitations placed on that type of Magick User.

The magical devices which Magick Users of one of the three types may enchant will be within the power of the Sorcerer to enchant once he chooses his specialization.

17.21 EVIL PRIESTS

Evil Priests are the chaotic counterpart to the Solitary Hex Master. They too must have IQ's of 16 or higher. And they require Impiety/—08 to —10. Evil Priests will join a Coven of Witches and practice Magick as one of their number. However, when he reaches MKL 11 he can become an Evil Priest. The sole advantage he has over other Coven members is that he may proceed farther along in the practice of Demonology, Illusions, and Commands.

1. **Focus:** as for Solitary Hex Masters.

2. **Familiar:** The Familiar is acquired immediately as an Evil Genius who guides the prospective Evil Priest along the paths of damnation. The Familiar will divulge the secrets of Black Magick to the Evil Priest one casting level early (e.g.: level 3 spell is given at level 2). See cats in the Men and Monsters chapter.

3. **Magical devices** enchanted by an Evil Priest include potions, books, scrolls, amulets, and a broom for transportation.

At MKL 11 the Evil Priest should be studying the Invocation and Sacrifice to the Lords of Hell, for the moment he is able to perform the ceremony he will attempt to summon Lucifer himself to dedicate his life to the service of the Dark One. If he is successful, he will acquire control of the Coven (he may have to slay the current leader, who is also an Evil Priest). Upon becoming an Evil Priest, he will have the following abilities like a Cleric:

CURE MINOR WOUNDS
CURE GRIEVOUS WOUNDS
REMOVE CURSE
NEUTRALIZE POISONS
RAISE DEAD

These Clerical miracles can be performed to the benefit only of members of a chaotic Coven or chaotics in the service of the Evil Priest who have sealed their loyalty to him with an oath of Damnation. The Evil Priest will have a 50% chance of performing such miracles at a cost of 5% fatigue for each attempt, successful or not.

17.22 THE COVENS

Hex Masters who do not possess an IQ of 16 or higher become ordinary members of Covens. A Coven will always contain 13 members. Those who attain MKL 11 become Coven Leaders - usually these turn out to be Evil Priests who subvert lawful Covens almost immediately. If there is already a Coven leader, he must be overthrown or else a new Coven has to be started by influencing 12 others to join.

Members of Covens are often referred to as Witches and Warlocks, and the Coven they belong to is part of a vast invisible government. At MKL 13, a Coven Member may become a Prince or Princess of the Witches and acquires a Coven made up of the leaders of 12 Covens. These are preferably 6 males and 6 females. Promotion is not possible unless the office is open, and 12 offices generally exist. At MKL 21 a character may become King or Queen of the Witches provided that office is not already filled. If there is already such a personage, the character moves to the Higher Council, a Grand Coven of 33 which advises the King or Queen. The King or Queen has a Coven composed of the 6 Princes and 6 Princesses.

Ordinary Witches and Warlocks enchant the following:

1. **Focus:** as for Solitary Hex Masters.

2. **Familiar:** acquired immediately as for Evil Priest.

3. **Magical devices:** potions, amulets, and a broom for transportation.

One spell may be worked per Coven Meeting, which is held on the Black Sabbath, at the leader's choice. The chance of success is raised by +50% because of the combined effort and concentration of the 13 Witches and Warlocks present. Such spells are used for the purpose of learning new spells (by the leader) or the enchanting of materials. If any materials are being enchanted, the quantity that can be enchanted is 3 x leader's normal limit. Also when casting spells offensively, presence of the entire Coven enhances the leader's chances (or those of any member casting the spell) by +25%, provided no other member casts a spell in the same firing phase.

17.23 THE MAJOR ARCANE

The following types of magick and magicians are referred to as the Major Arcane.

17.24 CONJURATION

The Conjuror performs all of his Magick by brewing it up in his Magick Cauldron or by using some of the 'brew' as a potion.

1. **THE ENCHANTING OF THE CAULDRON:** The Cauldron is the Conjuror's Focus. It is made by enchanting the 22 Correspondances required by the Sign under which the Focus has to be made. The 'brew' thus enchanted is placed in a cauldron of iron or copper, and 6 additional parts of each of the corresponding materials (unenchanting) are

then added to the brew to increase its volume. Each time the Conjuror learns a new spell he adds 7 different materials (3 parts of each, unenchanted) to the brew.

Once each year, during the Sign of his Cauldron, the Conjuror must replenish the brew. He must add 7 parts (unenchanting) of each of the 22 original Correspondances plus 21 herbs, 7 flowers, 7 powdered skins, 7 crushed bones or horns, 7 essences, 7 woods, 7 crushed Gems, and 7 metals. To this must be added 7 uncommon liquids, 21 parts of each. Failure to perform this task will cause the Cauldron to boil dry in 10-100 days after the sign, requiring the complete re-enchantment of the Focus.

2. **THE BREW:** The brew contained in the Cauldron is a form of Universal Potion which can duplicate any magical effect which the Conjuror has learned as a spell. On any given day, he may draw off a number of 'doses' of the potion equal to his MKL, but he must add materials equal to the number of doses he draws off. When he drinks a dose of his brew, the Conjuror can instantly cast the spell he desires, provided it is a learned spell contained in the brew. In this case, the brew acts as a Focus.

If the Conjuror is preparing a particular potion for another person, there is a 5% chance per MKL that he can draw off 1 dose of the correct potion. For example, a Conjuror of MKL 8 would have an 8 x 5% = 40% chance of coming up with the desired potion for a customer. If the desired potion is not obtained, no one knows it; for the check is made only when the potion is actually consumed. If a mistake has been made, one of the following things will happen:

- 1-90%: Nothing happens, just a foul taste in the mouth from the potion.
- 91-95%: Drinker shrinks to 1/20 size for 1-20 turns (1-50%) or 1-20 days (51-100%).
- 96-100%: Drinker turns into a Frog requiring a Princess to kiss it better.

3. **THE 'SPOOK':** There is a 1% chance per 10,000 Experience points acquired by the Conjuror that he will attract a rather mischievous Spirit of the Brew to his Cauldron. He can learn new spells from the Spook 1-50% of the time, checked once per week. The Spook is also capable of defending the Cauldron and the Magick User's quarters from intruders by casting spells like a Magick User of the Conjuror's level on his Home Ground.

Alchemist's and Conjurors get along very well with each other, for they both deal with the same basic type of Magick.

17.25 ENCHANTERS

The Enchanter performs his Magick through verse, song, and musical instruments, as all of his magical effects are created through sound. If he can produce no sounds, he can do no Magick. Backfires for Enchanters result in laryngitis for 1-20 days, with no other ill effects.

THE BOOK

An Enchanter will write a Magick Book containing the spells he has learned. He is exceedingly sensitive to the power of the spoken word, and the Book preserves his spell chants perfectly, with a profusion of marginal notes. Any failure in the pitch, tone, and certainly in the wording of a chanted spell would result in utter failure.

SCROLLS

An Enchanter's scrolls are totally incomprehensible to any other Magick User unless he has learned to read music (cost = 6 language points).

Many Enchanters become Poets, Troubadours, Musicians, and the like, because of the close relation of the Fine Arts to their type of Magick. When they travel, they will assume such guises to conceal their true vocations.

THE FOCUS of an Enchanter is a musical instrument fashioned by enchanting the 22 Correspondences required by the Sign under which the Focus has to be made.

All Magick Devices fashioned by an Enchanter are in the form of musical instruments (except for the Books and Scrolls he may write).

Enchanters are very contemplative and have high powers of concentration. Thus they are capable of **MEDITATION** at ½ the normal rate even when in public and engaged in other activities and tasks. Only a violent fight will break such concentration, and then only if the Enchanter himself is directly involved in it.

17.26 NECROMANCY

The Necromancer deals with death and he does not fear it in any of its forms. He is not affected by Illusions and Fear 90% of the time (save if 91-100%); for when one has laced the ultimate reality of Death mere Illusions hold no perils. His magical implements are all suggestive of the

grave. Bones form the basis of his wands, staves, and many other magical devices. His books and scrolls are inscribed on parchments made up of exotic skins with inks made of the blood of creatures and a pen of human bone. He prefers to wear clothes rescued from dead bodies, and even the very room he is in will tend to be filled with the odor of death. His skin acquires a ghastly pallor because of his preference for the dark, his features are sunken and skull-like, and he acquires the ability to see in the absence of light when he attains MKL 2.

A Necromancer fashions his Focus by enchanting the 22 Correspondances required by the Sign under which the Focus is made, then adding 7 additional kinds of bone. The Focus is always a wand made from the thigh bone of a man. When it is completed, it must be washed in 7 different kinds of blood and is carried in a wand case made of 7 different exotic skins. Additional spells are placed by inscribing a Symbol for the spell on the wand and inlaying the Symbol with 3 precious metals enchanted to BMR 0 at 100%.

A Necromancer will acquire a **Shadow Guide**, a Spirit of the Dead who was once a powerful Necromancer and acts as his Mentor. In this sense, the Shadow Guide acts as a 'Master', but the relationship is not one of superior and inferior. To summon the Shadow Guide for advice and to be taught new spells, the Necromancer must perform a solemn ceremony (see Demonology).

A Necromancer shuns the learning of all spells of **ILLUSION**, but he will actively and enthusiastically pursue knowledge of all spells of **COM-**

MAND he is capable of performing. Most important of all, there are a number of Necromantic spells unique to his mode of Magick. These spells cannot be learned by anyone else, although a device containing such spells might be used 1-10% of the time by a Magick User of MKL 10 or higher.

LEVEL 1 NECROMANTIC SPELLS

All spells in this section are at casting level 1 and BMR 1.

Command Undead

A very powerful spell which increases in effect as the Necromancer rises in knowledge and ability. The spell gives him the power to exert influence over Undead beings and also Illusory figures like Shadows, Phantoms, and Spectres.

The following table gives the degree of influence available to a Necromancer at any given Magick Level. 'T' means the power to **turn away** the figure named and keep him at a safe distance. 'D' means the power to **dismiss** and figure from the Necromancer's presence. 'C' means the power to **command obedience** or to **dispell** the figure if it is enchanted (Skeleton, Zombie, Shadow, Phantom, Spectre). '-/' means no effect. The number printed after any letter indicates the number of such figures that the Necromancer may have under his own command as servants of his will at any one time; e.g.: T/10 means that he can turn away such figures and also have up to 10 under his own control.

Type of Undead	Magick Level of the Necromancer Commanding Undead											
	1-2	3-4	5-6	7-8	9-10	11-12	13-15	16-18	19-20	21	22	
Skeleton I	T/1	T/5	T/10	T/15	D/20	D/25	D/30	D/40	D/45	D/50	C/50	
Skeleton II	-/1	T/1	T/5	T/10	T/15	T/20	D/25	D/30	D/35	D/40	C/50	
Average Zombie	-/1	T/1	T/5	T/7	T/10	T/15	T/20	T/25	D/30	D/40	C/50	
Strong Zombie	-/1	-/1	T/3	T/5	T/7	T/10	T/12	T/15	T/17	D/20	C/25	
Ghoul	T/1	T/2	T/3	T/4	T/5	T/6	T/7	T/8	T/9	C/10	C/11	
Great Monster	-/0	-/0	-/1	-/1	-/1	-/1	-/1	-/2	-/3	-/4	-/5	
Barrow Wight	-/0	-/0	-/0	T/0	T/0	T/0	D/0	C/1	C/1	C/1	C/3	
Mummy	-/0	-/0	-/0	T/0	T/0	T/0	T/0	D/0	D/0	C/1	C/3	
Vampire	-/0	-/0	-/0	T/0	T/0	T/0	T/0	D/0	D/0	C/1	C/3	
Wraith	-/0	-/0	-/0	-/0	T/0	T/0	T/0	T/0	D/0	D/0	C/20	
Death	-/-	-/0	-/-	-/0	-/0	T/0	T/0	T/0	T/0	D/0	D/0	
Shadow	-/0	-/0	T/0	T/0	T/0	T/0	D/0	D/0	D/0	D/0	C/1	
Phantom	-/0	-/0	-/0	T/0	T/0	T/0	T/0	D/0	D/0	D/0	C/1	
Spectre	-/0	-/0	-/0	-/0	T/0	T/0	T/0	T/0	D/0	D/0	C/1	
Ghost	-/0	-/0	-/0	-/0	T/0	T/0	T/0	D/0	D/0	D/0	C/1	



The chance of turning away or dismissing an Undead is 25% + 5% per 2 MKL or part thereof possessed by the Necromancer. A Command or Dispell is successful 90% of the time. The Necromancer can turn away or dismiss a number of Undead equal to his MKL in one turn at a range of 50 feet or less. Great Undead can only be affected at a rate of 1 per 3 MKL or part thereof in one turn. Each figure to be affected must be successfully 'targeted' on the Magick Conflict Table Duration: Time Factor of Necromancer.

Create Skeleton

A spell which permits a Necromancer to animate a skeleton and make it an extension of his will. The skeleton must be intact. An animated skeleton will be capable of self-directed behavior, subject to the orders given it by the Necromancer, who has complete control and may direct it by **TELEPATHIC COMMAND** from a considerable distance. Only a MKL 22 Necromancer may take over control of such a figure from the creator. Also, if the creator is a Superior Magick User to the Necromancer attempting to dismiss a skeleton, all that can be done is turn away the figure. The spell endures until dispelled by Necromantic Magick.

Create Zombie

A spell which permits a Necromancer to animate a corpse and make it an extension of his will. Otherwise, like **CREATE SKELETON**, above.

Ghoul Control

A spell which enables a Necromancer to gain control over a Ghoul who has no Necromancer for a Master. Once the Ghoul is placed under the Necromancer's influence, he will serve his Master loyally. Range: 50 feet; Duration: 1 turn. The spell will affect only 1 Ghoul at a time. Once control is obtained, only a MKL 21 or 22 Necromancer may break the spell.

LEVEL 2 NECROMANTIC SPELLS

All spells in this section are at casting level 2 and BMR 2.

Fear

A spell which causes all living beings approaching within 20 feet of the Necromancer to check FER CR-7 if excessive casualties had been suffered. Figures over experience level 7, intelligent Monsters with more than 75 hit points, or unintelligent Monsters with more than 100 hit points are unaffected. Range: 30 feet around Necromancer, with a duration of 1-6 turns. Undead are unaffected, as are Necromancers.

Speak With Dead

A spell which permits the Necromancer to speak with the dead. There is a 100% chance of success with a body dead from 1 to 7 days; a 50% chance + 5% per 2 MKL with a body dead 8 to 30 days; a 25% chance + 5% per 2 MKL for a body dead 1 to 6 months; and a 5% chance per 2 MKL for a body dead more than 6 months. Even if the spell is fully successful, there is a 10% chance + 5% per 2 MKL of the Necromancer that the Dead will make reply to each of 3 questions. The Dead will not lie, but they will withhold any part of the truth not clearly and specifically included in the question, which cannot be more than 25 words in length. In short, the Dead resist speaking of what they know, and questions must be carefully phrased. Personal enemies of the Necromancer or of any person for whom he is asking the question will lie outright 1-25% of the time; the Dead also bear grudges. Duration: 3 questions of 25 words each, with a 5 minute limit, real time, on the whole operation. Answers should be given promptly, with a minimal waste of valuable time. Game duration: 1 turn. This spell is needed to speak with the Spook.

LEVEL 3 NECROMANTIC SPELLS

All spells in this section are at casting level 3 and BMR 3.

Panic

A spell which causes all living beings approaching within 50 feet of the Necromancer to check FER CR-5 as if excessive casualties have been suffered. Figures over experience level 12 or intelligent Monsters with more than 100 hit points are unaffected. Duration: Time Factor of Necromancer, with 1-turn extensions at a cost of 1-3 fatigue points per turn. Check morale -10% for each turn that affected figures are in range (50 feet) of the Necromancer.

The Secret of Life and Death

At the moment a Necromancer is able to cast level 3 spells, he will begin his first great project, the inquiry into the Secret of Life and Death. His ambition is to develop a Monster or great power, a super-zombie with the fighting ability of a Mighty Knight of experience level 24. The Necromancer will go to any lengths in order to acquire the 'components' needed to fashion the body of the Great Monster. Because the specifications for any part of the creature are very demanding, there is only a 1-5% chance per hand, arm, leg, foot, etc., that the part is acceptable. If any part is unacceptable, the remainder of the body being examined is considered worthless, and parts must be found from another body. Components taken from corpses very recently dead and undiseased are utterly essential.

When completed, the body of the Great Monster will absorb 100 + 1-100 hit points, like a Zombie. It will be unaffected by spells of Command or Illusions, and it will obey its creator without questions 1-95% of the time (the other 5% it runs 'amok'). The problem is to animate the Monster. There is a 5% chance + 1% per MKL of the Necromancer that he will successfully bring the creature to life. An attempt may be made only 3 times per year, during a severe thunderstorm. Each time a Necromancer reaches a new spell casting level, he researches the Secret of Life and Death at the next BMR (eg: level 4 spell at BMR 4). With each installment of the spell learned at a new casting level, +5% is added to the chance of animating the creation. Only one such creature should be animated at any one time, for if it ever meets with another it runs 'amok' and they will fight to the death.

LEVEL 4 NECROMANTIC SPELLS

All spells in this section are at casting level 4 and BMR 4.

Paralysis

A spell which causes one of two effects: a beam of darkness springing from the pointed finger or wand of the Necromancer up to ½ range or paralysis on touch. A beam of paralyzing darkness must be targeted and, 1-20% of the time, causes living beings to be totally paralyzed for 1-6 turns. 21-100% = partial paralysis, with loss of all hit, parry, and dodge bonuses. Touch is determined by using the Combat Tables. Any creature fully paralyzed is unable to move any part of the body.

LEVEL 7 NECROMANTIC SPELLS

All spells in this section are at casting level 7 and BMR 7.

Summon Demonic Warriors

A spell which enables the Necromancer to summon Demonic Fighting Men to his assistance for 1 turn per MKL he possesses. He must stand within a protective circle as he is not asking permission of the Lords of Hell for such aid but is rather Commanding the Dead to serve him. The number of Demonic troops he may summon is equal to the number of troops that can be hired (see Demonology). Cost: 50% fatigue.

Terror

A spell which causes any living being approaching within 100 feet of the Necromancer to instantly flee in complete terror if below experience level 12. All others check FER CR-7 as if excessive casualties had been sustained. A morale check is made thereafter so long as the Necromancer is within his range of the affected beings.

LEVEL 11 NECROMANTIC SPELLS

All spells in this section are at casting level 11 and BMR 10.

Command the Great Undead

A spell which enables the Necromancer to exert command over the high ranking Undead: Barrow Wights, Mummies, and Vampires. The numbers of each type that can be controlled are given in the Command Undead Table (see level 1 spells, above). Only a Necromancer with a higher experience factor can break such control (25% chance). Range: 1/6 normal range. Duration: until spell is broken.

Command Shadows, Phantoms, and Spectres

Not only is the Necromancer immune to the effects of Illusions but he is also able to assume control of them when he has learned this spell. From 1-75% of the time the Necromancer will merely be able to dispell the Illusion, but 76-100% of the time he will be able to assume full control of the Shadow, Phantom, or Spectral Monster and turn it on the sender.

Command Spirits (Ghosts)

A spell which enables a Necromancer to command a Spirit to give truthful answers to 3 questions. Range: 20 feet. The questions must be given and answered within 5 minutes, real time.

The Ring of Great Command

A spell which the Necromancer places in an enchanted Ring of Power. The Ring binds the possessors of lesser Rings also fashioned by the Necromancer: 9 for mortal men; 7 for Dwarf Lords; and 3 for the Elven Kings. Upon completion of the Ring, which takes 1 year to fashion, the Necromancer places much of his Power in it. The Ring gives him the power to assume the form of a Nazgul for a point up to his Time Factor once per day. It also enables him to control any Wraith he meets.

The remaining 19 Rings are all Rings of Power, too, containing spells appropriate to the races for which they are intended. However, each of the Rings for mortal men is, like the Great Ring, capable of turning the possessor into a Wraith under the command of the Master. Persons placing a Wraith Ring on their fingers are loath to part with them, with only a 3% chance per week of doing so. The Wraith Ring will reduce the victim's constitution by 1 point per week until 0 is reached, whereupon the victim becomes a Wraith and seeks out his Master. Only Hobbits are resistant to these effects, with a 7% chance of discarding it and a loss of 1 constitution point per month so long as they remain in possession of it. All those with a Piety of 1 will be immune to the effect, however; and High Elves of MKL 13+ will recognize the nature of the Wraith Ring instantly. The Rings for the Dwarves and Elves are not so hellish, but all that their possessors do is known to the Master, so long as he possesses his Great Ring.

If the Necromancer should lose his Great Ring, he cannot fashion another. He must seek out his lost Ring. However, his Wraiths will remain loyal and obedient to him. His powers are greatly reduced as well, for ½ of all the spells he learned must be placed in the Ring. Note: only a Magick User of MKL 18 or higher will be able to use the lost Ring of Great Command; all others will merely run the risk of being turned into a Wraith.

17.27 THAUMATURGY

The Thaumaturgist is the worker of miracles, a master of Illusion. He has a talent for slight of hand, and can pick pockets like a Thief of equal experience level or juggle and do feats of popular 'magic' like a jongleur. He practices his Magick largely through the use of 'smokes' and perfumes, and is a specialist in spells of Illusion and Command,

which he will learn in preference to any other spells that come into his possession.

The quarters of a Thaumaturgist will be found filled with vials and bottles of powders, essences, herbs, and the like, which he uses to prepare his magical incenses and perfumes.

THE BOOK

A Thaumaturgist will write a book containing the recipes for spells he has learned, but he does not have to enchant the materials used because he does not use the book to actually cast spells. The time needed to write a page is therefore only 1 day. If the Book is lost or stolen, a Thaumaturgist will re-write the spells he has learned from memory (see Remember Spells, IQ Prime Requisite). Any spells he fails to remember have to be researched again at a rate of 2 days per level of spell, after which they may be inscribed correctly.

THE FOCUS

A Thaumaturgist will enchant a magick powder from the 22 Correspondances of the Sign favorable to the creation of his Focus. This magick powder or incense is the basis for all of his powders and perfumes. It has no spells in it, but it serves as a magical catalyst which automatically enchants any materials used in a powder or as a magical catalyst which automatically enchants any materials used in a powder or perfume that does contain a spell. Enchantment time = 1 day per casting level of a spell x number of doses of powder or perfume needed + 7 days. Once each year, in the Sign of the Focus, the stock of magical powder must be replenished by the 22 Correspondances, each one of which must be enchanted by the Thaumaturgist to BMR 0.

POWDERS AND PERFUMES

A Thaumaturgist will prepare a powder or perfume for each spell he has learned. Each powder requires 7 ingredients which are essences or organics, plus 3 ingredients for each casting level of the spell. From 6-10 doses of powder will result. When thrown into a flame (the Thaumaturgist usually carries a brazier of hot coals), the powder will produce a magical smoke that creates the spell. Only 5% fatigue loss occurs when such a spell is cast. Perfumes are prepared from 7 liquids, 3 essences, 7 organics, and 3 fresh flowers. The level of the spell is irrelevant, but only 1-3 doses are prepared. Perfumes are used to contain spells which affect the emotional state of the intended target or his actual physical state; they do not directly cause damage. If powdered gems are used in a potion or powder, targeting is enhanced by +5%. Any Alchemical oil or mercury used in a perfume will automatically enhance targeting to +25%. Any Alchemical metal or gem ground into a powder will automatically enhance targeting to +25%.

If a Thaumaturgist has lost his magick powder or Focus, he must enchant each material used in a powder or perfume to BMR 0 at 100% to place a spell in it.

As long as a powder or perfume contains some of the magick powder, the Thaumaturgist casts spells with all the advantages of having a Focus. If no magick powder is in the powder or perfume, treat as an ordinary device.

17.28 THE MYSTICS

17.29 CABBALIST-SYMBOLISTS

The Cabbalist performs all of his Magick by writing a Symbol on some object, scroll, etc. The Symbol then discharges the spell in the manner desired.

The Focus

Cabbalists prepare a Focus which is nothing more than a Magick Inkpot made of the 22 Correspondances required by the Sign.

The Cabbalist Ink

Cabbalists prepare a form of universal Magick Ink from 7 liquids, 7 crushed gems, 7 powdered metals, 7 essences, and 21 organics, all of which are enchanted to BMR/E. The Magick Ink so produced is equivalent to 22 spell charges and regenerates at the rate of 7 charges per day when kept in the Magick Inkpot Focus. An additional 'recharge' is produced for each of the Alchemical Mercuries added to the Ink, which can double the recharge to 14 if all 7 of the Mercuries are added.

The Brush/Pen

Cabbalists prepare a brush or pen to write the Symbols. It is formed from 7 woods and the hairs of 21 different creatures, all Enchanted to BMR/E. From a distance, the writing instrument has the appearance of a short wand.

Symbols drawn with the Focus, Brush, and Ink cost 5% from Fatigue Levels and will last almost indefinitely if placed on a permanent,

fixed item like a wall, floor, ceiling, etc. Such symbols will gradually fade in time, usually a period of weeks equal to the Magick Level of the Cabbalist. If inscribed on a movable object, the Symbol will fade at the end of the Cabbalist's time factor and become inoperable. However, if inscribed on a fully Enchanted object specially prepared to receive the Symbol (such as a magical Scroll, Book, or perhaps an Amulet or Weapon), the Symbol will be truly permanent and will be able to generate one spell per day.

The Cabbalist can also draw Symbols with regular Magical Ink (used by most Magicians for Magick Writings). However, Symbols so inscribed have two important restrictions placed upon them. (1) The Symbol might not be correctly inscribed if the surface is not appropriate (ink could run, etc.), with a chance of error equal to 10% x spell level minus 2 x DEX of the Cabbalist. (2) The Symbol will always be temporary, with a duration of ½ the Cabbalist's time factor if placed on a fixed surface, and 'instantaneously discharged' if placed on a movable surface. The cost of inscribing such a Symbol is 10% from Fatigue Levels.

With only a regular pen and ink, a piece of chalk, or anything similar, a Cabbalist can inscribe a Symbol as described for regular Magical Ink, but at a cost of 15% to Fatigue Levels. If the Symbol is inscribed in the dust with a finger or stick, the spell will be ruined if the wind disturbs it or if it is in any way disturbed.

Finally, at a cost of 20% to Fatigue Levels, a Cabbalist may write a symbol in the air with his finger or the like. The Symbol appears as a glowing form of 'fire' and the spell is cast instantaneously. The same effect can be produced at 10% cost to Fatigue levels if the Cabbalist uses his Magick Brush/Pen dipped in his Cabbalist Ink.

Cabbalists often work with Artificers, particularly Weaponsmiths and Goldsmiths, because they are capable of inscribing the Symbols on Magical Devices to permit them to be used by Non-Magick Users. The majority of Such Symbols are usually DETECTION spells or Symbols of Guard. (Offensive spells are often very tricky when in the hands of Non-Magick Users and thus will not often be placed on items designed for common use.)

Cabbalists are also very interested in Demonology, but more from the point of view of binding and restraining destructive spirits or else to command them to perform works in the service of Good (a cruel irony, from the Demon's point of view). Refer to the **Seals of Solomon**. They will tend to avoid the Black Magick route out of religious and philosophical reasons. To reflect this, Cabbalists will not be allowed if PCs have negative Piety.

17.30 POWER WORD MAGICK

The Power Word Magician is a natural linguist. He spends his early career learning the 7 Ancient Languages, in which all Magick is written. As soon as he masters the 7 Magick Tongues and 21 modern languages, he has acquired a vocabulary sufficient to enhance the targeting of all the spells he has learned by +10%. For the exact Word is utterly vital to the practice of his Art. There is great Power in the single Word that sums up the very essence of a magical effect, and therefore improves its efficiency.

The Focus

Power Word Magicians invariably use a staff as a focusing device. The Staff of Focus is enchanted from the 22 Correspondances required by the Sign of the device. It is shod with metal, furthermore, to give it weight and strength, for a Power Word Magician's Staff is also the only offensive weapon he will use in battle. With it, he obtains a +10%/+02 chance of striking a blow and a -15%/-03 parry against all manner of weapons, with a maximum chance of a bash at 20%. It deals out 2 points of damage per WDF and is employed like a Quarterstaff.

The Book

Power Word Magicians will write down spells they have learned in a book or scroll that is fully enchanted. A second Focus may be fashioned in the form of a book that has already been written and enchanted by binding it in a cover made of the 22 Correspondances.

Power Word Magicians get along well with Enchanters, whom they regard as kindred spirits because of their love of the spoken word.

17.31 MAGICK SQUARE MYSTICISM

The Magick Square Magician is devoted to Numerology and the wonder of Numbers. He will embody all of the spells he has learned in mystical number sequences which contain the mathematical relation of the magical effects he creates to the world as a whole.

The Robe

A Magick Square Magician will create a Focus from the 22 Correspondances required by the favorite Sign by using threads created from the correspondances to embroider squares containing number sequences on his robe.

The Book of Number

A Magick Square Magician will write down spells he has learned in a book or scroll that is fully enchanted. A second Focus may be fashioned by binding an enchanted Book of Number in a cover made of the 22 Correspondances. Each page will contain one spell, with notations, finally translated into the correct numerological form.

If a Magick Square Magician has lost his Focus, he may write a magical number sequence on a parchment, in the dust of the ground, or in the air to cast a spell he has learned. However, so alien is this technique to his usual method of performing magick that he will lose 20% of his fatigue points casting the spell, as it is too direct and hasty a method.

A Magick device may be enchanted by a Magick Square Magician in the typical manner of most Magick Users. The device will be inscribed with the magical number sequence.

To cast a Magick Square spell, one has to read the number sequence or else pass one's hand over the symbol in the prescribed manner (only

Magick Square Magicians know how to do either of these things).

Because of their mutual love of mathematics, Magick Square Magicians and Artificer Mechanicians often become close associates and assist each other in magical projects of joint interest.

ANTI-MAGICK

At MKL 18, a Magick Square Mystic acquires the ability to temporarily nullify all magical effects around him for a distance of 1-10 times his spell casting range. The Anti-Magick capability is not learned but rather comes as a mystical insight into the nature of the Universe. From 1-3 Fatigue points are expended per turn the capability is exercised.

THE SPIRIT GUIDE

At MKL 7, a Magick Square Mystic acquires a Spirit Guide similar to the Medium's, and he is able to enter Medium-like trances.

18 Magical Combat

Any Magick not clearly beneficial to a recipient is considered to be hostile in nature and will be resisted by a factor akin to BMR. A spell might be compared to a missile which must be targeted so that it strikes and so affects the intended target(s). Targeting is required for all spells which influence a creature/object directly or which will reveal some information about the subject on whom the spell is cast. This includes the vast majority of spells of Basic Magick, Necromancy, Detection, Command, Illusion, Black Magick, Ancient Lore, and a few Communication spells.

18.01 TARGETING

The Magick Conflict Table presents probabilities of targeting an object or creature with a spell cast by a Magician or Magical Device. Targeting must be successful if the spell is to have an effect upon the intended recipient(s)/victim(s). The table contains a number of columns of percentages, with each column representing the chance of a given type of Magician to 'target' a particular class of creature:

Target	Natural	Min. Arcane	Maj. Arcane	Mystic	Evil Priest	Magick Device
Natural	90/50/25	90/50/25	80/50/25	80/50/25	80/50/25	80/45/20
Minor Arcane	80/45/20	80/50/25	80/50/25	90/50/25	80/50/25	80/45/20
Major Arcane	80/45/20	80/50/25	80/50/25	90/50/25	80/50/25	80/45/20
Mystic	80/50/25	80/50/25	80/50/25	90/50/25	80/50/25	80/45/20
Cleric	80/50/25	75/45/20	75/40/25	75/40/25	80/50/25	70/40/20
Evil Priest	90/50/25	80/50/25	80/50/25	90/60/25	90/50/25	75/45/20
Ftg. Cleric	80/55/30	80/50/25	80/50/25	90/55/25	80/50/25	80/60/25
Knights	80/60/30	80/60/30	80/60/35	80/60/40	85/60/40	80/60/40
Ftg. Men	90/65/40	90/60/40	90/60/40	90/60/40	90/70/45	90/60/40
Other Men	90/70/50	90/60/40	90/60/40	90/65/45	90/70/50	90/60/40
Hobbits	75/45/20	70/40/20	70/40/15	75/50/25	80/50/20	75/45/20
Dwarves	85/45/25	70/40/20	70/40/15	75/50/25	80/50/20	75/45/20
High Elves	80/45/20	80/45/20	75/40/20	80/50/25	75/40/20	75/40/20
Wood Elves	90/50/25	80/45/25	80/45/25	90/50/25	80/45/25	80/50/20
Goblins	90/75/50	80/60/40	85/65/45	90/75/50	85/65/45	90/75/50
Gnolls	80/60/40	80/50/30	85/55/40	90/75/50	85/65/45	90/60/40
Ogres	80/50/20	75/50/20	75/50/20	90/60/30	80/50/25	80/50/25
Trolls	80/50/25	70/40/20	70/40/20	80/50/25	80/50/25	80/50/25
Giants	80/50/25	80/45/20	80/45/20	80/50/25	80/50/25	80/45/25
Lycanthropes	80/60/30	80/45/20	80/50/20	80/50/25	80/60/30	80/45/25
Skeletons	40/40/40	50/50/50	50/50/50*	45/45/45	60/60/60	50/50/50
Zombies	40/40/40	50/50/50	55/55/55*	45/45/45	60/60/60	50/50/50
Deaths	40/40/40*	35/35/35	35/35/35*	40/40/40	50/50/50	40/40/40
Ghouls	80/45/25	80/45/25	80/45/25*	80/45/25	80/45/25	80/45/25
Barrow Wights	25/25/25*	25/25/25	25/25/25*	35/35/35	35/35/35	25/25/25
Wraiths	25/25/25*	25/25/25	25/25/25*	25/25/25	35/35/35	25/25/25
Phantoms	25/25/25*	25/25/25	25/25/25*	50/50/50	25/25/25	40/40/40
Spectres	20/20/20*	20/20/20	20/20/20*	40/40/40	20/20/20	30/30/30
Vampires	40/40/40	25/25/25	30/30/30	35/35/35	50/50/50	40/40/40
Mummies	20/20/20	20/20/20	30/30/30	30/30/30	40/40/40	40/40/40
Demons	75/50/25	75/50/25	75/50/25	90/60/30	80/60/30	75/50/25
Great Horses	50/50/50	25/25/25	25/25/25	25/25/25	25/25/25	40/40/40
Basilisks	45/45/45	20/20/20	25/25/25	30/30/30	35/35/35	40/40/40
Centaur	80/80/80	50/50/50	50/50/50	75/75/75	60/60/60	60/60/60
Chimera	80/80/80	40/40/40	60/60/60	75/75/75	60/60/60	50/50/50
Cockatrices	75/75/75	30/30/30	35/35/35	40/40/40	45/45/45	60/60/60
Dragons	90/60/25	75/40/20	75/40/20	75/40/25	75/40/20	80/50/25
Gargoyles	45/45/45	45/45/45	45/45/45	60/60/60	70/70/70	60/60/60
Gorgons	25/25/25	25/25/25	35/35/35	35/35/35	40/40/40	50/50/50
Griffins	60/60/60	25/25/25	35/35/35	40/40/40	35/35/35	45/45/45
Harpies	50/50/50	50/50/50	60/60/60	60/60/60	60/60/60	50/50/50
Hippogriffs	70/70/70	25/25/25	35/35/35	40/40/40	35/35/35	50/50/50
Hydras	50/50/50	40/40/40	40/40/40	40/40/40	75/75/75	50/50/50
Manticores	65/65/65	50/50/50	50/50/50	50/50/50	50/50/50	50/50/50
Minotaurs	60/60/60	50/50/50	50/50/50	50/50/50	50/50/50	50/50/50
Pegasi	50/50/50	25/25/25	25/25/25	25/25/25	25/25/25	25/25/25
Unicorn	35/35/35	25/25/25	25/25/25	25/25/25	25/25/25	25/25/25
Will O'Wisp	30/30/30	40/40/40	35/35/35	70/70/70	40/40/40	45/45/45
Wyverns	80/80/80	40/40/40	50/50/50	50/50/50	50/50/50	70/70/70

*Special Targeting Bonuses for Mediums (Natural) and Necromancers (Major Arcane) of +35%.

The basis of comparison, where applicable, is the Experience Factor, which is 1/10,000 of the accumulated experience points. The Experience Factor of the Magician is compared to his target's Experience Factor. If the Magician has more than 5 EF advantage, the first percentage is used. If the Magician has 5 EF to -10 EF, compared to the target, the second percentage is used. If the Magician has over -10 EF, compared to the target, the third percentage is used.

For example, if a Mystic were targeting a Mage of the Minor Arcane (see above), one of three probabilities would be available. Suppose in all cases that the Minor Arcane has 20 EF (200,000 e.p.). If the Mystic had 26+ EF, targeting is on 01-90. If the Mystic has 10-25 EF, targeting is on 01-50. Finally, if the Mystic has 0-9 EF, targeting is on the 01-25.

Magical Devices are rated at the EF of the Magician upon completion of the Enchantment, plus +1 EF per 5 years of existence. Focusing Devices are rated at the Magician's current EF, but will add +1 EF per 5 years of existence after his death.

Some targets will not be rated for EF. Thus the percentages remain the same across the board, as in 50/50/50.

18.02 TARGETING ENHANCEMENT

It is possible to enhance the targeting probabilities through meditation and fasting done prior to going out on an adventure. A Magician may select 1 spell he knows per Experience Level possessed and enhance it.

An enhancement of +1% may be gained x Magick Level of the Magician per day of meditation on the spell. The enhancement will be raised to +2% x Magick Level if he fasts during his meditations and does nothing else for the period of meditation.

This enhancement process can be used to raise the targeting probability by up to +25%. Only one spell will be raised in this manner at a time, so if several are to be enhanced, the period of time required for each spell will be added to the others.

The period of time that the Enhancement will endure is equal to the time spent x Magick Level of the Magician, after which it will decline by -1% per day thereafter. The duration of the Enhancement can, of course, be extended by additional meditation time.

18.03 CASTING THE SPELL

A Magician may cast any spell he has learned if he can Remember it in the previous turn (see 9.06, Remember Spell).

A Magician may cast any spell if he can Read it from a Scroll or Book (see 9.05, Read Well). However, the time required to read the page may take 30 minutes - IQ, if it is familiar, or 60 minutes - IQ if it is unfamiliar. After the reading, 1 turn is required to concentrate on the spell before casting it.

A READ MAGICK spell at casting level 1 and BMR/9 can be learned by literate Magicians, reducing the time factor to 1 turn prior to spell casting.

If a Scroll or Book is inscribed in a language unknown to the Magician, he cannot use it to cast a spell - even if he has a READ MAGICK to assist him.

If the Remembering or Reading is unsuccessful, the spell is automatically a Backfire (see 18.08).

18.04 OVERCOMING TARGET DEFENSES

If the target is protected by Magick, the spell may have to overcome the protections before the intended victim may himself be targeted:

If a circle of Protection defends the intended target, the Circle must be itself targeted for the spell to penetrate. Failure to penetrate the Circle causes the spell's effects to be dissipated outside the Circle.

If the intended target is wearing an Amulet of Protection, the Amulet must be targeted to penetrate its defenses. The Amulet will have an 'Experience Factor' equal to that of the Magick User who fashioned it (at the time of enchantment). In addition, an Amulet will acquire 1 Experience Factor of its own for every 5 years of its existence. For example, if a Magick User with 100 Exper. Factors fashioned an Amulet 300 years ago, the Amulet would have 100 + 60 = 160 Exper. Factors for purposes of defense. If such an Amulet is overcome, the defensive spell will discharge for 1-10 days if the spell overcoming it was of a harmful nature and directly injurious. Note: Amulets protecting against spells of Illusion and Command have other properties as well.

If the intended target is carrying a Focus, the Focus will have the same Exper. Factor as the Magick User wielding it. The Magick User may elect to use the Focus defensively, like an Amulet. However, there is a 20% chance of a Backfire occurring if the Focus fails to stop the spell. (See Magical Backfire).

After all of the above defenses have been overcome, the spell will reach the victim himself and is targeted against him according to a comparison of the Exper. Factors of attacker and defender. If targeting occurs, the victim is affected by the spell.

If Words of Guard or Prayers had been spoken, the penalties against targeting are subtracted from the percentage needed to target the outermost magical defense.

The Magick Conflict Table gives the percentages chance of hitting a particular target. However, animals and non-sentient materials are not in the list of targets.

If an animal is the target, use the following guidelines:

Small animals

25% chance of targeting; Natural Talents add 10%.

Large animals

50% chance of targeting; Natural Talents add 10%.

Increase the targeting chance by +2% per MKL of the Magick User. If non-sentient material (rock, wood, etc.), the basic chance is 60% + 2 per MKL of the Magick User.

Area Effects: When a Magick effect occurs in a general area, all figures in that area may be affected by the spell. Each figure is individually targeted. Fireballs and the like are area effects, as are many illusions and some commands.

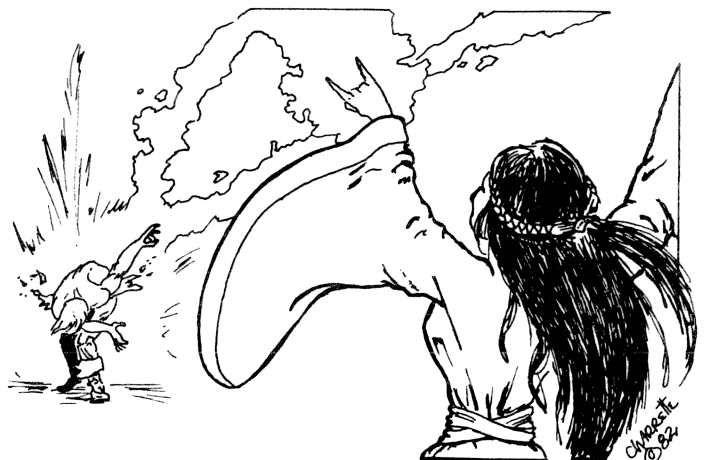
Necromancers: Necromancers enjoy special advantages when casting spells at all forms of Undead, so increase their targeting probability by +35% against Undead, Deaths, Barrow Wights, Wraiths, Phantoms, and Spectres.

Mediums: Mediums are used to dealing with Spirits and other incorporeal beings, so increase their targeting probability by +35% against Deaths, Barrow Wights, Wraiths, Phantoms, and Spectres.

18.05 EFFECT OF OBSTACLES

The targeting percentage chance of success is lowered if the spell has to penetrate an obstacle. The Magick effect only appears to travel from the Magick User, but actually only the spell influence does the traveling. The effect itself materializes at the target location. That is why spells might be cast through solid objects, like walls. A failure to target the spell would mean, in such instances, that the spell failed to penetrate the obstacle. The following deductions are cumulative for any obstacles that stand between the spell caster and his target:

- Target Invisible but generally located. -25%
- Target obscured by foliage or partial cover -10%
- Target seen in a mirror or pond reflection -10%
- Target using 'Blurred Image' spell. -10%
- Target obscured by real or illusory cloud -3% per foot
- Targeting by Astrology or Divining. -20%
- Target behind obstacle of dense rock. -25% per foot
- Target behind obstacle of porous rock -15% per foot
- Target behind obstacle of dirt -10% per foot
- Target behind wall of water -5% per foot
- Target behind wall of ice. -6% per foot
- Target behind wall of fire -5% per foot
- Target behind wall of light. -10% per foot
- Target behind wall of darkness -15% per foot
- Target behind wall of cloud -2% per foot
- Target behind wall of True Lead no penetration
- Target behind wall of lead -20% per inch
- Target behind wall of metal -15% per inch
- Target clad in full armor of Star of Iron -10%
- Target clad in full armor of Mithril -20%



18.06 EFFECT OF MOVEMENT

Targeting percentages may also be affected by movement of either the caster of the spell or the target:

- Spell caster is moving faster than 10 feet per turn . . . -10%
- Target is stationary and in view +10%
- Target is moving faster than 30 feet per turn -5%
- Target is moving faster than 100 feet per turn -15%
- Target is advancing toward spell caster +10%

18.07 SPELLS WHICH MISS THE TARGET

If a spell misses its target, it does not disappear unless it was stopped inside a Magick Protective Circle. Rather, the aim of the Magick User was off. Roll percentage dice:

Die Roll	Result
1-15%	Spell deflected 60° to the right of the spell caster.
16-30%	Spell deflected 30° to the right of the spell caster.
31-40%	Spell lands short ¼ of the distance away from the target.
41-47%	Spell lands short ¾ of the distance away from the target.
48-52%	Spell caster manages to correct error in time and strikes target.
53-60%	Spell overshoots target by 10 to 30 feet.
61-70%	Spell overshoots target by 10 to 60 feet.
71-85%	Spell deflected 30° to the left of the spell caster.
86-100%	Spell deflected 60° to the left of the spell caster.

18.08 BACKFIRE

Backfire is an undesired effect which occurs when a spell has gone awry. Backfires occur on two occasions:

When a Magick User fails to cast an unlearned spell against a specific target on the Magick Conflict Table.

When a Magick User fails to cast any spell against a target defended by an Amulet of Protection enchanted by a Magick User of equal or higher level.

Magicians work with exceedingly powerful forces, and the more they are able to draw upon them, the higher the probability that something else can happen, for control has been lost when a backfire occurs. If a Backfire is possible, the chance of a Backfire occurring is the same as the percentage chance of casting an 'unlearned spell' or else the percentage chance of targeting the intended victim or material. If the Backfire does occur, use the following table:

Level of Spell Cast	Fatigue Loss	Rebound
Below spell casting level	1-85% = -15% fatigue	86-100%
At spell casting level	1-80% = -25% fatigue	80-100%
Above spell casting level	1-65% = -50% fatigue	66-100%
Unlearned spell	1-50% = -50% fatigue	51-100%

LOSS OF FATIGUE POINTS means that no magical effect materializes, but from 15% to 50% of the Magick User's total fatigue level is exhausted by the failure to control the spell. Any excess points required for expenditure become body hits, as in the case of a Magick User who has already expended 60% of his fatigue level and has a Backfire for a spell above his casting level. He would have to take hits to the body equal to 10% of his total fatigue points.

REBOUND means that something bad happens to the Magick User. The exact nature of the Rebound is variable, but always in keeping with the mode of the spell caster. The exact details should be left to the player-referee, who is encouraged to be original and humorous but never murderous or overly brutal. Some spells could boomerang on the Magick User, but not fatally. A 50 hit-point Fireball could become a point of flame just enough to give a hotfoot. An Enchanter might find he had temporary loss of voice for several turns. A Power Word Magician could forget the Word of Power for a spell he was trying to cast. A Cabbalist might develop a trembling in the fingers that makes it impossible to inscribe a Symbol for a time. And so on.

BACKFIRE IN A SCROLL OR DEVICE has more serious results. Fatigue Loss means that 15% to 50% of the charges in the device are drained from the device. Rebound has a 10% chance of completely erasing the spell that was cast from the Scroll or Device, and otherwise causes fatigue loss by draining spell charges.

When learning spells, there is sometimes a chance of an Automatic Backfire as well. In such cases, see failure to cast the spell on the Magick Resistance Table. (see Magick Resistance).

18.09 SPELLS OF PROTECTION

There are a number of spells of protection, but the one universally used to counter the hostile Magick of others is the enchanted Circle of

Protection. All practitioners of the Arcane Arts automatically know how to cast a Circle.

18.10 THE CIRCLE OF PROTECTION

All Magick Users can cast a charmed protective Circle up to 10 feet in diameter. A single Magick User can protect himself and up to 6 companions in this way. A Coven of Witches (Hex Masters) may cast a 20-foot Circle which may contain the 13 Witches and 3 others. Unless created by an Enchanter with a Lyre of Apollo, the Circle is immobile. So long as the caster and his companions remain in the Circle, they are protected.

To form a Circle, the caster must Remember the spell. This procedure takes at least 1 turn, and possibly longer if the caster cannot remember right away. When he has Remembered, the circle is formed by the caster expending 1-6 fatigue points and casting the spell according to his usual method:

Trance State: Shaman, Drug Trance, Dance/Chant, Medium.

Incantation and Mantra Gesture: Power Word, Enchanter, Elf.

Physically Drawing the Circle and Incantation: All other Magick Users.

When the Circle is formed, the boundaries of the protected area shimmer in a manner like the way air shimmers over hot pavement. The protection lasts for the full Time Factor of the caster; but it can be extended at the further cost of 1-3 fatigue points per turn, and anyone in the Circle may lose fatigue points as required.

If more than one Magick User is present in the Circle, up to 3 may combine their Power to strengthen its defenses. The 3 most powerful usually do this. The most powerful of the Magick Users contributes his full Experience Factor, and the other 1 or 2 Magick Users contribute ½ of their Experience Factors.

TARGETING

All spells directed against the Circle must be targeted on the Magick Conflict Table as if the attacking Magick User was casting a spell at the defending Magick User at the comparative targeting percentages. If Words of Guard or Prayers have been uttered, the targeting percentage is reduced by the penalty percentage. If targeting fails, the spell is dissipated at the boundary of the charmed area, and rebound effects will occur for all materials cast at the Circle with Basic Magick.

PROTECTION VS BASIC MAGICK

After targeting is successful, matter cast at any of the occupants of the Circle will be able to enter the protected area. If the defending Magick User(s) do not know the Create spell for the type of matter, ½ damage will be suffered and bash probabilities exist. If the defender has learned the Create spell, ¼ damage is suffered and no bash occurs, with the material disappearing as damage is assessed. If the defender is able to duplicate the spell, 1/10 damage is suffered and no bash occurs, with the material disappearing as damage is assessed. Note: To strike anyone, the material breaking into the Circle must be successfully targeted against him. If targeting fails against everyone in the path of the missile, it passes out of the Circle and continues to the limit of its range.

PROTECTION VS ILLUSIONS

After targeting is successful, an illusion cast at any of the occupants of the Circle will be able to enter the protected area. All who can see the Illusion will save at the IQ percentage of the defending Magick User with the highest IQ score. If the defender is wearing an Amulet of Protection vs Illusions (see Illusion Spells) or is speaking Words of Guard, the appropriate save bonus is added to the percentage needed to disbelieve the Illusion's reality. If the highest defending Magick User disbelieves, the Illusion disappears. If he fails, all must disbelieve at their own IQ percentages to save. If the defender has learned a Detect Illusion and a Dispell Illusion capable of identifying and dispelling it, he may cast the Dispell before the Illusion is targeted against the Circle. In this instance, the Detect and Dispell count as a single spell for the purposes of fatigue point loss for spell casting.

PROTECTION VS COMMANDS

After targeting is successful, a Command cast at any of the occupants of the Circle will be able to enter the protected area. The protective field reduces the spell of Command by 1 grade of proficiency for each 3 MKL or part thereof which the defender possesses (in this case, only the highest defender in the practice of spells of Command). For example, if a Magick User of grade IX proficiency cast a Command at the Circle of a MKL 9 defender, the spell would drop to grade VI save percentages (MKL 9 = -3 grades). If the Circle fails in this second phase of defense, the spell is unleashed inside at grade IX percentages. If the defending Magick User was also wearing an Amulet of Protection vs Command or Words of Guard were spoken, the appropriate save bonuses would be added to the save percentages of the circle.

PROTECTION VS SUMMONINGS

A Circle provides total protection against any being who is summoned by the defender; Demonic or otherwise makes no difference because any summoned being cannot cross the edge of the Circle, nor cast Magick into it, nor cause anyone else to enter it. However, if the summoner or any of his companions leave the circle for any reason, the summoned being will instantly attack.

PROTECTION VS DETECTION

A Circle will block most forms of detection except an Astrological Reading or Diviner's Prediction. In most cases, the beings inside a Circle will appear to have vanished from the very face of the planet. Adepts at the casting of Illusions may choose to confound such magical eavesdropping, for a Circle will reveal attempts at Detection 1-25% of the time. Such an Illusion is a form of Misdetection spell, permitting the eavesdropper to see or overhear only what the Adept desires. However, since it is the nature of Magick that risks have to be run, a failure of the Misdetection causes the eavesdropper to succeed with his Detection spell.

PROTECTION VS UNDEAD AND LYCANTHROPES

There is a 10% chance per 2 MKL or part thereof possessed by the defender that any Undead or Lycanthropes attempting to cross the edge of a Circle will be prevented from doing so. If the Undead or the Lycanthrope fails, it is prevented from making another attempt for 1-6 turns.

PROTECTION VS BLACK MAGICK

A Circle provides 95% protection against Curses, Death Spells and the like, which are cast at anyone within the Circle. Such spells require exact precision and meticulous planning, and any protective barrier as powerful as an enchanted Circle will upset the delicate balance of Black Magick penetrating the circle by successful targeting. Note: any Amulets vs Curses, etc., would automatically negate such spells entirely within a Circle.

PROTECTION VS MISSILES

A Circle reduces the hit probability of all missiles thrown or shot by hand or by weapons and engines by -5% per 2 MKL or part thereof possessed by the defender. Missiles which are stopped will fall to earn 1-50% or deflect 51-100% of the time. When a defender has attained MKL 16, any deflected missiles will be turned back on the persons firing them, with accuracy equal to the defender's own hit probability. This also applies to missiles cast by Basic Magick, provided a defender has a PMF capable of manipulating the volumes of material involved. Basic Magick missiles so deflected will travel only ½ the range of the original caster.

PROTECTIVE BARRIER

If the caster of a Circle knows the appropriate Create spell, he may erect a Wall around the circumference of the protected area. He may cast the Create spell simultaneously with the Circle of Protection (the spells are separate, requiring additional fatigue point expenditure for the Create), or he may cast it at any time afterward. The barrier affects targeting a spell both inside and outside the Circle because solid material lies between. It also impedes movement or does damage to any being attempting to cross the edge of the Circle. Missiles, including those of Basic Magick, are affected by the presence of the barrier. There is a 1-25% chance that the barrier will be Invisible to anyone outside the Circle.

THE GREAT PROTECTION

At an expenditure of 1-6 fatigue points per turn, a defender may erect a magical shield around the Circle that is impervious to any Magick. However, all light is blocked by the Protection, and there is no way of seeing out or of driving any spell through the magical barrier. From the outside, the protected area appears as an intense black hemisphere. All physical objects and all beings, physical or incorporeal, are unable to pass. The spell may be maintained as long as any of the persons inside can expend the required fatigue points.

EXHAUSTION OR UNCONSCIOUSNESS

The moment a Magick User exhausts all of his fatigue points or is rendered unconscious or under the control of another, the Circle of Protection will disappear in the following turn. There is also a 20% chance that a Circle penetrated by a spell of a Superior Magick User will collapse under the Power unleashed against it. If total collapse occurs in this way, any protections that the Circle might provide to occupants even after a spell has penetrated are lost.

18.11 PRAYERS

Prayers fall into several categories:

COMMON PRAYER

Any character may say a Prayer to his particular deity, giving him a 5% defensive advantage against all forms of spell targeting and also on saves from the effects of Illusions, Commands, and Black Magick. A Prayer may be said at the cost of 1 fatigue point, and the effects last 6 turns.

CLERICAL PRAYER

A Cleric or Fighting Cleric may say a personal Prayer 75% of the time before a spell is targeted against him, giving him 20% advantage against targeting and also saves from the effects of Illusions, Commands, and Black Magick. It may also be said in anticipation of peril, and the effects last 6 turns. Cost: 1 fatigue point.

BENEDICTION

A Cleric may bless his companions, giving them all a 10% advantage in all defensive targeting situations and on saves from the effects of Illusions, Commands, and Black Magick. A Benediction may be given at any time characters are not actively engaged in combat. It may be bestowed at the cost of 1 fatigue point per recipient and the effects last 10 turns.

Prayers are similar to Words of Guard, and both cannot be employed at the same time in a defensive situation unless protecting against Black Magick or Poison.

18.12 HOLY RELICS

Holy Relics are cherished items of deep religious significance, like bits of the bones of a Martyred Saint. Such Relics are rare, although many imitations abound in the marketplace. A true Relic is one of the most powerful defenses against Magick that can be found, but it will operate only for a Lawful person.

Any Lawful person in possession of a Relic will automatically occupy the position of a Superior defender in the Magick Conflict Table. He will be immune to Black Magick. A Relic may be employed in addition to any other form of magical protection.

18.13 MONASTIC CHANTS

Monks have very powerful anti-magical Powers by virtue of their retreat from the world and their renunciation of all its many Evils. In addition to acting as a Clerical Prayer when employed by a single Monk, a Monastic Chant will gain in power by 2% for each additional Monk saying the chant. Forty Monks can block any magical spell, no matter what form of Enhancement of targeting percentages, etc., is employed. Duration: 11-30 turns, at 1 fatigue point per 5 turns. Forty Monks can put up an impenetrable Circle of Protection 200 feet in diameter through Monastic Chants. Such a Circle will bar the passage of any Magick spell, enchanted Monster, Undead, Lycanthrope, (except Lawful ones), or Demonic force. It will not erect any form of physical barrier, however, and missiles will never be deflected back at attackers. The Circle will last as long as the holy brothers have the fatigue points to expend to continue Chanting. One fatigue point will be expended per Monk for each 5 turns. It should be noted that Monasteries produce Water of Life and Healing, so fatigue levels can be maintained a long time from existing stocks.

18.14 CLERICAL PROTECTIVE CIRCLES

Lawful Priest will create a Circle of Protection whenever he celebrates a Mass or other high ceremony. The Circle is 20 feet in diameter and lasts for the duration of the Rite, which is usually 11-20 turns. The Circle is always Superior to any Magick User attempting to penetrate it with a spell, and it repels enchanted Monsters, Undead, Lycanthropes, and other such beings 90% of the time. The Cleric will not perform such high Rites simply to provide protection; they are holy ceremonies and usually are conducted in moments of relative peace and security (i.e.: between battles).

An Evil Priest can create a Circle of Protection similar to that of a Lawful Priest when he conducts Unholy Rites such as a Black Mass or a Human Sacrifice. He is otherwise like any other Magick User.

A Lawful Priest on Consecrated Ground (in the Sanctuary of the Church, by the Altar) always defends against Magick like a Superior defender.

An Evil Priest on Unholy Ground (in the Sanctuary of a Temple of the Damned, by the Defiled Altar) always defends against Magick like a Superior defender unless a Lawful Priest of equal experience factors is in the group opposing him.

18.15 MAGICK USERS ON HOME GROUND

Magick Users tend to perform many enchantments in a favorite place in their quarters. As time progresses, that place acquires powerful Magick of its own which the Magick User may draw upon if he is attacked there.

If attacked on his home ground and in a favorite place for Meditation and Enchantment, a Magick User who normally would defend in the Magick Conflict Table as an Equal is raised to a Superior position. A Magick User who would be Inferior is raised to an Equal status if he is within 20 Experience Factors of his attacker. If his attacker is clearly Superior, however, no change occurs in the targeting percentages.

18.16 WORDS OF GUARD

Whenever a Magick User learns a spell, he also learns how to defend against it. Words of Guard are acquired to reduce the targeting probabilities on the Magick Conflict Table by -10%. Words of Guard require the expenditure of 1-3 fatigue points and the spell will protect 1 person per fatigue point expended for 6 turns.

Command and Illusion spells have special Words of Guard which add an additional bonus to saves against the effects of the spells as well as reducing the targeting percentage by -10%. See the introductions to these types of spells for details.

Power Word Magicians are masters of the Word, and whenever they learn a new spell, they also research the single Word of Guard that will provide protection against all of the spells they have learned, including the latest one. Thus, whenever a Power Word type speaks a Word of Guard, he is protected against all of the spells he knows.

Elves are similar to Power Word Magicians in that they also have a Word of Guard which provides protection against all spells, known and unknown. Upon uttering the name of the most revered of the Valar, 'Elbereth Gilthoniel', -10% is obtained against attempts to target them with any spell. This powerful Word of Guard requires the expenditure of 1-3 fatigue points and protects only the Elf uttering it. It also protects against any spell of Command or Illusion as if the Elf was an Adept at that type of spell.

Other Magick Users have only a probability of choosing the correct Words of Guard needed to protect against a spell. When inside a Circle of Protection, the Words of Guard are chosen correctly 90% of the time. When unprotected by a Circle, there is a 10% chance + 5% per 2 MKL of the Magick User that the correct Words will be uttered. Such protection is acquired before the spell is targeted, as the Magick User instinctively recognizes the way the magical forces are gathering around him and anticipates the spell being cast against him.

Words of Guard are applied only against spells striking the outermost magical defenses of the person speaking them (see Magical Conflict).

18.17 AMULETS OF PROTECTION

Amulets of Protection act as a barrier against targeting spells. Before the spell can be targeted against a defender wearing an Amulet, the Amulet itself must be targeted and overcome. The Amulet has an Experience Factor equal to that of the Magick User who fashioned it (at the time of its enchantment). In addition, an Amulet acquires 1 Experience Factor of its own for every 5 years of its existence. If targeting is successful against the Amulet, and the spell was of an injurious nature, the defensive spell will discharge fully and the Amulet will be inoperative for 1-20 turns.

Amulets vs spells of Command and Illusion have special properties which affect saves against the effects of the spells as well as providing a barrier against targeting. See the introductions to these spells for details.

An Amulet characteristically takes the form of a medallion worn about the neck by a chain. However, Rings, Wands, Medicine bags, or even, in the case of Cabbalists, a Symbol embroidered on a robe will also act as protective devices.

The Focus of a Magick User may also act as a protective device. However, to use one's Focus in this way runs the risk of causing it to Backfire 20% of the time, if a spell penetrates its defenses. The effects of such a Backfire could be grievous, as there is a chance of permanent damage to the Focusing device.

18.18 THE LIMITS OF PROTECTION

Characters may not carry unlimited numbers of protective devices, etc. The rule is one Protective Circle, one utterance of Words of Guard, one Amulet of Protection, or Focus.

In short, there can be up to 3 magical barriers between an oncoming spell and the target. Of course, a character might carry several Amulets with him if he wished, but only one would be operative at a time. Similarly, he could utter several Words of Guard against different spells, but that would be a waste because only one check would be made in any event to see if the Words were an appropriate protection.

18.19 DISPELLING MAGICK

The power of a Magick User to Dispell the enchantments of another is relatively limited when it comes to permanent enchantments. Usually, a magical device has to be destroyed utterly to destroy the enchantment. (Magick Square Mystics do acquire temporary Anti-Magick abilities, however). In the matter of spells cast against one another, however, or against third parties, Magick Users do have ability to Dispell the affects.

If a Magick User has learned the spell he wishes to Dispell, he may simply cast the spell in reverse with 50% chance of success plus or minus 5% per MKL above or below the Magick User who cast the spell he wishes to get rid of.

If a Magick User has not learned the spell he wishes to Dispell, he may attempt to Disrupt the spell with 20% chance of success plus or minus 5% per MKL he is above or below the Magick User who cast the spell he wishes to get rid of. If failure occurs, however, there is a 50% chance of a Backfire (see Magical Conflict).

A Magick User may attempt to defuse a spell placed in a scroll or device as a defense against unauthorized use or tampering if he has detected the presence of that exact spell. He goes through the same procedure as for learning a spell, then attempts to Dispell the enchantment as in above. If he succeeds, there is a 5% chance per IQ point possessed by the Magick User that he will be able to remember enough of what has happened to understand the spell he has removed. In short, he will have learned the spell simply by defusing it.

18.20 SPELLS OF DETECTION

Detection spells alert the caster to the presence of some object, creature, etc. The ranges of such spells vary, depending on whether one is beneath the ground or under the open sky. In the open, Detection spells have full casting range; underground, the range is severely limited, as 1 foot of rock or 3 of earth will reduce the range by -10%. In all cases, lead will prevent the penetration of the spell.

LEVEL 1 DETECTION SPELLS

All the spells in this section are at casting level 1 at BMR 1.

Detect Piety: A spell which reveals the Piety of a person 50% of the time. Range is always limited to 20 feet, and the duration is 1 turn. Only one person or object may be checked.

Detect Altitude: A spell which reveals altitude or depth beneath the earth in the turn it is cast. Since air pressure is being measured, in fact, the spell always works, no matter what shielding materials are present.

Detect Life: A spell revealing the presence of living creatures. Duration: 3 turns.

Detect Magick: A spell revealing the presence of an enchantment in an object, place, person, or other creature. No specific information is given beyond the existence of some enchantment. Duration: 1 turn per MKL of the caster. High level Magick Users are so sensitive to Magick that the duration increases to 1 hour per MKL after MKL 10.

Detect Metal: A spell revealing the presence and general location of any specified metal. Dwarves possess this spell as a natural ability and will always detect metals and be able to recognize them instantly upon seeing them or being within 10 feet of them. Alchemists also possess the natural ability once they have conquered the common metals.

Detect Secret Door: All characters have 1 chance at 10% of detecting a secret door when they first look in its direction. Elves always see such doors. The spell increases the ability of a Magick User to detect a secret door to 100% for 1 turn, provided that he is facing in the right direction. The spell only works in line-of-sight.

Detect Shifting Walls

Detect Sloping Passage

Detect Small Traps

Detect Suspicious Rooms

Detect Trap

A set of five spells which reveal whether seemingly solid walls actually move, whether a seemingly level passage in fact slopes upward or downward, whether a small trap is present, or whether a room or corridor is actually a large trap. Possession of all five spells causes all of them to operate when any one spell is cast. Range is line-of-sight up to 50 feet for 3 turns. 50% of the time, the location of any triggering device is revealed.

Detect Tracks: A spell which enables the caster to determine the type of creature that had passed by, provided that visible signs are present. If the track is less than 3 days old, the caster can follow it unerringly 90% of the time.

Find Direction: A spell which permits the caster to determine true North. Duration: 1 turn.

Measure Distance: A spell which enables the caster to judge the exact distance travelled in a turn or to determine the exact line-of-sight distance. Duration: 1 turn per MKL of caster. Range: to limit of line-of-sight.

Measure Volume: A spell which enables the caster to judge the exact dimensions of any room, etc., he is in. Duration: 1 turn. Range: to limit of line-of-sight. The spell may also be used to measure the volume of objects, holes, etc.

LEVEL 2 DETECTION SPELLS

All spells in this section are at BMR 2 and casting level 2.

Detect Enemies: A spell revealing the presence of enemies lurking nearby. The number of enemies is revealed 25% of the time, and the nature of the enemies is known 10% of the time. Range: to casting limit, subject to barriers. Duration: 3 turns.

Detect Evil: A spell revealing the presence of Evil purpose in a creature or else the presence of Undead, Demons, Spirits, and the like, however masked, hidden, or disguised. Duration: 3 turns. A Unicorn or Lion of St. Mark possesses this ability for a range of 1 mile, irregardless of barriers except true lead, and the spell functions continuously.

Detect Good: A spell revealing honorable, trustworthy, or beneficial intentions in any being. Range: 20 feet in line-of-sight. Duration: 3 turns.

Detect Invisible Presence: A spell revealing the presence of an Invisible being up to 100 feet away in line-of-sight. The exact location is not revealed, however, but the general direction will be known 50% of the time and the approximate distance 25% of the time. Duration: 1 turn + ½ Time Factor.

Detect Jewels and Jewelry: A spell unique to Dwarves and Jewel Smiths. The presence and general location of gems is revealed up to 10 feet away, and the value of the gems and settings is always known once they are seen. Duration: 1 turn.

Detect Poison: A spell revealing the presence of poison. If an object is being examined, range is adjacent. When faced with a cloud of poison gas and the like, range is normal, subject to barrier reductions. Duration: 1 turn.

Detect Old Tracks: A spell unique to Foresters. The spell enables the Forester to determine the type of creature that passed by if visible signs are present. If the track is less than 3 days old, he can follow it unerringly 100% of the time. If 4 to 7 days old, he has a 90% chance of tracking. If 8-14 days old, he has a 50% chance of tracking. He will know the time within a few hours of when the creature(s) passed, their exact numbers, size, etc. If rains, etc., have washed away most of the signs, there is still a 10% chance that he can detect the tracks. If he does so, he will track at the normal probabilities. All Elves possess this spell as a natural ability, for Elves are born to the woods.

Detect Observation: A spell which causes the back of the neck to prickle. All Natural Talents have this as a natural ability. The spell reveals whether the caster is being 'watched' in some way. If the observer is seeing the caster in the flesh, the caster will know the direction of the observer 50% of the time. Duration: Time Factor.

LEVEL 3 DETECTION SPELLS

All spells in this section are at casting level 3 and BMR 3.

Detect ESP: A spell which alerts the caster to the fact that he is being observed in some way by ESP or Astral Projection or Vision. If the watcher is within the casting range of the caster, he has a 50% chance of knowing the general direction and also the approximate distance.

Find the Path: A spell which points the way, turn by turn, out of some situation in which the caster finds himself lost or disoriented. The spell is 100% successful if he has been that way before, and 50% successful if he has not. If he loses the path, he will know it instantly. Duration: 1 turn + ½ Time Factor. The caster cannot proceed faster than ¼ movement if he wishes to keep to the path.

LEVEL 4 DETECTION SPELLS

All spells in this section are at casting level 4 and BMR 4.

See the Invisible: A spell which enables the caster to see an Invisible being or to see a being in the Astral Plane. Duration: 1 turn certain. Each subsequent turn reduces the chance by 10%, so that turn 2 is at 90%, turn 3 at 80%, and so on. If vision is lost, the spell is ended.

Sense the Hidden: A spell which operates in line-of-sight to 20 feet and alerts the caster to the presence of some object that has been deliberately hidden. He has a 50% chance of knowing the general direction and a 10% chance of finding the exact location. Duration: 1 turn. The object may be general (i.e.: nature is unspecified) or specific if the identity of the object is already known to the caster. The object may also be a person known to the caster.

18.21 SPELLS OF COMMUNICATION AND TRANSPORTATION

Not all Magick Users are capable of learning more than a few spells of Communication and Transportation, for such spells are highly specialized and, indeed, even unique to some modes of Magick.

LEVEL 1 SPELLS

All Spells in this section are at casting level 1 and BMR 1.

They are natural to the Magick Users indicated and do not have to be acquired from any source to be learned. In only a few cases may Magick Users of excluded modes use the spells through devices that are fashioned by those with the natural talent.

Astral Projection: A spell unique to Cabbalists, Magick Square Magicians, Necromancers, Solitary Hex Masters, Evil Priests, Shamen, Mediums, and Drug-Trance Magicians. Astral Projection allows the caster to send his Astral Form from his physical body to another place, generally undetectable to anyone not on the Astral Plane. The Magick User cannot cast any offensive Magick spells but may cast protective spells and spells of Detection, Communication, and Transportation. There is a 50% chance that such spells will fail minus 2% per MKL of the Astral Traveller. Failure instantly returns the Astral Traveller to his body and totally exhausts his fatigue levels. Demons also operate on the Astral Plane, and there is a chance of Demonic possession for every 30 minutes or part thereof spent in Astral Form. The chance of possession is 10% minus 1% for every 2 MKL of the Astral Traveller, with a minimum 1% chance of possession at the upper end of the range of magical proficiency. The Astral Traveller may journey 50 miles per MKL at a speed of 500 mph. and the spell will last 15 minutes per MKL of the Traveller. If the Astral Traveller remains in the Astral Plane so long that he is unable to return to his body in the time remaining, he will return with a traumatic suddenness which leaves him in a catatonic trance for 1-20 days. An Astral Projection is blocked by protective Magick and by lead.

Astral Vision: A spell unique to Necromancers, Solitary Hex Masters, Evil Priests, Shamen, and Drug-Trance Magicians. Astral Vision permits the Magick User to send forth his Eye on the Astral Plane. The Astral Eye may pass through all material objects not sheathed in lead or shielded by protective Magick. The Astral Eye may travel at the pace of a man walking up to 5 times the range of the Magick User until he reaches MKL 10, at which point vision is extended to the limit of Astral Projection. A check is made for Demonic Possession, as in the case of Astral Projection, only this time a Demon so encountered will be able to cause blindness for 1-20 hours. Duration: 15 minutes per MKL of the Magick User.

Clairaudience: A spell unique to Mediums. Clairaudience permits the Medium to overhear targeted subjects. The spell has a range of 10 feet per MKL of the Medium until MKL 10 is reached, whereupon ranges are measured in miles. A crystal ball increases ranges to 100 miles per MKL but cannot be enchanted until MKL 7 is attained. Mystics, Major Arcane, and Minor Arcane may use a crystal ball provided they are taught by a Medium. Duration: 1-10 minutes.

Clairvoyance: A spell unique to Mediums. It is similar to Clairaudience except that the caster can see his subjects.

Communicate: A spell unique to Hex Masters in a Coven. If a Familiar is present, a Coven member may converse with another member of the Coven up to 100 miles distant. The Princesses, Princes, King, and members of the Grand Coven have the ability to converse with any Witch up to 300 miles distant. The spell may be used once per day.

Fly: A spell unique to Cabbalists, Necromancers, Hex Masters, and Primitive Talents. The caster is able to Fly 250 feet per turn. If extended cross-country flight is involved, range is 25 to 150 miles. Duration: 1-6 hours. Hex Masters must enchant a broom to Fly, and in it they bind a level 1 Demon which cannot escape and must perform 1 flight per 24 hours. Further flights must be checked (see Demonology).

LEVEL 2 SPELLS

All spells in this section are at casting level 2 and BMR 2.

They are natural to the Magick Users indicated and do not have to be acquired from any source to be learned.

Passwall: A spell unique to Mystics, Enchanters, Solitary Hex Masters, Necromancers, and Primitive Talents. The spell opens a temporary hole in solid rock, man-sized and up to 5 feet deep per 3 MKL of the caster. Duration: ½ Time Factor. Range: adjacent.

Telepathic Command: A spell unique to Cabbalists, Necromancers, and Thaumaturgists. This spell permits the Magick User to give orders to beings under his command from a considerable distance. The Necromancer has the added advantage of being able to see whatever his Zombies see, for this spell is also the advanced spell of Zombie Control. Range: 5 x normal range. Duration: 1 turn, except indefinite for Necromancers when ordering their Zombies.

Telepathy: A spell unique to Cabbalists, Mediums, Drug Trance Magicians, and Natural Talents. Telepathy is a very powerful ESP spell permitting the caster to read in detail the mind of one creature. However, any figure has a 25% chance of blocking such a spell. If the IQ of the subject is equal to the caster's, the percentage chance of blocking is 50% + 5% per IQ point above the caster's IQ. Range: 2 x normal range, with targeting being necessary. Duration: 1-3 turns.

Teleport: A spell unique to all Mystics, Necromancers, Covens of Hex Masters, Solitary Hex Masters, Evil Priests, and Primitive Talents. A Teleport spell provides instant transportation from place to place, with a range of 1 mile per MKL until the Magick User reaches MKL 10, at which time the range increases to 50 miles per MKL. There is a chance that the teleport spell will go awry. If the Magick User does not have certain knowledge of the destination, there is a 60% chance he will travel in another direction (1-25% = north, 26-50% = east, 51-75% = south, 76-100% = west), with a 20% chance of materializing inside a solid object at the end, causing death. If the caster is knowledgeable about the general features of the destination (e.g.: can see them or knows about them), he has a 25% chance of going in another direction, with a 10% chance of materializing inside a solid object. If the caster is closely familiar with the features of the destination, he has a 10% chance of going in another direction and a 1% chance of materializing inside a solid object. Lead and protective spells will prevent the Teleport spell from working past the barrier; check for any chance of materialization inside solid materials if this happens. A Mechanician is able to construct a Teleportal mechanism (see below), and may learn a Teleport spell for the purpose of placing it in an enchanted doorway or device but may not cast the spell directly.

LEVEL 3 SPELLS

All spells in this section are at casting level 3 at BMR 3.

Animal Messenger: A spell possessed by any Magick User who has learned Command Animals. The Animal messenger will find the recipient of the message 75% of the time (100% if the sender has a Locate Person spell). The animal travels day and night and averages 25 mph. if a land animal or 100 mph. if a flying creature + 10 mph. per 5 MKL of the sender. The animal will bear a written message or appropriate-sized object and is undetected unless some form of Detection spell is used. Animals capable of speech will also carry verbal messages.

Astral Connection: A spell unique to Cabbalists. By the use of symbols the Cabbalist may Astrally link two points together, providing him with a type of 'alarm' system that is undetectable by anyone not on the Astral Plane. Anyone passing over or by the symbol will cause the other symbol to respond in some way. Range: 25 feet per MKL or Cabbalist.

Levitage: A spell unique to Power Word, Magick Square, Necromancers, Shamen, and Primitive Talents. The caster is able to cause himself or any other object or person to rise into the air at a rate of 10 feet per turn. The weight of the levitated person or object can be up to the caster's carrying capacity + 10% per MKL. Some horizontal movement is also possible at 10 feet per turn. Duration: Time Factor + 1-6 turns. Targeting is needed when levitating objects and unwilling persons.

Magick Carpet: A spell unique to Power Word, Cabbalists, Enchanters, and Solitary Hex Masters. The Magick Carpet will Fly (see above) for 1-10 hours and will carry twice the carrying capacity of the maker + 10% per MKL.

Rope Trick: A spell unique to Mystics and Shamen. The Magick User casts a 5' to 25' rope in the air so that it stands upright and rigid, allowing him and 3 companions to climb to the end and disappear into another dimension. Once there, they can travel up to 250 feet through any material except lead, emerge at their destination by letting down another rope, and remain there for 3 turns, after which they must climb back up. The spell can be extended 1 turn for each 4 MKL attained by the caster. If either rope is removed, while they are in the other location, they will remain. If either rope is removed while they are in the other dimension, there is a 1-25% chance that they will immediately fall to earth, 26-75% chance that they will be trapped in a Interdimensional Labyrinth (see Ancient Lore), and 76-100% that they will fall to earth at the starting point. A fall causes 1 die of damage per 5' fallen.

Teleportal: A long-range, permanent travelling spell which can be placed between two points frequented by a Magick User on a regular basis. Its range is the same as for a Teleport, with no chance of error. The spell is placed usually in some object such as a doorway, and the spell has no chance of error. Mechanicians and any Magick Users who have learned how to Teleport may construct such a device. The first 3 trips are subject to the usual Teleport error until the Teleportal is calibrated. The Teleportal activates upon command of the caster and may be set to act as a trap for the unwary.

LEVEL 4 SPELLS

Projected Self: A spell which may be learned by any Magick User who has learned Teleport and Mirror Self. The image of the Magick User is created by Illusion and Teleported to a distant place to deliver a message in person. Range: 50 miles per MKL of the caster. Duration: 1 minute (real time). The spell is one-way, however, and the caster cannot see or hear the recipient, although he will know if he can speak safely as the presence of enemies is revealed, etc., before the Image appears. The Image cannot be projected through lead and is targeted like a Teleport spell.

18.22 BASIC MAGICK

Basic Magick deals with the manipulation of the four elements: Earth, Air, Fire, and Water. It is through the use of Basic Magick that fireballs are created, water rises or falls or freezes, winds blow, or earth moves. There are 8 basic effects, giving rise to a total of 112 basic spells which a Magick User can learn if he wants to perform magical operations on unliving matter. All these effects are governed by what we know to be the Laws of Physics.

Several terms are used repeatedly in this section, and the player must understand them if he is to follow the explanations of Basic Magick:

STANDARD VOLUME

A set amount of matter representing a standard unit of Earth, Air, Fire, or Water. Each of the 4 elements have different standard volumes and weights.

SPHERE

Theoretically, a uniform ball which may be rolled or flung toward a target or a location like a magick missile. To avoid complex mathematics, spheres of solid material are given in cubic volumes. A sphere may be flung to the limit of a caster's range, with a reduction in range for each additional volume added to the first (see 16.05). Once the sphere reaches the end of its range, it will fall to earth and continue to roll for ¼ of the distance it went through the air. Only solid material and Magick Fire will retain a spherical shape beyond one turn. All others collapse into a horizontal sheet at the end of the turn.

BOLT

A spear-like, uniform volume of material flung at a target or location. A bolt can be flung to the limit of a caster's range, with a 10% reduction in range for each additional volume added to the first.

BEAM

A continuous stream of material extending to ½ a caster's range but not over 50 feet away. It turns into a sheet of matter upon reaching the limit of its range. Duration: 1-3 missile-firing phases.

SHEET

A flat volume of material, usually 1 inch thick. All materials can be turned into a vertical sheet for 1 turn, but only solid materials and Fire will retain a vertical shape beyond 1 turn. Fluid materials tend to collapse into horizontal sheets at 1-25% + 25% per turn after the second turn. It is possible to move a sheet of matter away from the caster at 5 ft. per turn if solid and by 25 ft. per turn if fluid. An **Accelerate Matter** spell will increase this rate by 5-10 x basic speed for the duration of the spell or up to twice the caster's range limit. Movement can be halted by removing the material or by blocking it in some way.

WALL

A vertical sheet of material at least 6 inches thick which does not move and which resists attempts at magical removal by subtracting -50% from spell targeting percentages + 2% per MKL of the caster. A Wall is formed by casting a Create and Affix Matter spell. Any material can be made into a Wall, and it will last for the duration of the spell. Unless solid, it will then collapse and disappear. Ice Walls begin to weaken at 10% per turn after the duration of the spell ends; this weakening applies to strength and EDF effects, and the Ice Wall collapses when 0% is reached.

18.23 BASIC MAGICK SPELLS

Create Matter: No matter is actually created except for Magick Fire; the matter is drawn off from some unknown place elsewhere and may be made to appear up to ½ range from the caster. Matter which is merely Created cannot act as a weapon for creatures threatened by its presence in their location, for they have 1 turn to move out of its way-- if they can. The amount of matter created is under the caster's control 1-90%, but on 91-100%, a greater or lesser amount will materialize (limits: 0 to maximum possible).

Detach Matter: In order to move matter, a caster must detach it from the location he finds it in. Detach is the power to remove one or more standard volumes from any point up to ½ range and send it to any other point up to ½ range away. There is a delay of 1 turn after casting the spell, after which movement is exceedingly rapid. Volumes of material so large as to make avoidance impossible will hit any target in the path of the material. However, most Spheres, Bolts, and Beams must be 'targeted' on the Magick Conflict Table.

Affix Matter: The power to hold one or more standard volumes in place anywhere up to ½ range. It increases the duration of fluid materials in Walls or Sheets to the Time Factor of the caster. For example, a Magick User with PMF 12 at MKL 2 would have a spell duration of 4 x

2 = 8 turns. The spell is useful to hold material against the ceiling, as in the case of a collapsing roof designed as part of a trap.

Amplify Matter: The power to double the amount of matter created. Our Magick User of PMF 12 and MKL 2 could normally create 5 volumes of Porous Rock, but an Amplify would produce 10 volumes if he wanted it. Amplify spells can be used only to create materials to be used as Walls and Sheets; magick missiles cannot be Amplified.

Concentrate Matter: The power to increase the density of a given volume of earth or water so that it doubles in weight for the same volume. Air and gases increase in pressure and produce winds. Concentrate spells are useful in changing matter from less to more dense states, or vice versa, as dust to sand or sand to porous rock, etc. If applied to a Wall, the defensive properties are greatly increased.

Intensify Fire: The power to fan a Fire to increase its effects. The spell raises the EDF of any Fire by 1 x EDF or else increases the range of the spell by 5 ft. per MKL of the caster.

Remove Matter: The power to remove materials from a point up to ½ range and transport them to some unknown place (the reverse of a Create Matter). The amount of matter that can be removed is equal to the volume the caster may fire as a missile if Earth or Water are involved. Otherwise, he may remove the maximum possible volume. Such a spell can be used to create powerful wings, extinguish fires, or even dig holes.

Accelerate Matter: The power to increase the rate of a Detach spell to make it effective on the turn it is cast. An Accelerate spell also increases the range of magick missiles or any other matter spell by 100%. Sheets of moving matter move at 5-10 x normal rate.

18.24 BASIC MAGICK: EARTH

Earth is the most resistant of all materials, especially dense rock, and the power to move the Earth elements is accordingly high:

Spell Type:	Rock				Sand		Dust	
	Dense Level	Spell BMR	Porous Level	Rock BMR	Sand Level	BMR	Dust Level	BMR
Create	2	6	2	5	1	1	1	1
Detach	3	9	3	6	1	1	1	1
Affix	3	9	3	6	1	3	1	3
Amplify	3	10	3	9	2	4	2	2
Accelerate	3	10	3	9	2	4	2	2
Concentrate	3	9	3	8	2	5	2	3
Remove	2	6	2	5	1	1	1	1

Each spell will be learned at the spell casting level and a BMR level as given in table. Once a Create spell has been learned, the Magick User will be able to learn all of the others.

One standard weight of Earth = 400 Dr.

Dense Rock: 1 cubic foot

- Sphere: 1 ft. x 1 ft. x 1 ft. block of stone
- Sheet: 1 inch x 3 ft. x 4 ft. block of stone

Sand: 4 cubic feet

- Sphere: 10 ft. x 10 ft. x 10 ft. whirling sand
- Beam: 6 inches x 6 inches x ½ rge stream of sand
- Sheet: 1 inch x 7 ft. x 7 ft. layer of sand
- Pile: 1 inch x 2 ft. x 2 ft. mound of sand

Porous Rock: 2 cubic feet

- Sphere: 1 ft. x 1 ft. x 2 ft. block of stone
- Sheet: 2 inches x 3 ft. x 4 ft. block of stone

Dust: 8 cubic feet

- Sphere: 10 ft. x 10 ft. x 10 ft. swirling dust
- Beam: 2 ft. x 2 ft. x ½ rge stream of dust
- Sheet: 1 inch x 12 ft. x 12 ft. layer of dust
- Pile: 2 ft. x 2 ft. x 2 ft. pile of dust

1. Rock is defensively strong and, when magically placed, it sustains considerable damage before a hole can be broken through it by H type weapons, large beasts, or magical missiles possessing blast or impact effects. Defensive values per 1 inch of thickness are:

Dense Rock Wall	150
Dense Rock Sheet.	75
Porous Rock Wall	50
Porous Rock Sheet	25

If a Concentrate matter spell is used, the barrier's defense strength increases by 50% and 'targeting' penalties rise to -100% -2% per MKL of the caster vs any Remove Matter spell directed against the Wall.

When attempting to break through a rock barrier, damage is inflicted at the spot the attempt is made.

2. A moving sheet of rock will push back any person, creature, or object up to 4 x its own weight. It can be jammed by 1 iron spike per 100 Dr. of weight or by any solid and immovable obstacle. Persons able to push against it with carrying capacities equal to its weight will also stop it. It can crush victims caught between it and an unyielding obstacle at 10 points of damage per turn. Its advance may be halted by an Accelerate cast in reverse or it may be Removed. If the caster is concentrating on maintaining the sheet, -50% targeting penalties are assessed against any Magick User attempting to remove or halt the moving material.

3. A sphere of rock delivers a bash at 20% per volume flung as a magical missile. It must be targeted to strike any person or obstacle in its path, with a check being made for each person. The EDF of dense rock = 10 x EDM of caster times the volume thrown. The EDF of porous rock = 6 x EDM of caster times the volume thrown. When damage points equal to the total EDF have been inflicted, the rock will fall to the ground and stop.

4. A sphere (cloud) of dust or sand obscures vision. Sand reduces visibility by 5% per foot of thickness, dust by 10%. This also affects targeting. Figures passing through a cloud of whirling dust or sand also run a 20% risk of choking and coughing, resulting in a loss of 1-3 blows during each melee turn they are in the cloud and in the first turn they emerge, with movement reduced to 1/6 normal. Choking effects can be stopped 30% of the time with a cloth covering the face - 70% if the cloth is wet.

5. A beam of sand delivers a bash at 10% per volume sprayed as a magical missile, which must be targeted to strike. A beam of sand can hit 1-6 figures in a firing phase and will do 1-10 points of damage to anyone it hits. There is also a 25% chance that the flying grit temporarily blinds a target for 1 turn.

6. A beam of dust has a blinding effect similar to sand and also a choking effect of 10% per volume of dust sprayed as a magical missile. From 1-6 figures may be targeted per firing phase.

7. Acceleration of any magical missile increases the bash effect by 10% per volume that is accelerated.

8. Sand and dust are excellent materials for covering one's tracks and, when laid down horizontally in a sheet, completely obscure any visible signs that a party has passed.

9. A pile of sand will prevent resistance to passage. A Charge or Fleche across deep sand produces 25% chance of stumbling (check for 'bash') and movement is reduced to ¼. A Wall of sand (a pile of considerable height and thickness) can be forced through at a rate of 1 ft. per 100 Dr. of weight possessed by a figure to a maximum of 6 ft. Failure to force through brings partial collapse of the Wall, burying the figure alive. To dig out of sand or break down a wall, a figure can dig 1 cubic foot per 100 Dr. of carrying capacity per game turn.

10. A pile of dust provides little resistance, but there is a 50% chance of stirring up a cloud of dust if passage is attempted at a rate above 20 feet per turn. Fighting or other strenuous activity will always stir up the dust.

18.25 BASIC MAGICK: WATER

Water is quite resistant because of its fluid nature and the difficulty of making it hold a definite shape. Handling ice is much the same as working with solid rock.

Spell Type:	Ice Level	Spell BMR	Liquid Level	Water BMR	Rain & Spray Level	Fog & Mist BMR
Create	3	6	1	4	1	3
Detach	3	6	2	5	1	4
Affix	3	6	2	6	1	4
Amplify	3	9	2	7	1	7
Accelerate	3	9	2	9	1	7
Concentrate	3	8	2	8	1	7
Remove	2	6	1	4	1	3

One standard weight of Water = 1000 Dr.

Ice: approx. 20 cubic feet*

- Sphere: 3 ft. x 3 ft. x 2 ft.
- Sheet: 1 inch x 15 ft. x 15 ft.

Rain & Spray: 1000 cubic feet*

- Sphere: 10 ft. x 10 ft. x 10 ft.
- Sheet: 5 ft. x 10 ft. x 20 ft.

Liquid Water: approx. 20 cubic feet*

- Sphere: 3 ft. x 3 ft. x 2 ft.
- Sheet: 1 inch x 15 ft. x 15 ft.
- Beam: 3 inches x 3 inches x ½ rge.

Fog & Mist: 4000 cubic feet*
 Sphere: 10 ft. x 20 ft. x 20 ft.

*Materials will collapse into a sheet.

1) Ice is a fairly strong material when it is thick. The defensive values per foot are:

Ice Wall: 60
 Ice: 30

If a Concentrate Matter spell is used, the strength of the Ice is increased by 50%, and targeting penalties against a Wall rise to -110% + 2% per MKL of the caster of the Wall vs Remove Matter. Fire spells melt 2 cubic feet of Ice per volume of Fire used, with the melting at a specified point. Ice melts naturally at the rate of 20% per hour.

2) A Sheet of Ice laid down across water will support 100 Dr. per inch of thickness, and 6 inches of thickness will support 2000 Dr.

3) A moving sheet of Ice behaves in the same manner as sheets of Rock.

4) A horizontal sheet of Ice provides a most slippery surface, and anyone crossing it at 1/6 speed has a 10% chance of slipping and falling. Crossing at normal speed brings a 25% chance of falling, while fast speeds cause falling 50% of the time. Members of the Magick User's party are unaffected unless engaged in combat. Anyone struck by a blow while on ice would suffer an automatic bash if the attacker is equal in weight or heavier. Sliding is also possible. Roll random dice to indicate direction and distance if a character slips and falls unintentionally.

5) A sphere of Ice is so heavy that it can be hurled only 1/5 normal range. However, if slid along a horizontal sheet of ice, it will travel for the full range. Treat as a sphere of porous rock, with the EDF = 4 x EDM of caster the volume thrown. The sphere has a 20% chance of shattering when it strikes any reasonably solid object or large creature or person. (When used against Fire creatures, EDF = 10 x EDM of caster).

6) A Flash Flood may be produced with a sphere of water. This specialized sheet of water, unlike sheets of solid material or Fire, will move 50 ft. per turn unaccelerated or 150 ft. Accelerated. The Flash Flood must be at least 5 ft. high and 3 ft. thick to produce a bash, with 15% chance of a bash per foot of thickness. A Flood 7 feet thick will carry along any creature weighing less than 1100 Dr. The effect must be performed in a confined space, however, as the edges of an unconfined flood will flow away rapidly and the water will become a sheet lying horizontally within 25 feet.

7) A Wall of Water may be made to stand stationary and prevent passage of fiery creatures. All Fire missiles of magical origin are reduced by 10% damage per foot of water they pass through and have a 10%

chance per foot of water of 'exploding' then and there, reducing the Wall to a horizontal sheet. Flaming arrows and the like are immediately extinguished.

8) A Remove spell coupled with a Detach and Accelerate spell will create a corridor 5 ft. wide and 10 ft. long per standard volume possessed by the caster through water not more than 20 ft. deep. This is a magical Part the Waters spell with a duration of 1/2 the Magick User's Time Factor.

9) A Beam of liquid water may be likened in effect to a highpressure fire hose. It delivers a bash of 15% per volume of water used and may be directed at 1-10 figures when fired. The Beam must be targeted against each figure to strike. A beam of water will wash beings lighter than 1000 Dr. 5-30 feet away from where they were standing when the beam hit.

10) Rain and Spray may be likened to a cloudburst in effect. In a Wall form, it has the same effect on fiery creatures and fire missiles of normal or magical origin as a Wall of Water, with a 10' thickness being equal to 1 ft. of liquid water. Ordinary fire missiles will be put out when passing through 10 ft. of Rain or Spray but are not otherwise impeded.

11) Fog obscures vision by -3% per foot of thickness in daylight and, in darkness, any ordinary illumination such as a torch or lantern will cause so much reflection of the light that vision is impossible beyond 10 ft. away from the one attempting to see.

12) A Flash Flood will wash away any visible signs that a party has passed by the area flooded and completely eliminates any trace of scent.

13) A Rain or Spray will have a 10% chance per turn of duration of washing visible signs away and a 20% chance of washing away all scent of the party.

14) Water can be used to extinguish fires. Small fires will be extinguished almost at once when one volume of liquid water or rain is dumped on them. Large fires are not as easily extinguished. There is a 10% chance + 5% per turn for each volume of water used that a fire will be extinguished by a Beam or Rain, and a 20% chance + 5% per turn for each volume of liquid water in a Sphere or Wall form. Oil-fed fires will require 1-3 extinguishings and Magick Fire 1-6 extinguishings.

15) Magick may be used to produce water, but the water is itself real and remains after the end of the spell's duration in the form of a horizontal sheet.

18.26 BASIC MAGICK: FIRE

Fire and all variations on temperature and cold, light and darkness, are included under this group of Basic Magick spells.

Spell Type:	Normal Fire		Heat/ Cold		Smoke		Light/ Dark		Flame		Magick Fire	
	Level	BMR	Level	BMR	Level	BMR	Level	BMR	Level	BMR	Level	BMR
Create	1	2	3	3	1	2	1	1	2	3	3	0
Detach	1	2	3	4	1	1	1	2	2	3	3	1
Affix	2	3	3	4	1	4	1	2	2	3	3	1
Amplify	4	4	4	4	2	3	3	3	3	3	4	2
Accelerate	4	4	5	5	3	3	4	4	4	4	4	3
Intensify	5	5	6	6	4	3	4	4	5	5	4	5
Remove	2	4	2	4	1	3	1	1	2	4	3	0

Standard Volumes

Normal Fire

- a. Sphere: 1 ft. diameter
- b. Sheet: 2 ft. x 2 ft. x 3 ft. (12 cu. feet)
- c. Spark: ignites kindling on touch

Heat or Cold

- a. Sphere: 1 ft. diameter
- b. Sheet: 1 ft. x 3 ft. x 3 ft. (9 cubic feet)

Smoke

- a. Sphere: 7 ft. diameter
- b. Sheet: 5 ft. x 5 ft. x 5 ft.

Light or Darkness

- a. Sphere: 10 ft. diameter
- b. Sheet: 10 ft. x 10 ft. x 10 ft.

Flame

- a. Beam: 1 inch x 1 inch x 1/2 range
- b. Sheet: 2 ft. x 2 ft. x 3 ft.

Magick Fire

- a. Sphere: 1 ft. diameter
- b. Beam: 1 inch x 1 inch x 1/2 range
- c. Sheet: 2 ft. x 2 ft. x 3 ft.

1) FIRE: Fire will do 1-6 points of damage per volume of material used, with a 10% chance of ignition of flammable materials per volume. If a creature's hair, clothes, etc., are set on fire, it will immediately check morale -25% and at best attempt to smother the fire or put it out in some way or other. Normal fire will last only 1-2 turns unless given flammable materials to feed upon.

2) MAGICK FIRE: Unlike ordinary flames, Magick Fire will last for the duration of the spell and does 11-20 points of damage per volume when cast as a fireball, and 6-10 points of damage in other forms. There is a 15% chance of ignition per volume used.

3) FIRE BALLS: Upon striking a target, Fire Balls explode and fill a volume equal to a 'Sheet' of Fire. Anyone caught in the explosion zone besides the targeted victim has a 35% chance of being burned (1/2 damage) and a 15% chance of catching fire.

4) **HEAT:** may be used to warm an area if used as a Sheet or to cook food, etc., if used as a Sphere. If 5 volumes are used as a Sphere, metals will be heated up to a point that they cannot be held, wood will ignite, etc. If 10 volumes are used in a sphere (which can be Concentrated to a 1 ft. x 1 ft. x 1 ft. volume), Heat will cause metals to melt 1-25% each turn. It raises air temperatures by 20°F per volume in Sheet Form.

5) **COLD:** When used upon ordinary human beings, Cold has the effect of lowering the temperature of the immediate surroundings by 20°F per volume in Sheet form. If employed in the form of a Sphere, it will freeze 200 Dr. of material solid per volume used 1-25% of the time. Beings quick-frozen in this way will take 1 hour per 50 Dr. to thaw out, with a 1-50% chance of returning to life. Used against fiery creatures, a sphere of cold will do equivalent damage to Magick Fire. When used to freeze the body of a fallen comrade, a Cold Sphere retards decomposition by 1 full day.

6) **SMOKE:** If there is any fire available, it can be used to generate a Smokescreen that is twice as dense as an equal amount of Fog. There is also a 15% chance per turn that beings caught in the smoke will begin coughing and choking and will lose all fighting bonuses for the time they are in the smoke and for 1-2 turns after they emerge.

7) **LIGHT:** To provide illumination, a Magick User may create Light in Sphere or Sheet form. If a moving Sphere is used to enclose the Magick User and his friends in light of moderate intensity, the effect can be maintained beyond the spell duration by the expenditure of 1-2 fatigue points per hour. A Sheet of Light cannot be moved and will remain in position for the duration of the spell, with the intensity of noon-day sun. If an Amplify, Intensity, and Accelerate are used, the Wall of Light will become so bright that it is impossible to look at it without becoming blinded for 1-6 turns if the viewer is within the spell range of the caster from the Wall.

8) **DARK:** To extinguish light in an area, Darkness may be created. If Amplified, Intensified, and Accelerated, the Dark will become so intense that no one except the Magick User will be able to see beyond 10 ft., even with Night Vision. Only Light will counter such a spell, and vice versa.

9) **FLAME:** Flame spells may be used to kindle large fires quickly casting a jet or Beam of fire from the fingertip, a sort of magical flame-thrower that may be directed against 1-6 targeted figures up to ½ the caster's range away. Damage is 1-6 points per volume used, with a 15% chance of ignition per volume.

10) Fire is a limited duration material unless fed by some flammable source and will go out without fuel.

18.27 MOVE AIR SPELLS

Air is a most useful commodity, for it not only can cause powerful drafts and windstorms, but also is necessary for breathing and is the medium by which various gases are transported. It can also be used to feed fires and so intensify them.

Spell Type:	Normal Air Spell Level	BMR	Poison Level	Gas BMR
Create	2	2	6	6
Detach	2	1	6	6
Affix	2	5	6	6
Accelerate	3	3	7	7
Concentrate	4	4	7	7
Remove	3	3	3	3

Air:

- Sphere: 5 ft. x 5 ft. x 5 ft.
- Beam: 5 ft. x 5 ft. x ½ rge.

Poison Gas:

Sphere: 5 ft. x 5 ft. x 5 ft.

1) In the form of a Sphere, Air can be used to provide breathable oxygen in a sealed space. It can also be used to Intensify a fire, with two volumes of air being equal to Intensification of 1 volume of fire. If a Magick User casts an Air Sphere greater in volume than Poison Gas, Smoke, Fog, etc., and Concentrates it, the Air will keep the other gas from entering the volume. (A volume of air will provide enough breathable gas to keep a man alive for an hour or more if quiet).

2) A Sphere of Air of 10 volumes will generate a Wall of Air that swirls outward from the centre of the Sphere, preventing the passage of creatures under 100 Dr., with 25 Dr. being added to that limit for each volume added above that. If a Concentrate Air is employed, these values are doubled.

3) A Remove Air spell will extinguish 1 volume of normal fire for every 2 volumes of air removed. If Detach and Accelerate spells are also used, the spell will put out 1 volume of normal fire per volume of Air used. Also, two volumes of Detached and Accelerated Remove Air will extinguish 1 volume of Magick Fire.



4) A Beam of Air is nothing more than a wind blowing as if from the tip of the Magick User's finger or wand. The Wind is at 10 mph per volume of Air used. If Amplified, the wind speed is doubled. 20 mph is enough to cause fine dust to form thick cloud. 30 mph causes torches to gutter (increase chance of torch being put out by 25% per 10 mph over 30 mph), and fine sand is blown to form sandstorms. At 50 mph, there is a 15% chance of stumbling—10% per 100 Dr. of weight, with a +15% additional chance for each 10 mph above 50 mph. If a character or figure stumbles, there is an equal chance that he will be blown backward for 5-30 feet, with the possibility of being stunned if he bumps against a solid obstacle.

5) At MKL 12+, a Magick User will be able to create a Tornado with an Amplified, Concentrated, and Detached Remove Air spell, which lasts the duration of the spell. (See Weather Control in Ancient Lore).

6) Poison Gas (Chlorine) may be generated in the form of a Sphere which will be wafted away from the Magick User at a speed of 10-60 feet per turn. Any living creature caught in the sphere of poison gas has a 1-10% chance of killing outright, an 11-20% chance of causing unconsciousness for 1-6 turns, a 21-50% chance of causing severe watering of the eyes, choking, and coughing that eliminates all combat bonuses, and a 51-70% chance that the victim checks morale as if he has suffered 50% damage to the body. Dragons, Trolls, characters with constitutions of 19 or 20, and the like will add 1-20% to their die roll because of toughness. A breeze or Wind over 20 mph will dissipate the cloud of poison gas in 1-3 turns. Each turn an affected creature remains in the gas brings 1-10 points of damage and another dice roll is made to find out whether any of the above effects have occurred.

18.28 COMBINATION BASIC MAGICK SPELLS

Once a Magick User has mastered all of the spells for a particular type of matter— for instance, all of the spells for Magick Fire, he may cast up to 3 spells at the same time without expending more than 5% fatigue for each additional spell.

18.29 SPELLS OF COMMAND

The casting of spells of Command is most typical of Power Word Magicians, Enchanters, and Shamen. Thaumaturgists, Hex Masters, Dance/Chant Magicians, and Elves also reach high levels of proficiency. All other Magick Users may learn such spells, but they will not be able to advance as far. Command affects the non-rational side of the victim's nature and interfere with his ability to control his own thoughts, emotions, and behavior. Wise victims will be more resistant to spells of Command than unwise ones.

WIS SCORE	DESCRIPTION	WIS SAVING THROW VS SPELLS OF COMMAND											
		CR	I	II	III	IV	V	VI	VII	VIII	IX	X	XI
04	Witless	01	01	—	—	—	—	—	—	—	—	—	—
05	Foolish	02	02	01	—	—	—	—	—	—	—	—	—
06	Foolish	03	03	02	01	—	—	—	—	—	—	—	—
07	Simple	04	04	03	02	01	—	—	—	—	—	—	—
08	Unwise	05	05	04	03	02	01	—	—	—	—	—	—
09	Naive	06	06	05	04	03	02	01	—	—	—	—	—
10	Average	07	07	06	05	04	03	02	01	—	—	—	—
11	Average	08	08	07	06	05	04	03	02	01	—	—	—
12	Average	09	09	08	07	06	05	04	03	02	01	—	—
13	Discerning	10	10	09	08	07	06	05	04	03	02	01	—
14	Discerning	11	11	10	09	08	07	06	05	04	03	02	01
15	Penetrating	12	12	12	11	10	09	08	07	06	05	04	03
16	Astute	13	13	13	12	11	10	09	08	07	06	05	04
17	Wise	14	14	14	13	12	11	10	09	08	07	06	05
18	Inspired	15	15	15	14	14	13	12	11	10	09	08	07
19	Profound	16	16	16	15	15	14	14	13	12	11	10	09
20-24	Visionary	17	17	17	16	16	15	15	14	14	13	12	11
25-29	Visionary	17	17	17	17	16	16	16	15	15	14	13	12
30-34	Visionary	18	18	18	18	17	17	17	16	16	15	14	13
35-39	Visionary	19	19	19	19	18	18	18	17	17	16	15	14
40	Visionary	19	19	19	19	19	18	18	18	17	17	16	15

A percentage dice result within the indicated save limits means that the character or Monster is unaffected by the Command. Resistance to Command causes a loss of fatigue because energy has to be expended to fight the effects of the spell (1-6 points lost).

The Wisdom of a target determines his resistance level to Commands, as signified by the values in the save table. Unintelligent beasts and Monsters have an instinctive Wisdom of 1-10. Fairly intelligent Monsters have a wisdom of 1-10. Highly intelligent Monsters, Enchanted Monsters, and Great Horses have a Wisdom of 1-20. Dragons have a Wisdom of 1-20 when Young or Mature, 11-20 when old, and 20 when Ancient. Demons have a Wisdom equal to their level + 1-10 points, while the Demon King always has a Wisdom of 20 + 1-20% on the Save Table. Unicorns and Plants are highly resistant to control of any kind and save at Wisdom 20 + 1-20% on the Save Table. If a Magick User is the target and has learned the spell being used on him, he may substitute his Charisma or Bardic Voice score + 1-20% when attempting a save.

There are eleven grades of proficiency in casting Spells of Command, and they correspond to the grades in spells of Illusion. The proficiency level that can be attained varies according to the type of Magick User or Monster casting the spells. As soon as a Magick User reaches a new spell casting level, all spells of Command he has learned are raised to the new probabilities given in the Save Table. While a Magick User can learn spells beyond his maximum attainable proficiency grade, the percentages for a target's 'save' will remain at his maximum grade. For example, Primitive Talent could learn a level XI spell, but his percentages would remain at level III.

The proficiency grades that a Magick User can attain are:

- XI. The Innermost Circle: Power Word
- X. The Tenth Circle: Enchanters, High Elves
- IX. The Ninth Circle: Shamen, Evil Priests, Necromancers.
- VIII. The Eighth Circle: Thaumaturgists, Dance/Chant
- VII. The Seventh Circle: Conjurors, Cabbalists
- VI. The Sixth Circle: Magick Square, Drug Trance
- V. The Fifth Circle: Hex Masters, Mediums
- IV. The Fourth Circle: Elves
- III. The Third Circle: Primitive Talents
- II. The Second Circle: —
- I. The Outermost Circle: Any Man, Elf, Dwarf, or Hobbit with Charisma or Voice over 18, and who is not a magic user.

ENHANCEMENT OF COMMANDS:

Spells of Command may be enhanced in several ways:

1) If the caster has a Second Requisite that is Charisma or Bardic Voice, reduce save percentages by -5% for each 2 points over 14; e.g.: Charisma 17 = 10%.

2) If the caster has learned a Mantra gesture (time to learn the spell is increased by 25%), saves are reduced by -5%.

3) Meditation reduces saves from Command by -1% per day spent meditating on the spell to a maximum of -25%. Note: This form of enhancement is a 'one-shot' technique and the spell so enhanced can be cast only once with such an advantage.

CASTING SPELLS OF COMMAND:

Spells of Command must be targeted if they are going to be fully effective (see Magick Conflict Table). In such instances, only one figure will be affected. If Commands are targeted into an area up to 50 feet by 50 feet, all figures in that area may be affected. However, the save percentages are dropped to the next proficiency grade (e.g.: VI to V), and the percentages are increased by a +1-20% for each figure. When attempting to Command a large number of figures, a Magick User may be able to influence up to 22 targets.

PROTECTION FROM SPELLS OF COMMAND:

Increased percentages may be obtained on saves from spells of Command through the use of several magical counter-spells.

Circles of Protection

A charmed Circle of Protection will reduce a Command by one level of proficiency for each 3 MKL possessed by the caster of the circle. The spell must first succeed against the circle before it can penetrate to affect those inside at the normal level of proficiency. Thus, if a Magick User of grade IX casts a spell of Command at a circle drawn by a Magick User of MKL 9, the spell would drop to grade VI percentages for purposes of penetrating the circle.

Amulets of Protection

May be enchanted by Magick Users who have learned all the spells of a certain grade of proficiency. Such amulets add +15% to saves against spells of a lower or equal grade, and +5% to saves against spells of a higher grade.

Words of Guard

Power Word Magicians, Enchanters, Shamen, Dance/Chant, Hex Masters, Evil Priests, lawful Clerics, Necromancers, and Elves may devise rhyming chants or other Words of Guard to defend against Commands as for Amulets. However, such forms of protection require an expenditure of 1-6 fatigue points. Such words may be applied to protect from 1-6 people (1 person per fatigue point expended).

Prayer

Any character may employ Prayer to his particular diety to defend against a Command. Prayer used in this manner increases chances of a save by +5%, at a cost of 1 fatigue point.

18.30 COMMANDS OF THE OUTERMOST CIRCLE

All spells in this section are at casting level 1 at BMR 1.

Awaken: A spell which causes sleeping figures to awaken. It affects a number of figures equal to the level of the caster in a 20 ft. x 20 ft. area. To be able to select the subjects to be awakened, 1 fatigue point must be expended per person in the area. Awaken cancels the effects of Sleep spells and most drugs, but not an Enchanted Sleep. The spell may be placed in a potion to be administered to a sleeping figure.

Charm Person: A spell which has a 5% chance per MKL of the caster of convincing the target that the caster is a friend, to a maximum of 50% chance of success. A person so affected will not act with hostility toward the caster and will actively support the caster in most arguments or fights. Duration: as long as the victim cannot free himself from the Charm. Check each week: There is a 5% chance of freeing from the spell per 2 IQ points possessed by the victim. Persons of equal or higher

Charisma or Wisdom than the caster will not be affected. Note: Anyone with a Charisma or Bardic Voice above 18 automatically knows this spell without learning it, and even non-Magick Users may cast it 1 time per day at 1-20% chance of success. Number affected: 1 person per spell.

Sleep: A spell which will put living beings to sleep. The area affected may be up to 20 ft. x 20 ft. The number of figures affected is $S/N \times H$, where $S = 200 \times \text{MKL}$ of the caster, $N =$ number of figures to be put to sleep, and $H =$ total hit points possessed by the targets. The result indicates the number of figures that can be put to sleep for 1 turn. The time can be increased by decreasing the number of targets. For example, a MKL 10 Magick User casts a Sleep spell into a room containing 4 figures with a total of 130 hit points. In the formula we substitute: $200 \times 10 / 4 \times 130 = 3.8$ turns asleep. Figures with less than 25 hit points are automatically put to sleep without a save if the spell is targeted on the area they are in. Killing sleeping victims is considered unheroic and brings 10% of the normal experience bonus.

18.31 COMMANDS OF THE SECOND CIRCLE

All spells in this section are at casting level 2 at BMR 2.

Charm Small Animals: A spell which Charms small animals at 5% chance per MKL of the caster to a maximum of 75% chance of success. Animals so affected will become affectionate and will defend the caster against attack. There is a basic 10% chance per week that the Charm will wear off and the animal will leave. It will otherwise accompany the caster, but will resent other animals and will attack natural enemies. Animals affected: up to caster's MKL.

Clumsiness: A spell causing a living creature to have difficulty in coordinating his body movements, so that an attacker has +20% probability of hitting him. Duration: Time Factor of the caster. One creature will be affected for 1-6 melee turns.

Hold Small Animals: A spell which causes small animals to halt in their tracks, preventing further approach to the caster. If he approaches, they will fall back an equal distance 1-50% of the time and will flee 51-100% of the time. Duration: Time Factor. From 1-10 small animals will be affected + 1 animal per MKL of the Magick User.

Muscle Spasm: A spell used to disrupt the aim of a single fighting opponent by lowering his hit probability by $-10\% + -1\%$ per MKL of the caster. Duration: 1 melee turn.

18.32 COMMANDS OF THE THIRD CIRCLE

All spells in this section are at casting level 3 at BMR 2.

Command Small Animals: A spell which acts like a Charm Small Animals, except that the caster now gains full control over his victims. They understand his commands and obey his orders with steadfast loyalty. Only a Magick User of higher level who knows the Command spell may dispell the caster's influence on his small animal friends.

Hold Large Animals: A spell which causes large animals to halt in their tracks, preventing further approach to the caster. If he approaches, they will fall back an equal distance 1-25% of the time, flee 26-75% of the time, and charge 76-100% of the time. Duration is $\frac{1}{2}$ Time Factor. Animals affected: up to $\frac{1}{2}$ caster's MKL. Trained warhorses carrying an experienced rider will be unaffected 90% of the time.

18.33 COMMANDS OF THE FOURTH CIRCLE

All spells in this section are at casting level 4 at BMR 4.

Command Large Animals: A spell which permits the caster to gain control over one large animal. The animal understands his orders and obeys loyally. Only a Magick User who knows the Command spell may dispell the caster's influence. Duration: until the large animal frees itself from the spell, with one check at 25% probability per week.

Hold Person: A spell which prevents the approach of any sentient, living being of a manlike race. If the caster advances, the held person will retreat an equal distance. Duration: $\frac{1}{2}$ Time Factor. Persons affected: up to $\frac{1}{2}$ caster's MKL. Magick Users who know this Command spell save each turn to see if they can break the enchantment.

Summon Animals: A spell which calls a particular species of animal to the caster. There is a 90% chance that any animal visible will respond and a 65% chance that an animal not present will come in 1-100 turns. (Mounted animals are immune to the spell unless the animal belongs to the Magick User or another member of the party). The summer will have an advantage in charming or commanding the animal when it arrives: reduce animal's save by -10% . From 1-6 small animals or 1 large animal may be summoned.

Words of Power: 'Deafen': Only Power Word Magicians and Enchanters may learn this spell. It completely deafens the victim so that he is unable to hear any sounds. Duration: Time Factor. Number affected: 2 per MKL up to $\frac{1}{2}$ caster's range.

18.34 COMMANDS OF THE FIFTH CIRCLE

All spells in this section are at casting level 5 at BMR 5.

Hold Monster: A spell which prevents the approach of any legendary beast (unless mounted), but which has no effect on Monsters with intelligence over 15. It should be noted that if caster advances, however, the spell will be broken. Duration: $\frac{1}{2}$ Time Factor. Monsters affected: 1 per 3 MKL of caster.

Words of Power: 'Stun': Only Power Word Magicians and Enchanters may learn this spell. A zone in the shape of a cone $\frac{1}{2}$ the Magick User's range and 10' wide per MKL extends outward in front of the caster. One living creature or material undead per MKL of the caster will be affected. The spell has a 90% chance of bashing each victim to the ground, and a 25% chance of rendering him unconscious for 1-10 turns. A mount and rider count as 1 victim, although separate checks are made for each.

18.35 COMMANDS OF THE SIXTH CIRCLE

All spells in this section are at casting level 6 at BMR 6.

Beserker Rage: A spell that makes the recipients fight as Viking Berserkers, heedless of personal danger. See the Individual Combat section for details. The spell can be dispelled only by a Fear spell (see below). Number affected: 1 person per MKL of the caster. Monsters are unaffected unless they are human or manlike.

Bravery: A spell which immediately counters Demoralization (see below) and makes the recipients stand firm in the face of the most dangerous or fearsome of foes. Number affected: 1 per MKL of the caster.

Confusion: A spell which will affect the judgment of living creatures and confuse them considerably. The spell affects 2 x caster's MKL in small animals, and 1 x caster's MKL for all other living creatures. Duration: Time Factor. Each creature affected will do one of three things: 1-25% = attack caster's party; 26-75% = mill around, doing nothing; 76-100% = attack each other. There will be a delay of 1-3 turns before the spell comes into effect.

Demoralization: A spell causing creatures under 50 hit points to immediately check morale. Add 10 hit points to the maximum limit for each grade of Command spell the caster has advanced above grade VI. Number affected: 2 x MKL of caster up to $\frac{1}{2}$ range.

Hate: A spell filling a victim with a wide variety of responses:

1-20%	=	Hate any enemy around except caster.
21-40%	=	Hate companions.
41-60%	=	Hate everybody except caster.
61-80%	=	Hate whoever the caster desires.
81-90%	=	Hate caster.
91-100%	=	Hate self.

Any living creature may be filled with hate and will immediately attack the named party. If Hate is directed against the person himself, there is a 50% chance he will commit suicide if under Wisdom 12. Otherwise, no effect.

Love: A spell which will cause any living creature to fall passionately in love with the person of the caster's choice. There is a 10% chance that the love will be permanent if the object of affection is over Comeliness 13. Otherwise, treat as a temporary emotion that fades in 1 day x MKL of caster + 1-100 days. If more than one person is made to fall in love with the same individual, there is a 25% chance of jealousy that will lead to a mortal combat which only the object of their love can prevent.

Mesmerism (Hypnosis): A spell which has a 5% chance per MKL of the caster of placing a human or manlike figure under the command of the caster. It is necessary to look the caster in the eyes at face-to-face range (20 feet or less), however, and the spell is of no effect against Magick Users of a higher grade of Command. The person so mesmerized will not do anything against his basic nature but will otherwise obey his master. The victim has a 5% chance of freeing himself from the spell per IQ point he possesses, and a check is made once per day following the casting of the spell.

18.36 COMMANDS OF THE SEVENTH CIRCLE

All the spells in this section are at casting level 7 at BMR 7.

Geas: A spell which compels the victim to perform a desired task. Any attempt to deviate from the performance of the task will result in a 10% loss of maximum fatigue per day until 0 fatigue is reached, at which point all attack and defense bonuses are lost. A Geas may be placed upon any living, sentient creature of manlike shape, except Trolls. Ignoring the Geas entirely will bring down a Curse upon the victim (see Curses). The Geas will endure until the task is completed or the Geas is lifted with a Remove Curse spell cast by a Magick User of equal or higher experience factor than the one who had placed the Geas. Note: All grade VI Command spells must be learned before a Geas can be learned. Magick Users above the grade of the caster are unaffected by a Geas.

Word of Power: 'Weaken': Only Power Word Magicians and Enchanters may learn this spell. The victim becomes weaker at the rate of 10% per turn until 50% of normal strength is reached. This weakness is reflected in attack and defense capabilities, carrying capacity, and fatigue levels and recovery rates. Duration: Time Factor. The spell may be cast up to ¼ the caster's range.

18.37 COMMANDS OF THE EIGHTH CIRCLE

All the spells in this section are at casting level 8 at BMR 8.

Forgetfulness: A spell which causes the victim to lose 1-10 IQ points for 1-6 days x MKL of the caster. A Magick User so afflicted will be unable to remember any spells. A loss of 10 IQ points means that the victim has total amnesia and is utterly feebleminded. Only one figure may be affected at a range up to ¼ range. Magick Users above the grade of the caster will be unaffected.

Word of Power: 'Blind': Only Power Word Magicians and Enchanters may learn this spell. The victim has a 1-50% chance of suffering a partial vision loss, with all attack and defense bonuses reduced by ½; and a 51-100% chance of suffering a total loss of vision. The spell will affect 1 person per MKL of the caster up to ½ range. The Undead are unaffected, however, because they do not 'see' as normal beings do. Duration: Time Factor.

18.38 COMMANDS OF THE NINTH CIRCLE

All the spells in this section are at casting level 9 at BMR 9.

Enchanted Sleep: A powerful sleep spell that will affect only one person or Monster (except Undead). The person put to sleep cannot awaken until the conditions needed for awakening are fulfilled. The spell must be placed in some item of food and eaten by the victim. Note: spells of divination may reveal the conditions necessary to awaken the victim. The conditions should be difficult to meet, but not ridiculous.

Great Command: A powerful spell of Command giving the caster the ability to control any single living creature. Undead and Demons cannot approach and, 1-75% of the time, must immediately leave the presence of the caster and not return for 1-100 days. Duration: until dispelled by caster or until victim breaks the spell (see Command Spells). The range is ¼ caster's range.

Word of Power: 'Blast': A spell causing a bolt of lightning to issue from the finger of the caster. Only Power Word Magicians and Enchanters may learn this spell. The bolt will do 5 x MKL points of damage to any being, smashing him to the ground, and rendering him incapacitated 1-50% of the time for 1-6 turns. Fire creatures suffer double damage and immediately flee if possible. The bolt is 50 ft. long and 5 ft. wide, and all creatures within it are affected. The initial point of impact is targeted, and all creatures within it are affected. The initial point of impact is targeted, and the bolt is measured back from there. Failure to target causes the bolt to go to the full range of the Magick User x 1-6. If a solid target is struck, the bolt will Remove material in a volume equal to an Amplified. Remove at the caster's PMF. The bolt will rebound backward 25 ft. from any solid target that is struck, affecting an

area 25 ft. x 25 ft. Note: Shamen who master Weather Control can learn the effect.

18.39 COMMANDS OF THE TENTH CIRCLE

All spells in this section are at casting level 10 at BMR 10.

Word of Command: 'Air': A spell giving the caster all Basic Magick Air spells.

Word of Command: 'Earth': A spell giving the caster all Basic Magick Earth spells.

Word of Command: 'Fire': A spell giving the caster all Basic Magick Fire spells.

Word of Command: 'Water': A spell giving the caster all Basic Magick Water spells.

The Lyre of Apollo: An Enchanter may fashion a golden lyre which provides him with -15% reduction on saves vs spells of Command and acts as a Circle of Protection so long as the Enchanter plays it. The Enchanter Adept will not fashion such a lyre for anyone except himself.

The Pipes of Pan: An Enchanter may fashion the silver Pipes of Pan, giving him -10% on all saves vs spells of Command. The Enchanter Adept will fashion such a musical instrument for another Enchanter.

The Star of Alexander: A Dwarvish cut ruby set into a ring or other setting and thrice enchanted. The Magick User must have learned all spells which influence or command men to perform this enchantment. The possessor of the Star of Alexander will have a Military Ability of 13 and a Charisma for purposes of commanding troops and maintaining morale of 25. Troops personally led by such a charismatic leader never check morale.

18.40 COMMANDS OF THE ELEVENTH CIRCLE

All spells in this section are at casting level 11 at BMR 10.

Miracles 1-9: The ability to perform Miracles places the Magick User in the Clerical System. Each spell empowers the caster to perform the Miracles in the number sequence on the Miracles list. Miracles 1-3, for instance, allows the caster to perform Miracles 1 to 3. The spells must be learned in sequence.

Miracles 10-11: The Demon King may also perform Miracles, but is loathe to do so because many of them have the potential of doing good.

18.41 SPELLS OF ILLUSION

The creation of Illusions is properly the province of the Thaumaturgist and, to a slightly lesser degree, the Conjuror and the Mystic. Other Magick Users may also learn to cast the spells, but they cannot advance as far. Illusion is the art of creating in the mind of the beholder what is actually not there. 'Belief' in the reality of the Illusion is thus fundamental to the success of the spell. A disbeliever will be affected far less by what he sees, knowing it to be unreal. The Intelligence of a person assists him in resisting the effects of Illusions; for the man of keen mind is able to analyze what he perceives and distinguish the real from the false more readily. All figures must therefore come to 'disbelieve' the Illusion by successfully saving from the spell on the following Belief Table:

IQ SCORE	DESCRIPTION	CR	SAVING THROW VS SPELLS OF ILLUSION												
			I	II	III	IV	V	VI	VII	VIII	IX	X	XI		
04	Idiot	01	01	-	-	-	-	-	-	-	-	-	-	-	
05	Cretin	02	02	01	-	-	-	-	-	-	-	-	-	-	
06	Lack-Wit	03	03	02	01	-	-	-	-	-	-	-	-	-	
07	Dim-Wit	04	04	03	02	01	-	-	-	-	-	-	-	-	
08	Half-Wit	05	05	04	03	02	01	-	-	-	-	-	-	-	
09	Average	06	06	05	04	03	02	01	-	-	-	-	-	-	
10	Average	07	07	06	05	04	03	02	01	-	-	-	-	-	
11	Average	08	08	07	06	05	04	03	02	01	-	-	-	-	
12	Average	09	09	08	07	06	05	04	03	02	01	-	-	-	
13	Bright	10	10	09	08	07	06	05	04	03	02	01	-	-	
14	Very Bright	11	11	10	09	08	07	06	05	04	03	02	01	-	
15	Smart	12	12	11	10	09	08	07	06	05	04	03	02	01	
16	Ingenuous	13	13	12	11	10	09	08	07	06	05	04	03	02	
17	Scholarly	14	14	14	13	13	12	12	11	11	10	09	08	07	
18	Brilliant	15	15	15	14	14	13	13	12	12	11	10	09	08	
19	Genius	16	16	16	15	15	14	14	13	13	12	12	11	10	
20-24	Visionary	17	17	17	16	16	15	15	14	14	13	13	12	11	
25-29	Visionary	18	18	18	18	17	17	17	16	16	15	14	13	12	
30-34	Visionary	19	19	19	18	18	18	17	17	17	16	15	14	13	
35-39	Visionary	19	19	19	19	18	18	18	17	17	17	16	15	14	
40	Visionary	19	19	19	19	19	18	18	18	17	17	17	16	15	

A percentage dice result within the indicated save limits means that the character or Monster 'disbelieves' the Illusion. Disbelief causes a loss of fatigue because energy has to be expended to fight the effects of the spell, with 1 fatigue or Body point being expended per game turn

or melee turn. If a victim fails to disbelieve in any subsequent turn, but with -10% from his chances of disbelieving.

The IQ of a victim determines the percentage possibility of disbelief. Unintelligent Monsters have an IQ of 1-10. Highly intelligent Monsters

have an IQ of 11-20, as do most Magical and Enchanted Monsters (including 'Great Horses'). Dragons, Unicorns, and very high level Demons have an IQ of 6-25. In some instances, Monsters have specific IQ's printed in their Profiles, and these should be used when determining belief or disbelief.

The ten spell casting levels represent the ten grades of proficiency that a Magick User or Magick-Using Monster can attain in the performance of Illusions. The proficiency levels vary according to the type of Magick User or Monster casting the spells. As soon as a Magick User reaches a new spell casting level, all Illusions he has learned up to that time are raised to the new probabilities given in the Belief Table.

The Proficiency grades that a Magick User can attain are:

- XI. The Innermost Circle: Thaumaturgists
- X. The Tenth Circle: Conjurers, High Elves
- IX. The Ninth Circle: Enchanters, Power Word, Evil Priests
- VIII. The Eighth Circle: Cabbalists, Wood Elves, Shamen
- VII. The Seventh Circle: Magick Square, Drug Trance
- VI. The Sixth Circle: Dance/Chant
- V. The Fifth Circle: Mediums
- IV. The Fourth Circle: Hex Masters (Witches & Warlocks)
- III. The Third Circle: Primitive Talents
- II. The Second Circle: —
- I. The First Circle: —

While a Magick User may learn spells beyond his proficiency grade, the percentages for disbelief remain at his proficiency grade. For example, a Primitive Talent could have learned a level X Illusion, but victims would save at level I percentages.

THE INNERMOST CIRCLE

The Innermost Circle is the highest grade of proficiency that an Adept at Illusion can attain, and it is limited to Thaumaturgists and the Demon King. All Illusions are much more powerful, so that 'saves' are made against them —20% at the level X percentages, with three times the cost in fatigue or body points to resist the effects of the spell.

ENHANCEMENT OF ILLUSIONS

Illusions may be enhanced in three ways:

- 1) The use of smokes such as those produced by burning incense, fogs against which an Illusion can be projected, perfumes and essences to produce mysterious odors, or cauldrons of steaming brew reduces the chance of a save by —10%.
- 2) Chants reduce saves from Illusions by —5%. These are unique to a few Magick Users.
- 3) Meditation reduces saves from Illusions by —1% per day spent meditating on the spell, to a maximum of —25%. Note: This form of enhancement is a 'one-shot' technique and the spell so enhanced can be cast only once with such an advantage.

CASTING ILLUSIONS

Unlike many other spells, Illusions need not be targeted on the Magick Conflict Table. Illusions can be cast against specified people or into an area in which all occupants will be affected.

The spell range is given in the Personal Magick Factor Table and, upon the caster's reaching the Second Circle, ranges are doubled. The only limitation is that the Magick User be able to see the target, either by normal sight or by magical means. (Cabbala/Symbolists, of course, are exempted from this rule, as they may leave their Symbols behind them to be activated later).

PROTECTION FROM ILLUSIONS

Increased percentages may be obtained on saves from Illusions through the use of several magical means:

Amulets of Protection

May be enchanted by Magick Users who know all the spells of a certain grade of proficiency. Such amulets add +10% on saves against spells of a higher proficiency grade and +15% on saves against spells of an equal or lower grade.

Words of Guard

Enchanters, Power Word Magicians, Hex Masters, Shamen, Evil Priests, Lawful Clerics, and Dance/Chant Natural Talents may devise rhyming chants or other Words of Guard to defend against Illusions as for Amulets. However, such protection requires an expenditure of 1-3 fatigue points. They can be applied to as many persons or creatures as the Magick User has proficiency grades and last for his Time Factor for spell duration.

Prayer

Any character may employ prayer to his particular deity to defend against an Illusion. **Prayer** used in this manner increases chances of a save by +5%, at a cost of 1 fatigue point or body point.

Circles of Protection

A charmed Circle of Protection requires an Illusion spell to be targeted against the intended victim. If targeting is successful on the Magick Conflict Table, check for individual saves. Targeting is computed by comparing the experience factors of the attacking and defending Magick User, and applies to each person in the circle. Saves are made according to the IQ of the Magick User who has erected the defensive barrier, unless a character has a higher IQ.

18.42 ILLUSIONS OF THE OUTERMOST CIRCLE

All the spells in this section are at casting level 1 and BMR 1.

Blurred Image: The caster's appearance is highly blurred, providing —10% on opponents' hit probabilities and —10% on targeting by an attacking Magick User of equal or lower spell casting level. Duration: 3 turns minimum.

Detect Illusion I: A spell of long duration which permits the caster to Detect an Illusion of grade I from 1-3 times. The spell can also be placed in a potion.

Dispell Illusion I: A spell which permits the caster to Dispell an Illusion of grade I up to ½ his spell range. The spell must be targeted on the location of the suspected Illusion, with a 25% chance of successfully dispelling the Illusion if on target.

Sleight of Hand: A spell giving the caster the ability to perform sleight of hand tricks (including successfully picking pockets, etc.) and other forms of popular 'magick' that are designed to entertain, baffle, and impress the uninitiated. It is ineffectual against Magick Users above the casters proficiency grade.

Wall of Fog: A spell which creates the Illusion of an actual Fog (see Basic Magick).

18.43 ILLUSIONS OF THE SECOND CIRCLE

All the spells in this section are at casting level 2 and BMR 2.

Cloud of Dust or Sand: A spell which creates the illusion of a swirling cloud of dust or sand (see Basic Magick).

Deafness: A spell which causes the victim to believe he cannot hear until the spell is Dispelled, Cured, or removed by the caster.

Detect Illusion II: As for Detect I, only grade I and II spells are detected.

Dispell Fatigue: A spell which gives the recipient the illusion of being healthy and fully rested. It permits the recipient to continue on without rest until the spell has ended (Time Factor + 1-20 full game turns). However, one must rest twice as long as usual after the effects wear off, usually in a deep sleep. Men who have been badly wounded or who were recently Raised from the dead can move about normally, but at the end of the spell they suffer 1-10 points of damage. This spell can be placed in a potion.

Dispell Illusion II: A spell like Dispell I. Grade II Illusions are dispelled at 25%, while grade I Illusions are dispelled at 40%.

Illusory Script: A spell that blurs the caster's writing so that only the one who is intended to read it can do so safely. Any others attempting to read must save or else be totally confused for 1-10 turns. One spell is enough to protect one page. Failure to save upon chancing a second reading causes confusion for 11-30 days. To actually be able to read the script requires a Dispell II.

Delusion: A spell that causes the target to suffer from an unjustified belief in his own abilities or those of newly found items which may appear to be (or are) enchanted. There can be only one save. Victims now tend to do things which, in a normal frame of mind, they would never do. Duration: Time Factor + 1-20 full game turns.

18.44 ILLUSIONS OF THE THIRD CIRCLE

All the spells in this section are at casting level 3 and BMR 3.

Detect Illusion III: As for Detect I, only grade I and III spells are detected.

Diminish: A spell creating the illusion that a figure or object is up to 1/20 its normal size. Only one save is possible. If belief occurs, the figure or object will be seen to be able to do anything something that small could do. Duration: 1-20 turns.

Dispell Illusion III: As for Dispell I. Grade III Illusions are dispelled at 25%, while grade I and II Illusions are dispelled at 45%.

Growth: A spell creating the illusion that a figure or object is 1-20 times its normal size. Only one save is possible. If belief occurs, the figure or object will be seen to be able to do anything something that large could do. Duration: 1-20 turns.

Hallucinatory Landscape: A spell which conceals or else creates terrain features which appear real to the beholder. It is a broad-area illu-

sion existing in all directions up to the maximum range of the caster. Only Magick Users may save from this spell, and if disbelief occurs, they must approach to within 20 feet of any illusory object to see it is unreal. All other figures must actually touch an illusory object to see it is unreal. Duration: 1 game day per MKL of the caster.

Mirror Self: A spell creating the illusion of 1-6 figures identical to the caster and duplicating his every move. Any beholder failing to make an initial save will not be able to tell the difference until the spell has ended. Any image that is touched will disappear. Duration: 2 x Time Factor.

Trustworthiness: A spell creating the illusion that the caster can be trusted completely. The spell is effective when made face-to-face, and it will influence anyone that close up to 6 turns after it is cast. Each failure to save reduces save probabilities by 10%. Any figure failing to save will trust the caster until given some reason for suspicion.

18.45 ILLUSIONS OF THE FOURTH CIRCLE

All the spells in this section are at casting level 4 and BMR 4.

Detect Illusion IV: As for Detect I, only grade I to IV spells are detected.

Dispell Illusion IV: As for Dispell I, Grade IV Illusions are dispelled at 25%, while grade I to III Illusions are dispelled at 50%.

Hypnotic Spiral: A spell creating the illusion of a whirling spiral of scintillating color that appears directly in front of the caster. Any being of IQ 12 or less will be held motionless and staring so long as the caster concentrates on the spell, plus 1-6 turns. Anyone will be affected within 60 feet who fails to save, unless above IQ 12. Members of the Magick User's party must avert their eyes to be protected from the spell.

Illusory Image: A spell creating the illusion of any person or Monster the caster has seen before. So long as the caster concentrates on the spell, the figure will move and speak convincingly. Anyone who does not immediately disbelieve in the figure's reality will act accordingly. Duration: 1 x Time Factor or until touched.

Projected Image: A spell which projects the image of the caster up to his full spell range. The image will move, act, and speak as if it were the caster, and all spells will seem to emanate from it. However, the spell range is measured from the caster's actual position to the target. Only one save may be made against this spell, and the image will remain 3 x Time Factor or until touched.

Hallucinatory Landscape: A spell closely resembling the spell of the Third Circle, except that non-Magick Users must disbelieve each time they touch an illusory object or it will continue to appear real to them. Duration: 1 game day per MKL of the caster.

18.46 ILLUSIONS OF THE FIFTH CIRCLE

All spells in this section are at casting level 5 at BMR 5.

Detect Illusion V: As for Detect I, only grade I to V spells are detected.

Dispell Illusion V: As for Dispell I, Grade V Illusions are dispelled at 25%, while grade I to IV Illusions are dispelled at 50%.

Disguise: A spell permitting the caster to assume a disguise successfully. Only one save is possible, after which a believer will not question the authenticity of the caster's assumed identity until the Disguise is Dispelled or the real person whose identity was taken appears on the scene. Duration: until Dispelled.

Phantasmal Landscape: A spell creating the illusion of reality for all of the senses. All must disbelieve each time they touch a phantasmal object or it will appear in every way to be real. Even when carried outside the zone of the spell, the objects will still continue to have existence for the characters believing in them. Only persons who had saved or who were never exposed to the spell will see that nothing is present. Range is to the limit of the caster's range. Duration: until Dispelled.

Phantasmal Weather: A spell creating the illusion of actual weather conditions. Rain will seem to wet believers to the skin, snow will cause believers to feel cold, etc. Only one save is possible against this spell. Duration: up to 1 game day. While the range of the spell is only to the limit of the caster's range, the effect will travel with those who are affected and will appear to extend to the horizon.

18.47 ILLUSIONS OF THE SIXTH CIRCLE

All spells in this section are at casting level 6 at BMR 6.

Detect Illusion VI: As for Detect I, only grade I to VI spells are detected.

Dispell Illusion VI: As for Dispell I, Grade VI Illusions are dispelled at 25%, while grade I to V spells are dispelled at 55%.

Shadow Forces: A spell creating quasi-real offensive spells that, if believed by the victim, will cause ½ damage. If disbelieved, 1/10 damage is caused. All Basic Magick effects can be simulated by this spell, although no effect is had on non-sentient materials.

Shadow Monsters: A spell creating quasi-real Monsters that, if be-

lieved by the victim, will act in every way like the real version and have similar effects on the believes. However, all damage is ½ normal. If disbelieved, the Shadow disappears for the characters recognizing its unreality. Only one save is possible against this spell. Once created, the Shadow will endure 3-20 game turns or until Dispelled or slain. Shadow Monsters will sustain ¼ the damage of the real Monster.

18.48 ILLUSIONS OF THE SEVENTH CIRCLE

All spells in this section are at casting level 7 at BMR 7.

Detect Illusion VII: As for Detect I, only grade I to VII spells are detected.

Dispell Illusion VII: As for Dispell I, Grade VII Illusions are dispelled at 25%, while grade I to VI spells are dispelled at 60%.

Phantom Forces: A spell creating quasi-real offensive spells that, if believed by the victim, will cause full damage. If disbelieved, 1/5 damage is caused. All Basic Magick effects can be simulated by this spell, and non-sentient materials are affected.

Phantom Monsters: A spell creating quasi-real Monsters that, if believed by the victim, will act in every way like the real version. All damage is full, unless disbelieved, in which case damage is 1/5. Phantoms will sustain 1/3 the damage of the real Monster. Once created, the Phantom will endure 5-20 game turns or until Dispelled or slain. As it is fairly material, it will pursue victims beyond the caster's spell range.

18.49 ILLUSIONS OF THE EIGHTH CIRCLE

All spells in this section are at casting level 8 at BMR 8.

Dispell Illusion VIII: As for Dispell I, Grade VIII Illusions are dispelled at 25%, while grade I to VII Illusions are dispelled at 65%.

Djinn Creation: A powerful Illusion spell permitting the caster to create material objects such as palaces, castles, etc. Once created, the objects are real so long as the enchantment is not Dispelled by a Magick User of equal or greater power. An area equal to ½ of the caster's range in every direction round about may be filled with the Illusion. It may even be peopled by Phantom beings who appear real in every way. However, precious metals such as silver, gold, and platinum have a very limited life (1-20 days) and will disappear 50% of the time if dropped onto a plate of cold iron. Such a spell will totally exhaust a Magick User, causing 100% fatigue drain. There is a 50% chance that he will be unable to perform any spells for 1-20 days after casting a Djinn Creation spell.

Fairy Gold: A more limited application of Djinn Creation, with minimal energy drains, which creates 1-100 pieces of Fairy Gold per MKL of the caster. The Gold will last for an indefinite period. If it survives the test of cold iron, it will continue to appear real for 1-20 days afterward and cannot be Dispelled or caused to disappear by further tests with cold iron until the period is over.

True Sight: A spell permitting the caster to see through the Illusions of any Magick User of a lower grade, and otherwise acting as a-Detect Illusion spell with 50% chance of detection.

18.50 ILLUSIONS OF THE NINTH CIRCLE

All spells in this section are at casting level 9 at BMR 9.

Dispell Illusion IX: As for Dispell I, Grade IX Illusions are dispelled at 25%, while grade I to VIII Illusions are dispelled at 65%.

Spectral Monsters: A spell creating the illusion of a quasi-real Monster based upon the most terrible fears of the victim. The Monster is visible only to the caster of the spell and the victim. The Spectre is able to cross all barriers and is immune to attacks by normal weapons. The subject may attempt to disbelieve, but disbelief lasts only 1-3 turns, after which the Monster will reappear. If the victim has faced such attack before he has a 25% chance of turning the Monster on the caster and a 75% chance that the Monster will disappear, provided of course that he disbelieves. If the victim also possesses the spell, there is a 50% chance that he will gain full control of the Monster if he is able to disbelieve. Spectral Monsters have a 5 x PMF of the caster in hit points, do 4 x WDF damage with Giant Claws and Fangs, and have hit probabilities of 60%. Duration: 21-40 turns.

18.51 ILLUSIONS OF THE TENTH CIRCLE

All spells in this section are at casting level 10 at BMR 10.

Dispell Illusion X: As for Dispell I, Grade X Illusions are dispelled at 25%, while grade I to IX Illusions are dispelled at 70%.

The Nightmare: A spell creating a quasi-real Spectral Monster with unlimited duration. Only a Dispell Illusion X or XI or an Exorcism can remove the 'curse' of the Nightmare. First of all, the Nightmare attacks all of the victim's livestock: horses are found lathered and exhausted in the morning, literally ridden into the ground; cattle, sheep, etc., are found slain in the morning; and so on. This phase lasts 1 to 3 months. Then the victim will dream he is riding for his life, and in the morning he will wake exhausted. He cannot recover fatigue from sleep, but al-

ways wakes drained and weakened. This phase lasts 1-3 weeks. Finally, if the Nightmare has not been Dispelled or Exorcised by this time, it will inevitably appear each night in the form of a great Black Horse and attempt to trample the victim to death. The victim survives only if he disbelieves and awakens. He will be totally exhausted (0 fatigue points) after each experience.

18.52 ILLUSIONS OF THE ELEVENTH CIRCLE

All spells in this section are at casting level 11 at BMR 10.

Chaotic Landscape: A spell that affects an area up to the limit of the caster's range in all directions, causing confusion in the affected zone because everything is changing shape and color continuously. Anyone failing to save from the spell has a 1-10% chance of becoming permanently insane, 11-25% chance of becoming temporarily insane for 1-6 days, and 26-100% chance of being confused and incapable of purposeful action for the duration of the spell. Duration: as long as caster concentrates on the spell without interruption, with 1-6 fatigue points drain per turn after the third turn. Note: There is a 5% chance per turn that the caster will himself become confused and lose his concentration.

Dispell Illusion XI: A spell which dispells all Illusions of grade I to IX at 75% and Chaotic Landscape at 25%.

Protection from Illusions: A powerful protective spell which gives the caster +25% protection on saves from any Illusion spell. The spell is usually placed in a Magick device. Adepts of the Innermost Circle will not enchant such a device for anyone but themselves.

The World Riddle: A spell that raises the Great Question in the mind of the victim until it becomes an obsession. If the victim fails in his initial save, the spell builds in its effects over 1029 days. At that point, nothing changes in the external world, but the victim is inflicted with a Morose Introspection and begins to doubt the existence of the world and even of himself. Once inflicted by this terrible doubt, the victim becomes a total catatonic because he is unable to develop the belief needed for purposeful action. He attempts a 'save' once each day, but every failure reduces the save percentage by -5%. Conversely, each successful save reinforces the victim's belief that he and the world are real and increases the save percentage by +5%. Once the 'save' reaches 100% chance of success, the victim is freed of any further attacks of doubt so long as he lives totally in the present and makes no long range plans. Any time he attempts any action that will require any real planning, the 'save' probability drops to 60% and a 'save' is attempted. Failure to 'save' returns him to the 'save' probability he had when first inflicted, and the process repeats itself. Note: This presents grave risks to a Magick User who is so afflicted, for he must necessarily engage in intense planning to practice the Arcane Arts. The Caster of this powerful spell also runs risks. Each time he casts it, he adds 1-5% chance of being trapped in the very doubt he is attempting to inflict on others. The Demon King, if so trapped, is afflicted for 200 years at most, then returns to normal. The base value for 'entrapment' is 0% chance.

18.53 SPELLS OF ANCIENT LORE

In addition to the already vast number of spells in the body of common-knowledge most Magick Users possess as a whole, there are also ancient enchantments long forgotten. A Magick User who has learned such spells will not divulge them to anyone. Ancient Lore must be acquired by finding and researching old scrolls and books or by summoning Demons capable of giving instruction.

18.54 LEVEL 1 ANCIENT LORE

All spells in this section are at casting level 1 and BMR 2.

Noise: A spell to create background noise within the range of the caster. Sounds are not complex, like speech, but they are highly realistic and will tend to distract enemies. Duration: 1 turn.

Hold Portal: A spell used to hold a door as if it were barred. It may be negated by a Dispell or passed by using a Knock. If the door is forced by Balgros or other high-ranking Demons, it will be shattered 1-50% per turn if it is made of wood and 1-25% if metal. The 'hold' will last for 3-8 turns.

Night Vision: A spell which bestows upon the recipient the ability to see perfectly in the dark up to a distance of 60 feet. Dwarves possess this as a natural ability. Duration: 10-60 turns (1-6 hours).

Hear: A spell which enhances one's ability to hear noises by +10% per MKL when listening at doors, through thin walls, or to noises in the distance, up to a 90% chance of successful detection. Duration: 3 turns + Time Factor.

Ventriloquism: A spell which projects the caster's voice up to 100 feet for 1 turn.

18.55 LEVEL 2 ANCIENT LORE

All spells in this section are at casting level 2 and BMR 3.

Astral Lock: A powerful binding spell which seals a portal shut and

prevents passage unless the lock is dispelled by a Magick User of equal or higher MKL. Physical force has only a 10% chance of forcing the door if it is wooden, and a 1% chance if it is metal (this includes battering rams, heavy missiles, and the like). Duration: until Dispelled.

Knock: A spell permitting the caster and up to 6 friends to pass through a Held Portal without disturbing the spell, to open secret doors, or to unlock normally secured doors and gates. An actual knock is required, whereupon the portal swings open for 1 turn, and then closes and locks again.

Silence: A spell which deadens all sounds around the caster for 1-6 turns. The duration may be extended by expending 1 fatigue point per extra turn. The spell may be placed on 1-6 others as well as if they are within 10 feet of the caster. This is a protective spell to prevent being overheard. It does not impair speech.

Far Sight: A spell enabling the caster to see to the horizon as if looking through a very powerful telescope. Duration: 3 turns + Time Factor.

18.56 LEVEL 3 ANCIENT LORE

All spells in this section are at casting level 3 and BMR 4.

Healing: A spell enabling the caster to heal wounds by reducing damage 1-6 points. The spell will restore fatigue and body levels. Only one person may receive the benefit.

Growth/Diminish: A spell enabling the caster to increase or reduce in size any recipient who is living. The spell must be targeted. Growth will be 2-3 times normal. Diminution will be from ½ to 1/20 normal size. Duration: 3 turns + Time Factor.

Haste: A spell which enables the recipient to move at twice his normal speed for 10 turns.

Speed: A spell which enables the recipient to travel three times the normal distance in a day. The recipient must rest the following day.

Strength: A spell which increases the recipient's strength for 10 turns, enabling him to carry double his normal carrying capacity, strike +3 extra blows per turn, and do 1-6 additional points of damage each time he strikes an opponent.

Water Breathing: A spell which enables the recipient to breathe under water for 10 turns.

18.57 LEVEL 4 ANCIENT LORE

All spells in this section are at casting level 4 and BMR 5.

Command Plants: A highly specialized command spell of the Fourth Circle which enables the caster to control plants within the limits of their natural characteristics. The plants affected are those within the casting range of the Magick User. They will hinder passage of enemies by tripping, entwining, or even striking them. Combined with a Growth spell, the plants will grow so dense that passage will be virtually impossible to all those not specifically welcome to the caster.

Legend Lore: A spell which enables the Magick User to research a particular device. From 1-100 days will be required, after which the Magick User will have a 25% chance of knowing the answers to each of 7 questions he has about any device, book, etc., in his possession.

Reflection: A spell which reflects the gaze of any Basilisk or Medusa like a mirror. It can also reflect the gaze of a vampire 20% of the time if he is attempting to Mesmerize the Magick User. Range: 30 feet. Duration: 1-3 turns.

Shape Change: A spell enabling the recipient to assume the form of any animal (not legendary or enchanted beasts) for up to 24 hours (240 turns). The spell may be cast on oneself or on another.

18.58 LEVEL 5 ANCIENT LORE

All spells in this section are at casting level 5 and BMR 6.

Doppelganger: A Doppelganger is a duplicate of a person which is under the complete control of the Magick User who creates it, but which develops a personality and sense of independence of its own with the passage of time. In order to create a Doppelganger, a number of spells and procedures are required:

- 1) The original or 1-7 objects recently in contact with him are essential for the model.
- 2) Ice or snow must be used to mold the body. The ice or snow must be enchanted.
- 3) An Illusory Image must be cast 3 times on successive weeks to give the Doppelganger the features of the original.
- 4) Strength must be cast to give the Doppelganger the power to move.
- 5) Healing must be cast to give the Doppelganger the power to recover from fatigue and wounds.
- 6) Telepathy must be cast to impress the Doppelganger with the thoughts of the original.
- 7) Telepathic Command must be cast to place the Doppelganger under the control of the Magick User. The Magick User's influence will last 1-6 months, after which time a check must be made to see if the

'friendly relationship' will continue (50% chance). If the Doppelganger is freed from the Magick User's influence, he will be immune to further attempts by his Creator to control him in any way and will react with deep hostility toward his Creator 25% of the time.

The Doppelganger will take from 1-6 months to prepare and instruct, after which it will have the ability to assume the identity of the original. Initially, it will have 10% of the original's abilities, and gains 10% per month until it reaches 90%. A Doppelganger can be detected 1-20% of the time when the original is present, provided the person who sees them together knows the original well. The Doppelganger will seek to destroy the original and will stop at nothing to eliminate the person whose identity is the reality, while the Doppelganger's is a mere shadow of that reality.

Gaseous Form: A spell enabling the recipient to become gaseous like a Vampire, for up to 6 turns. While in such form, the recipient is immune to all Basic Magick spells except Magick Fire and winds created by air spells, which will dissipate the gas. However, except for casting magical spells, anyone in Gaseous Form is completely without substance and cannot handle objects, etc.

Regeneration: A spell which enables the caster to give himself the ability to regenerate wounds at +1 point per turn. The spell can be cast only once.

18.59 LEVEL 6 ANCIENT LORE

All spells in this section are at casting level 6 and BMR 7.

Interdimensional Labyrinth: A very powerful Illusion of the Sixth Circle which places the victim in an interdimensional trap for 20 + 1-100 turns. After this time has elapsed the victim will emerge at the location where he was caught in the Labyrinth 1-60% of the time. 61-100% of the time he will emerge at another location 1-100 miles distant. Creatures with IQ's of 12 or better require ½ the time to thread their way through the dimension maze and escape. Creatures with IQ's of 19 or better require ¼ the time. Creatures with IQ's of 7 or less require 3 x the normal time. Range: 60 feet, with an area 10 ft. x 10 ft. affected by the spell.

Magick Jar: A spell permitting the Magick User to place his life force in an enchanted Jar while he attempts to possess the body of another creature within 100 feet of the Jar. The Jar must also be within 10 feet of the body of the Magick User when the spell is cast. A possession takes place as if a Command of the Ninth Circle had been cast and it will last as long as the Magick User desires. Only an Exorcism will drive him out. If the possessed body is destroyed, the life force will return to the Magick Jar or else attempt another possession. If the body of the Magick User is destroyed, his life force must either remain in a possessed body or return to the Jar. If the Jar is destroyed, the Magick User will be totally and irrevocably annihilated. The possession will be quite obvious to those who know the possessed person well, for the Magick User gains no knowledge of the routine or habits of the person whose body he has borrowed. There is a 1-15% chance per turn he is so exposed to people who know the possessed victim that they will notice something is definitely odd or amiss.

18.60 LEVEL 7 ANCIENT LORE

All spells in this section are at casting level 7 and BMR 8.

Control Weather: A spell permitting the caster to alter the weather conditions for 1 mile x MKL in all directions. The delay between casting the spell and the onset of the weather is 1-20 turns. The weather conditions will last 1-50% = 10 turns; 51-75% = 60 turns; 76-100% = 240 turns (1 day):

- 1) **Rain/Stop Rain:** a heavy downpour which turns the ground to mud in 3 + 1-100 turns. The spell may be reversed by a Stop Rain, which also stops normal rainfall for the duration of the spell.
- 2) **Fog:** a dense mist settles over the area for the duration of the spell. Only a Heat Wave will disperse it.
- 3) **Heat Wave/Cold Wave:** a sudden heating or cooling effect. A Heat Wave will cause troops or animals to fatigue twice as quickly as normal, while a Cold Wave reduces general fighting efficiency by 25%. Each spell is used to counter the other.
- 4) **Cloudy Day:** a spell which causes a dense overcast of black cloud, permitting light-hating creatures to venture forth without discomfort or demoralization. Clouds may be dispersed by a Heat Wave, which is nothing more than an intensely Sunny Day. A Cloudy Day may be used to dispell a Heat Wave.
- 5) **Tornado:** a huge whirlwind encompassing a radius of 50 feet and rising 1000 feet into dense clouds overhead. Each turn a victim is caught inside the tornado, 1-20 points of damage is suffered. There is a 1-20% chance of being thrown clear of a tornado each turn, and the victim will be released from 10 to 100 feet above the ground, suffering 1 6-sided die of damage per 10 feet fallen. It will instantly demolish small structures, especially of wood or wattle construction, pick up large ani-

mals and all except the largest monsters, and dissipate all except the Great Elementals. Only the first 4 turns of a tornado are controllable by the caster of the spell, after which the vortex moves randomly (1 = N; 2 = E; 3 = S; 4 = W) each turn. The speed of the tornado is 50-100 feet per turn. Anyone within 500 feet will instantly check morale as if excess casualties had been suffered.

Move Earth: When above ground, the Magick User may use this spell to move major landforms such as hills or ridges. The spell takes 1-100 turns to take effect and the terrain so affected will move 10 feet per day for 2-7 days. This is a more limited spell than meets the eye, for it is not an offensive spell. Hills and mountains will not instantly rear up to crush entire armies; the terrain moves very gradually, with a minimum of fuss, and with no disruption of structures on it or in front of it. In fact, it is comparable to a wave of earth which flows around or raises up points of resistance. Remember, it took all of the combined power of the great Witches of Eastcarp to move a Mountain Range, and a single Magick User is just not powerful enough to do something that spectacular. It is a spell best suited to improving fortifications or to siegework. One defect is that if there are enough actively opposed wills to show disbelief (treat the spell as an Illusion of the Fifth Circle for this purpose), the spell will fail. From 50-300 disbelievers are quite sufficient. Assume an average IQ of 10 for humans, and check per 25 observers. If all of the observers present approve of the project, however, there is no need to check for disbelief because they are actually willing the earth to move along with the caster.

Super Concentration: A spell which enables a Magick User to enhance his chances at casting or targeting spells by +10% instantly. Memory is increased by 1-20% as well. Duration: 1 turn.

Vitality: A spell which enables a Magick User to double his fatigue recovery rate for an entire day. It may be used 1-3 times per week.

18.61 LEVEL 8 ANCIENT LORE

All spells in this section are at casting level 8 and BMR 9.

Teach: A spell which gives the caster the ability to teach a spell to another in ½ the time normally needed to learn it.

Immortality: A spell which must be placed into a Potion of Longevity to give the one who drinks it a life of 1000 years (see Alchemy, 'The Elixer').

18.62 BLACK MAGICK

Black Magick deals with spells of a particularly Evil nature, and Lawful Magick Users will learn such spells only to obtain the maximum of protection from them. There are no low level Black Magick spells, and a character must be at MKL/5 to begin learning Black Magick. All spells must be targeted against victims.

18.63 LEVEL 3 BLACK MAGICK

All spells in this section are at casting level 3 and BMR 4.

Cause Minor Wounds: A spell which appears to Heal 1-6 points of damage but which really causes 1-6 points of damage. While the spell may be cast by touching a victim, subterfuge is best because the spell has a 1-50% chance of seeming to be a healing spell.

Corrupt Food and Water: A spell which will cause food and water to become tainted when the caster touches it, making it totally unfit for consumption.

Evil Prayer: A blasphemy which increases all die roll advantages of a Impious by 10% and reduce all die roll advantages of the Pious by 10%. Duration: 1 turn. Range: 60 feet.

Slow Spell: A broad-area spell affecting 1-10 creatures within a 20 ft. x 20 ft. area. All affected creatures move at ½ speed and fight with 1-3 less blows for 1 turn. Range: 60 feet.

Weakness: A broad-area spell affecting 1-10 creatures within a 20 ft. x 20 ft. area. All affected creatures inflict ½ damage and can carry ½ their normal weight capacity. Duration: 1 turn. Range: 60 feet.

Celebrate Black Mass: A Black Mass is essential as part of the ceremony of summoning a Demon of Hell. The required materials are:

1. A profaned Holy Book
2. Bell
3. Candle
4. Chalice
5. Thrice Cursed Knife of Sacrifice
6. Silken Bag of assorted filth
7. Animal for Blood Sacrifice

The Black Mass should have 13 celebrants present. The ceremony requires 10 turns (1 hour) to perform. If interrupted, the Mass cannot be performed for another 24 hours.

18.64 LEVEL 4 BLACK MAGICK

All spells in this section are at casting level 4 and BMR 5.

Curse: A Curse is a spell of great power which invokes some Demon and brings misfortune to the victim. A Curse will not take effect for

1-100 days - MKL of the Magick User laying the Curse. Only an Exorcism or a Remove Curse will prevent the misfortune. The presence of a Holy Relic will instantly nullify a Curse as well. Each one of the following Curses can be learned at BMR 5:

1) **Non-Fatal Disease:** By uttering the words 'Ashak vul Kalathoth unrak Kashak' (from memory), the Magick User may cause a victim he touches or who is within 30 feet to contract a loathsome disease that cannot be cured by the usual means. There is a 10% chance + 3% per MKL of the person laying the Curse that the victim will contract the disease.

2) **Misfortune:** By uttering the words 'Ashak vul Unraal ag Ashak' (from memory) and making the Sign of the Damned, the Magick User may bring great misfortune to anyone who is within 30 feet. Misfortune consists of having a 5% disadvantage on all die rolls. The Curse will last until removed.

3) **Fatal Disease:** By uttering the words 'Ashak vul Talathoth unrak ag Ashak' (from memory), the Magick User may cause a victim he touches to contract a fatal disease. There is a 50% chance of death 1-6 days after contracted - 1% per Constitution point possessed by the victim.

Create Poison: A spell which enables the Magick User to prepare a variety of deadly poisons to be administered through food or drink, or to be smeared on the tip of a Weapon. It is possible to create 1-10 doses at a time:

Medusa Blood + 6 Organics + 3 liquids + 1 Bat Wing = 1-90% Death in 1-3 turns

Black Poppy Essence + 6 Organics + 3 liquids + Boar Tusk = 1-80% Death in 1-3 turns

Black Lotus Essence + 6 Organics + 3 liquids + Wolf Bone = 1-75% Death in 1-4 turns

Black Rose Essence + 6 Organics + 3 liquids + Orc Hide = 1-70% Death in 1-5 turns

Arsenic + 6 Organics + blood + reptile bone = 1-60% Death in 1-6 turns

Nightshade + 6 Organics + 2 bloods + powdered lead = 1-55% Death in 1-6 turns

Aconite + 6 Flowers + 3 bloods + Wormwood = 1-50% Death in 1-6 turns

The victim's constitution reduces the chance of death by -2% per point over 10. Other poisons may be developed, but one component must be of a poisonous nature.

Antidote for Poison: For each poison a Magick User learns to make, he also learns an antidote. However, only an expert in poisons will recognize which antidote to use to counteract poison used. As only 1 antidote may be administered per turn, time could run out if an amateur was doing the doctoring. One dose of antidote is produced for every two doses of poison if this spell is used while Creating Poison.

Create Tainted Water: A spell which will taint water in such a manner that no one will be able to notice it unless a Detect Magick spell has been cast, whereupon the nature of the impure water will be revealed. When coupled with a Curse spell or a Poison, the chances of success are increased +10%.

Create Wine of Drunkenness: An exceedingly potent wine may be made by casting this spell 3 times into wine. Up to 1 cask may be so enchanted. It has the power to intoxicate to the point of unconsciousness. One flagon will incapacitate 10 damage points. Thus, if a character of 50 damage points consumed 5 flagons, he would become unconscious. The wine will produce a drunken stupor for 20-40 turns. Once tasted, a character has a 25% chance of stopping before he has literally drunk himself under the table.

Inflict Grievous Wounds: A spell similar to Cause Minor Wounds, except this time 1-20 points of damage will be inflicted.

Perform Empathic Self Cure: A spell which enables the Magick User to cure wounds he has suffered at the expense of another. What happens is that he transfers 1-10 points of damage from himself to the other person by touching him.

Summon Werewolves: A spell which enables the Magick User to summon 1 werewolf to his service for every 3 MKL he possesses. The wolves are real, not conjured, and will appear in 1-10 days. The wolves will remain in the Magick User's service until dismissed or 3 months have passed. The spell may be used 3 times per year.

18.65 LEVEL 5 BLACK MAGICK

All spells in this section are at casting level 5 and BMR 6.

Finger of Death: A spell which will inflict 21-40 points of damage on a victim. The Magick User merely points his finger and utters the words 'Ashak ul Karak nun Ashak' (from memory) and a target can be stricken within 30 feet. The spell requires -10% expenditure of Fatigue points and can be used 3 times daily.

Possession: A spell similar to a Magick Jar, only the Magick User

does not leave his own body. Rather, he controls his victim through a Demonic Spirit under his control. Note: He must have summoned such a Demon prior to casting the spell. Lawful Clerics and Fighting Clerics are immune. Range: 30 feet. Duration: until Exorcised.

Summon Weretiger: A spell similar to a Summon Werewolf, except that 1 Weretiger will appear per 4 MKL of the Magick User. Note: Weretigers and Werewolves are hostile to each other.

18.66 LEVEL 6 BLACK MAGICK

All spells in this section are at casting level 6 and BMR 7.

Damnation: A spell which seals the soul of a willing neutral or chaotic character to the service of the Forces of Darkness. It is an excellent way of enforcing loyalty, as any oath signed in blood during the ceremony is guarded by an immediate death by Demonic Possession. The Damnation oath can be safely broken only within a Church Sanctuary, where a Cleric may perform an Exorcism. A character released from such an oath will then be given a Quest as penance for his dispicable submission to Evil.

Evil Eye: The mark of a truly chaotic character, the Evil Eye can:

1) Curse the victim under its gaze: or

2) Fill him with unreasoning Fear (check morale -10%).

The range of the Evil Eye is 30 feet. It can be used 1-6 times after the spell is cast. Lawful Clerics and Fighting Clerics are immune.

Unholy Strength of the Eternally Damned: A spell which imparts to any impious recipient sworn on an oath of Damnation from 1-6 additional points of damage whenever he strikes a foe. Range: 30 feet. Duration: 1-3 turns.

18.67 LEVEL 7 BLACK MAGICK

All spells in this section are at casting level 7 and BMR 10.

Invocation: A spell of frightful power which permits the Magick User to summon Demons of level VIII to XI. Such a spell must never be spoken outside a protective Circle.

Sacrifice to the Lords of Hell: The ceremony of Human Sacrifices, one of the blackest of all practices of the Dark Arts. Once performed, the Magick User is doomed, for he must seal his soul forever to the Lord of Hell, Lucifer, who will claim it in 7 years. Any character who performs such an act will be, if discovered, Excommunicated by the Church and placed under sentence of burning for Heresy. The rite must be performed in the Dark of the Moon and lasts all night:

1) Evil Prayers are said.

2) A Black Mass is celebrated.

3) Wine of Drunkenness is created.

4) An enchanted chain of 7 times 7 links is used to bind the victim to the Altar of Defilement.

5) A Circle of Protection is formed, into which the 13 celebrants must step for the duration of the rite.

6) The Invocation is spoken. As soon as the Demon has appeared, the Magick User will state his petition, then plunge the Thrice Cursed Knife of Sacrifice into the heart of the victim, catching the blood in the Chalice. Placing the Chalice on the Altar, he will await the answer of the Demon.

7) There is a 1-90% chance that the sacrifice is favorable to the Demon, whereupon the 13 celebrants are free to step out of the Circle and approach the Lord of Hell in their midst. Drunken revels follow until dawn.

After the rites are over, the Demon will perform the requested service.



18.68 DEMONOLOGY

The summoning of Demons is a traditional practice of Magicians. Demons possess great knowledge and power which the Magick User may be able to command a Demon to use on his behalf. The practice is fraught with peril, however, as a mistake could result in disaster. Also, the Church frowns on Demonology and will react violently whenever Black Magick is involved. Magicians of the Minor Arcane, Major Arcane, and Mystical systems of Magick are able to summon Demons as exper-

ience factor 15 (150,000 experience points). Natural Magick Users deal with Totem Spirits and rarely become involved in the practice of Demonology until they summon the Great Totems (levels IX to XI).

18.69 SPELLS OF DEMON SUMMONING

To summon a Demon, a Magick User must learn the rites of Summoning and the Names of the Demons to be commanded:

BMR	Requirements for the Rite of Summoning	Demon & Experience Factor
2	Burn incense, Magick Circle, 25% fatigue loss	I Gargoyle 25
3	Burn incense, Magick Circle, 50% fatigue loss	II Imp 75
4	Burn incense, Magick Circle, 75% fatigue loss	III Lesser Balrog 50
5	Burn incense, Magick Circle, 100% fatigue loss*	IV Greater Balrog 125
6	Burn incense, Magick Circle, 150% fatigue loss*	V Great Elemental 200
7	Burn incense, Magick Circle, 175% fatigue loss**	VI Djinn of the Ring 200
8	Burn incense, Magick Circle, 200% fatigue loss**	VII Djinn of the Lamp 300
9	Burn incense, Magick Circle, 250% fatigue loss**	VIII Demons de l'Enfer 400
10	Burn incense, Magick Circle, 300% fatigue loss***	IX The Fallen Angels 500
10	Burn incense, Magick Circle, 500% fatigue loss***	X The Powers 700
10	Burn incense, Magick Circle, 700% fatigue loss***	XI The Principalities 800

*One Assistant required to absorb excess fatigue loss.

**Two Assistants required. Sacrifice small animal, and offering of 100-600 SP.

***Three Assistants required. Human Sacrifice and offering of 100-600 GP. If no human sacrifice is made, added cost is 10-1000 GP. Sacrifices must be above average in beauty and are mandatory for Truly Evil Types. Others must have enough people in attendance to absorb the fatigue loss.

18.70 THE SUMMONING

The summoner must cast a protective Magick Circle around himself and his friends after drawing a smaller circle inscribed with a pentagram or triangle. Witches must have first celebrated a Black Mass and also a Sacrifice to the Dark Lords before attempting a summoning above level VII. The Magick Circle must be perfect:

First Attempt: 50% + 2% per MKL of the summoner that the Magick Circle is formed. If there is a failure, the rite may be halted. If continued, the summoning cannot be stopped.

Second Attempt: 50% + 1% per MKL of the summoner minus the level of the Demon. If a failure again occurs in forming the Circle, another try is possible, as the Demon is only starting to materialize in the circle with a pentagram or triangle.

Third Attempt: 25% + 1% per MKL of the summoner minus the level of the Demon.

The Demon now appears. If the Magick Circle is incomplete, the Demon may cross it and 'punish the foolish mortals for their presumption'. The Demons always have an advantage of complete surprise at such times. Gargoyles attack with ferocity. Imps attempt to steal some treasured item from the summoner (35% chance minus MKL of the summoner). Lesser and Greater Balrogs attack on 1-50% and ask for a ransom to spare the lives of those present on 51-100%. Elementals attack once on 1-25% or simply depart on 26-100%. Djinn turn the summoner into a toad for 2-7 months, with a 10% chance each month that the toad will die violently. Demons de l'Enfer Curse 1-25% of the time, demand one chaotic service 26-85% of the time (Geas), and attack on 86-100%. Higher Demons will demand instant obedience and dedication to the Dark One or else carry off the summoner to the fiery pits of Hell to suffer endless torments.

However, if the Circle is completed, the summoner may attempt to 'command' the Demon to serve him. The chance of commanding is 50% + 2% per MKL of the summoner minus the level of the Demon. If more than one attempt was necessary, reduce the chance of a 'command' by -10% per attempt made to form the protective Circle. Failure to command the Demon releases it and the Magick User cannot summon it again for a full year or ask anyone else to do so on his behalf. Success requires the Demon to perform one service, but he cannot be called again for 1-6 months afterward.

18.71 BINDING DEMONS

Demons of Level I to VIII can be 'bound' to a more lengthy service. The Magick User attempts a binding spell instead of a command, with a 25% chance + 2% per MKL minus the level of the Demon. Success astrally imprisons the Demon in a prepared container:

Gargoyles: enchanted collar of 3 metals (7 Dr.) is placed about the Demon's neck.

Imps: enchanted silver flask capped with lead: the 'Bottle Imp'.

Balrogs: enchanted collar of 7 metals (7 Dr.) is placed about the Demon's neck.

Djinn and Efreet: enchanted flask of silver or brass capped with True Lead or a lamp of silver or brass.

Elementals: Earth 'Gnome' is kept in a brazier or dirt; Sylph of the Air is kept in an empty brazier; Salamander is kept in a brazier of coals or a fireplace or forge; Undine is kept in a wet, humid place.

Higher level Demons may be 'bound' by placing them in enchanted silver flasks capped with True Lead and flinging them into the ocean, where they will remain undiscovered for 1-100 years.

Bound Demons will perform 90% of the time -5% per Demon level. Once they have done the basic service required of them by the original summoning, they will attempt to escape, with a 5% chance per level of the Demon that it will be successful each time it is called forth to perform a task. Upon escaping:

1-50% chance it will simply depart and never again answer a summoning by the Magick User who imprisoned it or else possessed the imprisoning device at the moment it escaped.

51-80% chance it will attack the wielder of the device.

81-100% chance it will seek out the maker of the device and revenge himself.

18.72 THE RELEASE

If a bound Demon is released by an innocent party, it will grant three services as a reward 1-75% of the time. There is a 76-90% chance it will grant service for a full year and a day, with no more than one service every 11-30 days. But there is a 91-100% chance that captivity has so soured him that the Demon has sworn to revenge himself on the first living creature he sees - namely the one who released him!

18.73 THE SERVICES

Demons are exceedingly treacherous and will do anything to escape the performance of a task as intended by the summoner. Orders have to be worded with utter clarity and with no ambiguities; for a Demon will seize on any loopholes to thwart the purpose of any command given to it. They are, furthermore, very literal-minded up to level VIII and do exactly what they are told, no more and no less.

18.74 WORDS OF COMMAND

A few Magick Users possess spells of command of great power. Great Command, and Words Commanding Air, Earth, Fire, or Water will exact instant and complete obedience from level I to VII Demons. When used to bind such Demons, there is 100% chance of a success.

18.75 LEVEL I DEMONS

Gargoyles are dealt with in the Monster Profiles. From 1-3 Gargoyles will be summoned and will serve the summoner for 1 day. From 1-3 Gargoyles may be bound per 2 MKL of the summoner, so a maximum of 66 could be in the service of a Magick User of MKL 22. They will serve as guards for 3 months, after which they check individually to see if they may escape. If released at the end of 3 months and given appropriate 'gifts', they will go in peace.

18.76 LEVEL II DEMONS

Imps are small Demons with the fighting abilities of Average level 5 Knights, with a body of 50 and weight of 200 Dr. They know 7-20 spells, but not Ancient Lore or Basic Magick. As soon as 7 spells have been cast, an Imp will depart. If bound in a device, they will perform 3 spells once per day, checking to see if they can escape. Spell level: 1 to 4, with a PMF of 25. They carry 3 times their body weight and may fly at 350 feet/turn.

18.77 LEVEL III DEMONS

The Lesser Balrogs are terrifying winged creatures, humanoid in shape with leathery wings. Only one will serve a Magick User at any one time. They fight as Superior level 10 Knights, with a body of 75, height of 8 ft., and weight of 750 Dr. They know no spells but can self-immolate on 1-20%, their flaming bodies delivering 1-20 points of damage and a 1-20% chance of igniting flammable materials when they make a successful body 'bash' or grapple with an opponent. They carry 5 times their weight and fly at 300 feet/turn.

18.78 LEVEL IV DEMONS

The Greater Balrogs resemble their Lesser brothers but are equal to Superior level 15 Knights, with a body of 125, height of 12 ft. to 15 ft., and weight of 1400 Dr. to 1800 Dr. They know all spells of Black Magick and 7-20 other spells, but not Ancient Lore or Basic Magick. Spell level: 1 to 6, at PMF 30. They are otherwise like Lesser Balrogs.

18.79 LEVEL V DEMONS

The Great Elementals are the personifications of the elements: As such, each of the Elementals has full knowledge of the Basic Magick spells of its type at PMF 50+, and the volume they may move is 5 times the volume multiplier for ordinary Magick Users:

GOB: Lord of the Earth Elementals. If bound, he will grant the Magick User the service of a Gnome-like figure who will dwell in a brazier filled with earth and will cast 7 Earth Spells + 1 additional spell per 3 MKL of the Magick User at PMF 50. If GOB is commanded directly, he will assume the form of the maximum amount of material possible for up to 1 hour.

PARALDA: Lord of the Air Elementals. If bound, he will grant the Magick User the service of a Sylph who will dwell in a brazier filled with nothing but air. The Sylph will cast 7 Air Spells, including Tornados and other great winds + 1 additional spell per 3 MKL of the Magick User at PMF 50. It will also be able to transport the Magick User with the speed of the wind (150 mph) for a full day. If PARALDA is commanded directly, he will assume the form of the maximum amount of material possible or else a wind storm for up to 1 hour.

DJIN: Lord of the Fire Elementals. If bound, he will grant the Magick User the service of a Salamander, a small lizard creature who appears in fiery form of vaguely human shape and fights 9 times for 1-6 turns as a flaming Superior Knight of level 20 (1-20 additional points of damage upon striking a target plus 1-25% chance of igniting flammable materials) or casts up to 9 Fire spells with a PMF of 50. If DJIN is commanded directly, he will assume the form of the maximum amount of material possible for up to 1 hour.

NECKSA: Lord of the Water Elementals. If bound, he will grant the Magick User the service of an Undine, one of the Moss Folk distantly related to Ents and which appears as reeking, rotting swamp vegetation dripping with damp. The Undine fights 9 times for 1-6 turns as a Superior Knight of level 20 (1-20 additional points of damage when it closes for bare-hand combat or flows over fallen victims due to smothering and drowning effects) or casts up to 7 Water Spells with a PMF 50. If NECKSA himself is commanded, he will assume the form of the maximum amount of material possible for up to 1 hour.

Salamanders must be kept in a hot place when not in use, while Undines require very damp and humid quarters, such as pools or swamps.

GOB and NECKSA are mortal enemies of PARALDA and DJIN, and they or their servants fight the opposing Elementals whenever possible, disregarding all commands to the contrary. Thus opposing Elementals may never be kept near each other. Since they will cancel each other in power, they destroy each other in 1 cataclysmic turn in which the force of both Elementals is felt in the area affected. Great Elementals cancel lesser servants and themselves remain diminished by 1 x maximum material.

18.80 LEVEL VI DEMONS

Djinn of the Ring. The Djinn of the Ring fight as flaming Giants of level 10. They will grant 1-3 'Wishes' of Djinn Creation at PMF 40 when summoned, such wishes to be exercised any time within the year. If bound to an enchanted Ring of Power, they will grant 3 Wishes + 1 Wish per 4 MKL of the caster and +1 additional for each of MKL 21 and 22. If they escape, they will attempt to slay the one currently owning the Ring, but the Ring will be mysteriously lost 1-50% of the time and the Djinn will be bound to it until he recovers it, having to serve each master as the first. They know all transportation spells.

18.81 LEVEL VII DEMONS

Djinn and Efreit of the Lamp. These powerful beings fight as flaming Giants of Level 13 and level 14, respectively. They can cast spells like the Djinn of the Ring, but they do so at PMF 50+ and also know all Spells of Illusion to the Ninth Circle. Upon escape, the same conditions apply to them as to the Djinn of the Ring. On occasion a silver

or brass bottle stoppered with True Lead is used as a container in place of a silver or brass lamp.

18.82 LEVEL VIII DEMONS

Chevaliers de l'Enfer or Demons of great power but having no title are able to fight as Mighty Knights of Level 15, with a body of 150 points, height of 8', and weight of 750 Dr. They are sometimes winged and fly at 350 feet/turn. They know all Black Magick spells, spells of Command to the Eighth Circle, all spells of Detection, Teleportal, Clair-audience, and Clairvoyance. They will perform one service up to 3 hours' duration and cast 3 spells on behalf of the Magick User at PMF 50+. They cannot be 'bound', however, unless a Cleric is in the protective Circle and pronounces an Exorcism during the binding ceremony. A Demon so bound will be sealed in a silver flask and the flask Cursed and flung into the ocean to be lost for 1-100 years. Whoever opens the bottle will be attacked instantly by the enraged Demon. Some of the Chevaliers de l'Enfer are:

Agraes	Ayperos	Loray	Gusoyan	El A'aswer
Narbes	Bathim	Valefor	Botis	Orias
Pruslas	Abigar	Nuberos	Forate	

18.83 LEVEL IX DEMONS

The Fallen Angels are Demons of immense power and are able to fight as Mighty Knights of level 20 with maximum superhuman strength levels. They are always winged and fly at 700 ft/turn. They know all Black Magick Spells, Ancient Lore to level 6, spells of Command to the Ninth Circle, Illusions to the Eighth Circle, all spells of Detection, Teleportal, Clairaudience, Clairvoyance, and Communicate (which they use to converse with Covens under their protection). They will perform 1 service or teach 1 spell, and cannot remain more than 30 minutes in the world. They may be bound in the same way as Level VIII Demons. Each has an attribute or purpose and will only perform a service that fits its duty. Direct action (i.e.: force) is ruled out unless they are attacked, but they will cast up to 3 spells at PMF 50+, with targeting boosted +10%. Some of the very numerous host are:

Azael	=	Corruption
Isheth	=	Plagues
Sanemsal	=	Poison
Fesre	=	Filth
Zemunin	=	Prostitution
Bes	=	Nightmares
Baphomet	=	Homosexuality
Anaitis	=	Seducing Virgins
Tlazol	=	Illicit Pasions
Baclum-Chaam	=	Deception
Clual	=	Lust
Kauas	=	Disharmony
Mannos	=	Avarice
Tezazith	=	Insanity
Cardiacus	=	Melancholy
Churreyls	=	Treachery
Xezbeth	=	Lies
Zaebos	=	Pride
Satorus	=	Anger
Asmoneus	=	Lechery
Zifher	=	Gluttony
Persan	=	Envy
Buer	=	Sloth
Palgo	=	Migrane
Shabriri	=	Blindness

Rachiel		
Sachiel		
Sarabotos	=	Patrons of
Abalidot		Witches
Flaef		

Incubi		
Tulpus	=	Seducers
Emhiaties		of Women
Succubi		Seducers
Hyphiate		of Men

Lilith	=	Seducer of the Holy Man
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Clearly, if a Magick User wants to call down a curse upon someone, the Fallen Angels are the ones to deliver the desired results. Needless to say, dealing with such evil Demons is grounds for Excommunication and the stake unless done to confound the forces of Chaos.

18.84 LEVEL X DEMONS

The Powers are among the highest ranking Demons of Hell next to Lucifer himself, and as such they have the ability to cast spells of all types up to level 10 at PMF 50+, and target on all creatures at a minimum 50%. There is no real purpose giving data about their fighting ability as they can overwhelm any mortal with ease. They can sustain up to 250 points of damage from Magick before being driven back to the Infernal Regions. They will not normally cast spells directly unless the Summoning is interrupted by outsiders, but they will 'advise and instruct' those who dared to call upon them if 'commanded' to do so. The chance of direct action (the casting of a spell) is 5% + 1% per MKL of the summoner. The Powers are:

BALL: appearing as a King with a human or toad or cat-head and speaking in a hoarse voice. He will teach any spell to the summoner at -3 BMR up to level 7.

AGARES: appearing as a handsome old Duke riding on a crocodile, with a goshawk on his right wrist. He makes those who run stand still, brings back runaways, teaches all languages, and causes earthquakes of 5 x normal intensity.

VASSAGO: appearing as a Prince or Duke in the form of a handsome old man of goodly nature. He declares things past and present and finds all things lost.

GAMGYN: appearing as a Marquis, but first in the guise of a horse or ass before he changes shape. He summons the souls of drowned men or souls in Purgatory who will reply to 3 questions truthfully, and 1-3 men may be summoned. He teaches Alchemists so well that they may reduce the time to learn or perform a projected Alchemical operation by 10% to 60%.

MARBAS: appearing as a mighty lion, then in the shape of a man (a President of a great guild). He answers truly about things hidden or secret, causes or cures disease, teaches mechanic skills to Mechanicians, or changes men into various shapes.

BARBATOS: a great Count and Duke who appears when the sun is in Sagittarius with three companies of troops which, on 1-20%, he will loan for 1 day (each of the companies is 500 Demonic Warriors strong). He reveals treasures concealed by any enchantment and reconciles friends who have quarreled or those in power. His cause is the cause of great Kings and Barons, and he resents summoning by less mortals.

PAIMON: a great King obedient to Lucifer who appears crowned on a dromedary, preceded by musicians and heralds. He teaches all sciences, arts, etc., and makes men subject to the Magician (summoner may have one chance at 1-20% of receiving a permanent bonus to enhancement of targeting of +10%). He provides Hex Masters with good cat Familiars so that they fight as lions despite their small size and sustain 75 points of damage.

LERAJIE: a powerful Marquis appearing in the likeness of an archer in green and bearing a bow and quiver. He occasions battles and causes all wounds gained therein to putrefy and heal in twice the time.

ELIGOR: a great Duke appearing as a goodly Knight with lance and scepter. He causes wars, marshals armies, and procures favors from Lords and Knights (summoner will gain 1 Favor from any man not his declared enemy).

RATHIN: a great Duke appearing as a strong man with a serpent's tail and riding upon a pale horse. He knows the virtues of all herbs and precious stones, and will tell men exactly where to find them. He also transports up to 21 men swiftly from one country to another, and back again if desired.

IPOS: a mighty Earl and Prince appearing as an angel with a lion's head, the webbed feet of a goose, and a hare's tail. He imparts wit and courage, so that men may speak with biting wit and insight without fearing to speak at all, a 'must' for all jesters and loyal advisors. (Summoner will gain 2 Bardic Voice points **once** from IPOS).

AINI: a powerful Duke appearing in the form of a handsome body on which sits the head of a serpent, a man with two stars on the forehead, and a cat, riding on a viper and carrying a blazing firebrand which spreads destruction. He reveals secrets and all private matters, and imparts cunning to plotters who would divide good friends.

GLASYALABOLAS: an influential President appearing in the form of a dog with wings of a griffin. He teaches all arts and sciences instantly (1 spell), incites men to do bloodshed, is the patron of all homicides, and makes men invisible.

ASTOROTH: a great Duke appearing as a beautiful angel on a dragon, with a viper in his right hand and having foul breath. He answers truly about past and present and the Hierarchy of Hell. He must be consulted before any other Demon of Level X or XI is summoned or will be unable to 'command' any Demon of Level IX or higher.

FURUR: a great Earl appearing as a hart with a fiery tail, but changing into an angel with a hoarse voice when 'commanded'. He raises thunder, lightning, and all manner of great winds. All Elementals of the Air serve him and will do his bidding.

MALPAS: a lordly President appearing as a crow but changing to human form. He brings Master Artificers swiftly from all parts of the world, and he destroys the desires and thoughts of enemies (-2 on morale checks for one battle in any given year).

SABNACK: a powerful Marquis appearing as an armed soldier with a lion's head and riding a pale horse. He builds towers, camps, and cities, and fortifies same. Treat as 7 Djinn of the Lamp when performing such feats. He will be summoned only once by any Magick User.

FLAUROS: a mighty Duke appearing as a terrible leopard but changing to a man with fiery eyes and terrifying countenance. He will command his subordinate, Djin, to grant the use of a Salamander for a year and a day, with 1 service per day. However, at the end of that time, there is a 33% chance the Salamander will return in 1-3 months to destroy 1/2 of the possessions of the Magick User.

CIMERIES: a great Marquis appearing as a valet (Negro) soldier on a black horse. He rules the spirits and parts of Africa and teaches grammar, logic, and rhetoric so that men gain 1-20 status points when seeking influence during the following 1-6 months.

OSE: an influential President who appears as a leopard but changes to human form. He gives skill in the sciences. He also can change men into any shape the summoner wants, and he who is changed does not know it. He can also reduce men to insanity so that they will believe for one hour that they are the person the summoner desires them to believe they are.

ZAZEN: a mighty King and President appearing as a bull with the wings of a griffin but changing to human form. He can change blood to oil, oil to water, wine to water or blood, the products all being at full enchantment (1-100 doses). He will also change any metal to 1000 x 1-6 GP (1-25%), SP (21-85%), or CP (86-100%). Lastly, he can make fool's wise: re-roll Wisdom (only once per character).

AMDUSCIS: a powerful Duke appearing as a Unicorn but changing to human shape on request. He causes all manner of musical instruments to be heard and not seen and may teach **The Lyre of Apollo** and **The Pipes of Pan** to an Enchanter. He may also make trees fall to the limit of his range.

SEERE: a mighty Prince appearing as a handsome man on a winged horse. He may perform Djinn Creation, transport anyone or anything to any place, instantly. He discovers all thefts, the identity of the thief, and the current location of the criminal. He is indifferently good or bad and will do the will of the Magick User without treachery the first time he is summoned.

18.85 LEVEL XI DEMONS

The Principalities are the ranking Demons in the Hellish Host, led by Lucifer himself. Their powers are, by mortal standards, almost unlimited; and they can cast spells up to level 11 at PMF 50+ and target at a minimum 60%. They can take up to 350 points of damage from Magick before being returned to the Infernal Regions. Like the Powers, they will not normally cast spells but will 'advise and instruct' those who dared to summon them. The Principalities are:

BELIAL: a Prince and King first after Lucifer, appearing as a beautiful angel in a fiery chariot and speaking in a pleasant voice. He will not remain one hour in the world if not constrained by divine power. He distributes preferences for government positions and causes favors of friends and foes (recipient receives 3 favors as a superior in status to person requested). He provides excellent Familiars, cats who fight as Were-Tigers and sustain 100 points of damage. He is the Commander of the Demonic Cohorts, and to him all must come for permission to levy the Legions of Hell, then command:

ZIMIMAR: King of the North, from whom armies must be sought for battle in the northern reaches of the land.

GORSON: King of the South, from whom armies must be sought for battle in the south.

AMAYMON: King of the East, from whom armies must be sought for battle in the east.

GOAP: King of the West, from whom armies must be sought for battle in the west.

The Demonic Host is composed of 2400 Legions under the command of four Kings above. Once they have been consulted, they will refer you to their sub-commanders, who once again must be commanded to give assistance, only with a 45% chance of success. The troops that will appear at the appointed time are given for each hour of the day or night:

Hours of the Day

Time	Commander	Troops
1st	Samael	400 Type A & 100 Type B
2nd	Anael	300 Type A & 200 Type B
3rd	Veguaniel	200 Type A & 300 Type B
4th	Vachmiel	300 Type B & 200 Type C
5th	Sazquiel	200 Type B & 300 Type C
6th	Samil	100 Type B & 400 Type C
7th	Barginiel	200 Type B & 300 Type C
8th	Osgaebiel	300 Type B & 200 Type C
9th	Vadriel	400 Type B & 100 Type C
10th	Oriel	500 Type A & 500 Type B
11th	Bariel	500 Type A & 5500 Type B
12th	Baratiel	1000 Type A & 1000 Type B

Hours of the Night

Time	Commander	Troops
1st	Gamiel	400 Type C
2nd	Farris	300 Type C
3rd	Sarquamich	200 Type C
4th	Jefischa	300 Type B
5th	Abasdarhon	400 Type B
6th	Zaazonash	500 Type A
7th	Mendion	400 Type A
8th	Narcoriel	300 Type A
9th	Nacoriel	200 Type A
10th	Jusquarin	300 Type A
11th	Dardariel	400 Type B
12th	Sarindiel	500 Type B

For each commander consulted, reduce the chance of success by -5%. The cost of the troops is ½ pay/per day for each hour in the field, payable in advance. There is a 20% chance that the troops will not arrive in any given hour. The date the troops are to be used must be set, with a leeway of 1-10 days either way. No refunds! The troops appear on the phase previous to their 'hour' one normal move anywhere behind the battlelines of the summoner's side.

The Kings of the Four Corners of the Earth may also be consulted directly with respect to the hiring of individual Demonic Warriors. There is a flat 75% chance that the King will agree and refer the summoner to one of his Generals. The General will agree 60% of the time to hire out 1-20 of his Demonic Warriors for 1-3 days:

1-25%	Type A Mighty Knight of level 5-14, pay at 25 GP + 1 GP per level per day.
26-50%	Type B Superior Knight of level 5-14, pay at 20 GP + 1 GP per level per day.
51-75%	Type C Average Knight of level 5-14, pay at 15 GP + 1 GP per level per day.
76-100%	Type D Sergeant of level 5-14, pay at 10 GP + 1 GP per level per day.

Demonic Warriors sustain the same amount of damage as mortals, but only ½ damage is inflicted by ordinary weapons and magical weapons under +3. Anyone meeting with such troops instantly checks morale upon sighting them, with the exception of Necromancers and Clerics, who treat them as Wights. Mortals who slay such creatures receive 150% of the experience bonus for slaying equivalent humans. Such Demons may cast 7 spells up to the 3rd level as well, in each day.

The one hitch is that the number of Demons that will be hired out is fixed randomly. If troops are requested, the summoner must pay for the number provided and in advance. If he does not, the General will take the balance owed on credit, at 20% interest per week. If not paid within a year and a day, or if the character is slain before discharging the debt, his soul is forfeit!

18.86 LUCIFER, PRINCE OF DARKNESS

Anyone daring to summon this mightiest of the infernal host runs grave risks but also stands to profit mightily. Lucifer is the Master of Lies, the Lord of Cunning, and the Champion of Evil. He will use every turn of the phrase, every hesitation, every weakness of the summoner to turn the tables on him. However, if he is dealing with a true Chaotic, he will 'seal' the soul of the summoner to himself and grant his servant great power in the world. He will place the Witchmark on the shoulder of his servant, give him a Familiar, and direct him to the nearest evil Coven of Witches. He will also assign a Demon to guard his servant, usually a Mighty Knight of level 9-14. However, in return he will demand blood sacrifices and evil deeds in abundance, granting one request for knowledge per Black Sabbath in which the servant attends Black Mass. The servant will prosper materially, gaining 1-10 times his normal income each day. However, in 1-7 years, Lucifer will appear to collect the soul of his servant as payment.

Those who do not wish to enter into a formal contract with the Prince of Darkness have to Command the Demonic Lord to obtain information or material assistance. If a summoner offers up his soul, however, he will gain the favor of Lucifer instantly. Needless to say, he will be burned at the stake for every offense against God and Canon law if the Church authorities ever catch up to him. Characters with Piety higher than Piety 1-10 will not make such an attempt to enter into a formal relationship.

Demons are a necessary and important part of full fantasy gaming, as they occupy a special place in the literature and tradition as the Ultimate Enemies of Mankind. But they are all powerful beings - so much so that the average PC will often be entirely overmatched by them. This means that Demons have to be treated with an eye to a long-range perspective of the campaign - in which the PCs have a continuing part to play. In short, Demons should not be used as monstrous killing mechanisms, but rather as great forces which have an effect on the lives and goals of the Player Characters.

The Great Demons, the full subjects of Hell, are immortal and cannot be killed, only banished from this Plane of Existence for a time until they recover their powers and can reopen the Gate Between Worlds. This gives them a peculiar attitude toward mortals and events in the world of men. First of all, they have an immensely inflated opinion of their own powers. This is combined with a great contempt for the ability of mortals to oppose them seriously. Thus, they underestimate their Player Character adversaries and often do not follow through to be certain that a PC has been permanently eliminated.

The Great Demons are necessarily made immensely powerful in gaming terms. They have to be if Players are to take them seriously. At the same time, the Great Demons can easily wipe out most PC adversaries. But there is a balance in the Cosmic Game: SOMETHING is there which acts to protect men of good heart so that they do not quite perish. They seem to be defeated utterly, and yet they rise up and confront the Evil again and again. This is the true Heroic Tradition. Thus all PC Heroes will be deemed to survive a slaying at the hands of a Great Demon if they roll their resurrection percentages (see 15.27). No form of Clerical miracle is needed here. It is a matter for a Higher Power to decide. All the PC knows is that the Demon seemed to be tearing him apart when the 'lights went out'. Then he awakes a few minutes or hours later to find he is battered but alive!

Also, the Great Demons have a view which spans thousands of years and do not see the events of an infinitesimal moment in their long lives to be of particular importance. Thus they do not take the time to make sure of their mortal opponents. The fact is that the Great Demons make mistakes! They may, for example, incapacitate PC opponents and place them in difficult circumstances as their form of sadistic joke. Thus a PC defeated by a Great Demon might find he is banished to a copper mine in the desert somewhere, chained and naked except for a loin cloth. Or he might awake to find himself chained to an oar in a galley. He might even be allowed to remain in his present situation, the Demon being so sure of himself that he feels he can permit the foolish mortal to live and suffer in the knowledge that he is totally helpless against the Power of Hell. The Demon is playing with his toys, and a PC worth his salt will try to demonstrate that the Heroes of Men cannot be toyed with. From a long-term point of view, this form of adventure gaming is filled with opportunities.

The Lesser Demons are mortal and can be killed. Thus Gargoyles, Imps, Balrogs, Djinn, and Efreet have a slightly more cautious view of men. Put bluntly, the Lower Demons know they can be killed, and thus they may tend to play for keeps on principle. In their case, a slaying of a PC Hero is subject to a WIS CR on their part. If they fail the WIS CR, the Hero is given the chance for a Divine Intervention in the form of a resurrection roll. Also, the Lesser Demon might choose to 'play with his toys' because of an over-inflated sense of his power - showing much the same contempt as his more powerful superiors. Thus a Hero might, again, be spared to have a return bout with his Demonic adversary.

NPCs are not subject to the above considerations. In the game, they are the victims of Evil which the Heroes are attempting to defeat and act as a spur to the courage of PCs to find a solution to the problem.

Some GameMasters might object to this seeming intervention in the natural course of events. However, C&S is a game, and it attempts to simulate the events that occur in a fantasy adventure fully in the tradition. In the literature, Heroes survive certain death repeatedly, where lesser men perish. There is no way to simulate this FATE factor in a combat or magick system without distorting the system. But the outcome can be altered. This is our solution to the problem of confronting the PCs with almost impossible odds against them, yet permitting survival of a Character even if he is defeated.

The following sections present the essential combat information and general characteristics of the Demons which can be raised according to the procedures outlined in Demonology, 18.68 to 18.86.

19 The Demon Profiles

19.01 LEVEL I DEMONS: GARGOYLES

Gargoyles are the most commonly depicted monster in medieval art and architecture. They are guardians of important places and attack all unauthorized intruders. Their form is vaguely human, but grotesquely misshapen and often reptilian or demonic in over-all appearance. They are fairly intelligent - or rather cunning - and can be expected to behave with purpose and planning. Gargoyles emanate FEAR, requiring all Characters to check morale at FER CR-2 per turn they are within 50 feet of an operating Gargoyle. When at rest or guard, Gargoyles resemble stone statues and usually find high places on which to perch. In combat, they receive only ½ damage from ordinary weapons and cannot be harmed by fire. Magick Fire and magical weapons do full damage:

EXPER AWARD	= 4000	WIS CR	= 10
BODY LEVEL	= 75	IQ CR	= 10
FATIGUE LVL	= 35	BV CR	= 04
HEIGHT	= 6'6"	APP CR	= 01
WEIGHT	= 500	CHA CR	= 0
CC	= 2500	PIETY	= -10
DEX CR	= 16	MOVE	= 60/150*
CON CR	= 18	FLYING	= 240
STR CR	= 19	AC	= 5

ATTACK MODE:

4WDF	MLC/6	Claws x4 blows	HITS	= +08/+40%
3WDF	MMH/4	Horns x2 gores	DODGE	= -08/-40%
3WDF	MMB/2	Fangs x1 bite		

Gargoyles inflict +2 damage points per hit. They are immune to spells of Illusion or Command unless cast by an Adept of the Second Circle.

19.02 LEVEL II DEMONS: IMPS

Imps are small Demons with modest fighting abilities, but they cast 7 spells per day and may be bound in a confining device, such as a bottle, by the binding magician. Spells are cast at PMF/25 at MKL/4. Spell levels 1-4. Imps can change to man-size for combat, with ordinary weapons doing only ½ damage to them. They cannot be harmed by ordinary fire. Magick Fire and magical weapons do full damage:

EXPER AWARD	= 4000	WIS CR	= 12
BODY LEVEL	= 46	IQ CR	= 12
FATIGUE LVL	= 26	BV CR	= 06
HEIGHT*	= 5'10"	APP CR	= 01
WEIGHT*	= 185	CHA CR	= 0
CC	= 900	PIETY	= -10
DEX CR	= 19	MOVE	= 60/150*
CON CR	= 16	FLYING	= 300
STR CR	= 16	AC	= 5

*6' tall and ½ dr. weight in Imp form.

ATTACK MODE:

PCF/20	with melee weapons,	or HITS	= PCF/20 rating
4WDF	MMC/2	Claws x4 blows	
2WDF	MMB/2	Fangs x2 bites	

Imps inflict +2 damage points per hit with melee weapons. They are immune to spells of Illusion or Command unless cast by an Adept of the Third Circle.

19.03 LEVEL III DEMONS: LESSER BALROGS

Balrogs are winged creatures of decidedly demonic appearance. They cast no spells, but they emanate FEAR, requiring all Characters to check morale at FER CR-2 when within 50 feet, checking each turn. They are able to self-immolate (20% chance/turn) causing 1D20 damage points to anyone they grapple and hug - with a 20% chance that inflammable clothing and equipment ignites. They cannot be harmed by ordinary fire or weapons. Magick Fire and magical weapons under +3 do only ½ damage.

EXPER AWARD	= 6000	WIS CR	= 13
BODY LEVEL	= 75	IQ CR	= 13
FATIGUE LVL	= 40	BV CR	= 09
HEIGHT	= 8'	APP CR	= 01
WEIGHT	= 750	CHA CR	= 15*
CC	= 3750	PIETY	= -10
DEX CR	= 17	MOVE	= 60/180*
CON CR	= 19	FLYING	= 300
STR CR	= 19	AC	= 8

*For those of Evil nature; CHA CR = 07 otherwise.

ATTACK MODE:

PCF/28	with melee weapons,	or HITS	= PCF/28 rating	
5WDF	MLC/6	Claws x5 blows	DODGE	= PCF + -03/-17%
2WDF	MMB/2	Fangs x2 bites		

Balrogs inflict +4 damage points per hit with melee weapons. They are immune to spells of Illusion or Command unless cast by an Adept of the Fourth Circle.

19.04 LEVEL IV DEMONS: GREATER BALROGS

The Great Balrogs are larger and far more powerful versions of the Lesser Balrogs. They know all spells of Black Magick and 7-20 other spells, which they cast at PMF/30 at MKL/6. Spell levels 1-6. The Greater Balrogs are so fearsome that all Characters experience PANIC, requiring a FER CR-5 so long as they are within 50 feet, taken each turn. Greater Balrogs cannot be harmed by ordinary fire or weapons. Magick Fire and magical weapons under +3 do only ½ damage.

EXPER AWARD	= 10,000	WIS CR	= 14
BODY LEVEL	= 125	IQ CR	= 14
FATIGUE LVL	= 45	BV CR	= 12
HEIGHT	= 12'	APP CR	= 01
WEIGHT	= 1500	CHA CR	= 16*
CC	= 7500	PIETY	= -10
DEX CR	= 17	MOVE	= 60/180*
CON CR	= 19	FLYING	= 300
STR CR	= 19	AC	= 9

*For those of Evil nature; CHA CR = 08 otherwise.

ATTACK MODE:

PCF/33	with melee weapons,	or HITS	= PCF/33 rating	
5WDF	MLC/6	Claws x5 blows	DODGE	= PCF + -03/-17%
3WDF	MMB/2	Fangs x2 blows		

Greater Balrogs inflict +5 damage points per hit with melee weapons. They are immune to spells of Illusion or Command unless cast by an Adept of the Fifth Circle.

19.05 LEVEL V DEMONS: THE ELEMENTALS

All of the Elementals have certain characteristics in common:

GNOMES/SYLPHS/ SALAMANDERS/UNDINES	GOB/PARALDA/DJIN/NECKSA
EXPER AWARD = 10,000	EXPER AWARD = 20,000
BODY LEVEL = 125	BODY LEVEL = 375
FATIGUE LVL = 11 turns	FATIGUE LVL = 22 turns
DEX CR = 10	DEX CR = 16
CON CR = NA	CON CR = NA
STR CR = 19	STR CR = 19
WIS CR = 10	WIS CR = 15
IQ CR = 10	IQ CR = 15
BV CR = NA	BV CR = 10
APP CR = NA	APP CR = NA
CHA CR = NA	CHA CR = 20
PIETY = NA	PIETY = NA
FEAR EFFECT = FER CR-2	PANIC EFFECT = FER CR-5

No elemental can be harmed by ordinary weapons, and magical weapons do ½ damage if under +3. The Elementals are immune to spells of Command or Illusion if not cast by an Adept of the Fifth Circle, while the Great Elementals are immune if the spells are not cast by an Adept of the Sixth Circle.

The Lesser Elementals can be bound for a fair duration, but the Great Elementals can be bound for only one service, which must be performed within 22 turns. If a spell is required, only 1 will be cast, plus 1 per 3 MKL of the Magician requesting it of the Great Elemental.

If a Lesser Elemental is destroyed while performing a task, it will be released from its bondage to the Mage and returns to its parent Elemental spirit. A Mage losing an Elemental in this way will be unable to summon another for a period of a year and, if confronted by any Elemental of the same type, will be attacked in revenge during that time. Elementals do not forgive bunglers easily.

Elementals are natural enemies: Earth and Air attack each other on sight, doing full damage plus 1D100% until one or both are destroyed. The same is true of Fire and Water. Elementals of the same type will merge if summoned simultaneously on the same spot, and the Great Elemental will form and then depart with his children, doing whatever destruction that befalls as he leaves the area, but not deliberately attacking anyone unless itself attacked or blocked.

Air and Fire are allied, as are Earth and Water. Such allies attack at their full damage -5D10% when ordered to fight one another. When

one is vanquished, the other has a 75% chance of departing. If it does not, it has an 01-20% chance of carrying out further orders from its master, a 21-30% chance of attacking him for giving an order to fight an ally, and a 31-00% chance of declining further service for a period of 6D6 days as it sulks over the matter.

Any Basic Magick spell of the same type as an Elemental does only ½ damage to it. Enemy spells (Earth vs Air, Fire vs Water) do full damage + 1D100% damage. Allied spells (Earth vs Water, Fire vs Air) do full damage -5D10% damage.

19.06 EARTH ELEMENTALS

An Earth 'Gnome' appears in the form of a mound of fluid, swirling earth and rock about 8 ft. tall and 5 ft. across at the base. It has two great arms which it uses as Infantry Flails in close combat. Gob, Lord of Earth Elementals, has similar form but stands 20 ft. tall and is 9 ft. across at the base. Against ordinary mortals, both have bash effects as if they weighed 10,000 dr. and 30,000 dr., respectively.

EARTH ELEMENTAL 'GNOME'

PMF = 50
MKL = 11
SPELLS = x7/day +1/3MKL of Mage
VOLUME = 50 vol. moving Earth
5 vol. Earth Missiles
ATTACK = 7 WDF Inf. Flail x6 blows
HITS = +02/+10% with Flail Arms

EARTH ELEMENTAL LORD GOB

PMF = 55
MKL = 22
SPELLS = 3 spells/service
VOLUME = 150 vol. moving Earth
15 vol. Earth Missiles*
ATTACK = 10 WDF Inf. Flail x9 blows
HITS = +06/+30% with Flail Arms

*Gob's Earth Missiles will be cast in the form of 5 volumes, maximum, so a full effect would be 3x 5-vol. Earth Missiles!

The 'Gnome' has the power of a 10-man battering ram with his Flails, (mass equivalent 1500 dr.), while Gob has the power of a 30-man battering ram (mass equivalent 5000 dr.).

Missiles like arrows and crossbow bolts, thrown daggers, axes, or javelins, and sling bullets have no effect on Earth Elementals - even if magical. Magical Crushing Weapons of +3 or better do double damage against them.

19.07 AIR ELEMENTALS

A Sylph of the Air appears in the form of a swirling column of air, in which dust and debris may be mixed, resembling a miniature whirlwind 10 ft. to 25 ft. tall and about 3 ft. across at the base. In combat, it flings 2+ 1D6 solid objects into foes within 50 ft. of it with the force of Light Crossbow bolts. Paralda, Lord of Air Elementals, has the appearance of a Tornado and may stand as much as several hundred feet tall, with a base 10 ft. to 20 ft. across. He flings solid objects into foes within 100 ft. of him with the force of Arbelest shots (4+1D6 missiles).

AIR ELEMENTAL 'SYLPH'

PMF = 50
MKL = 11
SPELLS = x7/day +1/3MKL of Mage
VOLUME = 50 vol. moving Air
5 vol. Gas or Tornado
ATTACK = 6WDF Lt. X-Bow x2+1D6 shots
HITS = +02/+10% when 'shooting'

AIR ELEMENTAL LORD PARALDA

PMF = 55
MKL = 22
SPELLS = 3 spells/service
VOLUME = 150 vol. moving Air
15 vol. Gas or Tornado*
ATTACK = 7WDF Arbelest x4+1D6 shots
HITS = +06/+30% when shooting.

*Paralda's Gas Missiles will be cast in the form of 5 volumes, maximum, so a full effect would be 3x 5-vol. Gas Missiles!

Since Missiles have no effect on Earth Elementals, Air Elementals will go 'Tornado' when fighting them and deliver equivalent damage to Flails (Sylph = Gnome; Paralda = Gob). (See The Ancient Lore CONTROL WEATHER spells).

19.08 FIRE ELEMENTALS

A Salamander of Fire appears in the form of a small, slightly glowing, warm lizard when in quiescent state. It likes to live in warm places and will enjoy a nice, roaring blaze in the fireplace when not needed for a service. In combat, the Salamander takes on a fiery aspect, vaguely reminiscent of a human shape about 10 ft. tall. Djin, Lord of Fire Elementals, appears as a huge conflagration of 150 volumes of Fire.

FIRE ELEMENTAL 'SALAMANDER'

PMF = 50
MKL = 11
SPELLS = x7/day +1/3MKL of Mage
VOLUME = 50 vol. Fire
5 vol. Fire Missiles
ATTACK = As Flaming Superior Knight with PCF/39. Weapon does 1D20 extra points of damage and has 25% chance of igniting a flammable target. Its weapon is a flaming 2-Handed Sword. Mass equivalent = 1500.

FIRE ELEMENTAL LORD DJIN

PMF = 55
MKL = 22
SPELLS = 3 spells/service
VOLUME = 150 vol. Fire
15 vol. Fire Missiles*
ATTACK = As Flaming Champion Knight with PCF/55. Weapon does 1D20 extra points of damage and has 25% chance of igniting a flammable target. His weapon is a flaming 2-Handed Sword. Mass equivalent = 5000.

*Djin's Fire Missiles will be cast in the form of 5 volumes, maximum, so a full effect will be 3x 5-vol. Fire Missiles!

Djin assumes the Knightly form when fighting Water Elementals. In such a form, he stands 30 ft. tall.

19.09 WATER ELEMENTALS

An Undine of the Waters appears in the form of a 10 ft. mass of reeking, rotting, swamp vegetation which oozes trickles and streams of water. It hates fires and will extinguish any present. In combat, the Undine fights as the equivalent to a Superior Knight.

WATER ELEMENTAL 'UNDINE'

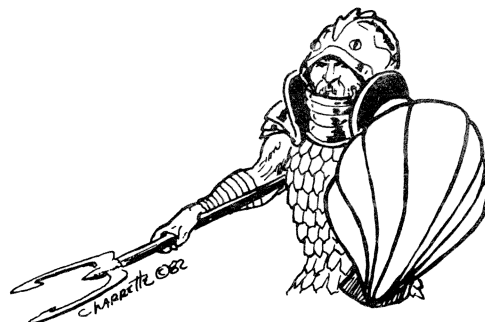
PMF = 50
MKL = 11
SPELLS = x7/day +1/3MKL of Mage
VOLUME = 50 vol. Water
5 vol. Water Missiles
ATTACK = As Superior Knight with PCF/39. Weapon does 1D20 extra points of damage. Its weapon is a great Club trailing dripping moss. Weight = 1500 dr.

WATER ELEMENTAL LORD NECKSA

PMF = 55
MKL = 22
SPELLS = 3 spells/service
VOLUME = 150 vol. Water
5 vol. Water Missiles*
ATTACK = As Champion Knight with PCF/55. Weapon does 1D20 extra points of damage. Its weapon is a great Club trailing dripping moss. Weight = 5000 dr.

*Necksa's Water Missiles will be cast in the form of 5 volumes, maximum, so a full effect will be 3x 5-vol. Water Missiles!

Necksa assumes the Knightly form when fighting Fire Elementals. In such a form, he stands 30 ft. tall. Otherwise, he appears as a huge, rearing wave of 150 volumes of Water.



19.10 LEVEL VI DEMONS: DJINN OF THE RING

The Djinn of the Ring are giant beings. They are Arabic in dress and manner, and their favored weapons are huge Scimitars equivalent to Two-Handed Swords of +1 magical enchantment:

BODY	= 175	IQ/14	= CR/11
FAT.	= 40	BV/15	= CR/13
PCF	= 20	APP/12	= CR/09
PMF	= 40	FER/17	= CR/17
MKL	= 12	CHA/16	= CR/15
DODGE	= -03/15%	HEIGHT	= 15'
DEX/15	= CR/15	WEIGHT	= 3000
CON/20	= CR/19	CC	= 15,000
STR/25	= CR/19	MOVE	= 901240
WIS/15	= CR/12	AWARD	= 15,000

Djinn of the Ring inflict +6 damage points per hit because of their great strength and size.

The Djinn will grant 3 Wishes to anyone who binds them. The Wishes may be in the form of Djinn Creation (to casting level/6) or else any other 3 services. They have all Transportation spells and all other spells to casting level/4. They will employ their magick to fulfill their tasks, but they will not accept direction as to which spells to employ in the doing of those tasks. Also, being of Piety/-05 to -10, they are treacherous beings and will attempt to defraud their masters by hanging on the exact letter of any request. If there is any way to misinterpret the meaning of a Wish, the Djinn will find it.

Djinn are very fond of beautiful maidens (APP/22+), as enumerated in some detail in Tales of 1001 Nights. They will kidnap, ravish, and lavish with attention and rich gifts any fair damsel who catches their eye. Girls of Fair Appearance (APP/13-21) must fail an APP/CR to avoid the same treatment. Rescues of unfortunate maidens in the hands of Djinn are clearly indicated for PC missions.

In combat, Djinn suffer ½ damage from ordinary weapons and full damage from magical weapons. Fire does not harm them, while Magick Fire does only ½ damage if employed in the form of Magick Missiles. Though they wear no armor, weapons under +3 enchantment have effects as if they were clad in AC/8.

19.11 LEVEL VII DEMONS:

DJINN OF THE LAMP & EFREET

The Djinn of the Lamp are virtually identical to Djinn of the Ring, except for the following:

BODY	= 190
FAT.	= 45
PCF	= 24
PMF	= 50
MKL	= 16

SPELLS = to casting level/5 in all areas except for DJINN CREATION (level/8) and ILLUSION (level/9). They have all TRANSPORTATION spells. Like Djinn of the Ring, they will grant 3 wishes for DJINN CREATION or services.

EXPER AWARD = 17,500

Efreet (Ifrit) are little different from the Djinn of the Lamp, except that they have BODY/200 and PCF/27.

Both Djinn of the Lamp and Efreet inflict +7 damage point per hit because of their great size and strength.

Djinn of the Lamp and Efreet like to create the Illusion of being truly huge in size, often appearing as towering giants 50 ft. to 100 ft. in height. Even one who sees through the illusion and knows the Djinn/Efreet to be around 15 ft. tall is still struck by the impression that the creature should be towering far overhead!

In combat, Djinn suffer ½ damage from ordinary weapons and full damage from magical weapons. Fire does not harm them, while Magick Fire does only 1/3 damage if employed in the form of Magick Missiles. Though they wear no armor, weapons under +4 enchantment have effects as if they were clad in AC/9.

19.12 LEVEL VIII DEMONS: CHEVALIERS DE L'ENFER

The Knights of Hell are the myriads of Demons in the Legions of Satan/Shaitan. While very powerful, they do not have anything in the way of important positions in the Hellish Kingdom - but mortals would do well to address them as 'Lord' out of 'courtesy'. These demons are clearly demonic in appearance and will cause PANIC, so Characters must make a FER CR-5 whenever within 50' of them (checked each turn).

When fighting lesser Demons, they suffer ½ damage. The same is true when fighting Undead or other Legendary Monsters and Beasts. Ordinary weapons cannot harm them, nor can fire. Magical weapons under +5 do ½ damage, as does Magick Fire. Magical weapons of +5 or

better do full damage. They and all higher Demons have FER/19 = CR/19.

EXPER AWARD	= 20,000	WIS CR	= 15
BODY LEVEL	= 150	IQ CR	= 15
FATIGUE LVL	= 3 hours	BV CR	= 12
HEIGHT	= 8'	APP CR	= 01
WEIGHT	= 750	CHA CR	= 18*
CC	= 3750	PIETY	= -10
DEX CR	= 19	MOVE	= 60/180*
CON CR	= 19	FLYING	= 300
STR CR	= 19	AC	= 10

*For those of 'Evil' nature; CHA CR = 09 otherwise.

ATTACK MODE:	PCF/35 with melee weapons, 5WDF MLC/6 Claws x5 blows 3WDF MMB/2 Fangs x2 bites
	or
DODGE	= PCF+ -03/-19%

The Chevaliers de l'Enfer also do +7 damage points per hit because of their great strength and skill. They never are rated as having less than the mass of an opponent for bash purposes.

These Demons have the following magical capabilities:

Their PMF varies between 40 and 50, and their MKL is 14-16. The spells they cast include:

- (1) All Black Magick Spells;
- (2) Command to the 8th Circle;
- (3) All spells of Detection
- (4) TELEPORTAL
- (5) CLAIRAUDIENCE
- (6) CLAIRVOYANCE

They will perform 1 service, requiring up to 3 hours, and will cast 3 spells as directed in addition. They will also use whatever magick they wish in their own interests or defense. After 3 hours, they must depart and cannot be summoned by the same person for 7 days.

19.13 LEVEL VIII DEMONS: THE FALLEN ANGELS

This group of Demons represents the Officer class of Hell and are truly awesome adversaries. The general comments introducing the Chevaliers de l'Enfer also apply to them:

EXPER AWARD	= 25,000	WIS CR	= 16
BODY LEVEL	= 225	IQ CR	= 16
FATIGUE LVL	= 30 min.	BV CR	= 16
HEIGHT	= 8'	APP CR	= 01 or 18*
WEIGHT	= 750	CHA CR	= 18**
CC	= 5000	PIETY	= -10
DEX CR	= 19	MOVE	= 60/180*
CON CR	= 19	FLYING	= 700
STR CR	= 19	AC	= 10

*These Demons can change shape to appear human, often very attractive. It is a form of Illusion, and TRUE SIGHT reveals them to the beholder. Others are subject to the CR roll, but a save against an 8th Circle Illusion is also possible, and though the CR succeeded, a person who saves will be 'uneasy' about the beauty/handsomeness and will react accordingly.

**The Charisma is an Illusion, treated like the APP CR and halved if one sees through it, unless of Evil nature.

ATTACK MODE:	PCF/50 with melee weapons, 7WDF MLC/6 Claws x7 blows 4WDF MLB/2 Fangs x3 bites
	or
DODGE	= PCF+ -03/-19%

The Fallen Angels also do +7 damage points per hit. They never are rated as having less than the mass of an opponent for bash purposes.

These Demons have the following magical capabilities:

Their PMF is 50 at MKL/17. They have enhanced targeting +10% and can cast:

- (1) All Black Magick Spells;
- (2) Command to the 9th Circle;
- (3) Illusions to the 8th Circle;
- (4) All spells of Detection;
- (5) All Ancient Lore to Level/8
- (6) TELEPORTAL
- (7) CLAIRAUDIENCE
- (8) CLAIRVOYANCE
- (9) COMMUNICATE

They will perform 1 service (30 minutes' duration) or teach the summoner 1 spell. Force is ruled out unless they are attacked or their followers are attacked during the audience, at which time they will cast up to 3 spells and attack with weapons/claws/fangs. Also, they will perform in person any task especially suited to their particular talents.

19.14 LEVEL X DEMONS: THE 'POWERS'

The Powers are equivalent to High Nobility in Hell and have great powers and authority. The general comments introducing the Chevaliers de l'Enfer also apply to them:

EXPER AWARD	= 35,000	WIS CR	= 17
BODY LEVEL	= 250	IQ CR	= 17
FATIGUE LVL	= 30 min.	BV CR	= 17
HEIGHT	= 8'-20'	APP CR	= 01 or 18*
WEIGHT	= 2000	CHA CR	= 18**
CC	= 10,000	PIETY	= -10
DEX CR	= 19	MOVE	= 60/240*
CON CR	= 19	FLYING	= 1000
STR CR	= 19	AC	= 10

*These Demons can change form, as described for Fallen Angels, with the Illusion at 9th Circle.

**The Charisma is real.

ATTACK MODE: PCF/50 with melee weapons,
7WDF MGC/9 x9 blows
4WDF MGB/6 x3 bites
or
DODGE = PCF+ -03/-19%

The 'Powers' also do +7 damage points per hit. They never are rated as having less than the mass of an opponent for bash purposes. All lesser Demons are rated as having less than their weight, except for Elementals.

Their PMF is 50 at MKL/18. They have enhanced targeting +10% and never target under 50% unless a Circle of Protection is used. They can cast all spells to Level/10.

19.15 LEVEL XI DEMONS: THE PRINCIPALITIES

The Principalities are literally that - Princes of Regions of Hell. Their powers are comparable to those of the Powers, except for the following:

EXPER AWARD	= 50,000
BODY LEVEL	= 350
MKL	= 19

They know all spells to Level/11 and target at a minimum 60% unless a Circle of Protection is used, with +10% enhanced targeting as well.

Their sub-commanders are Powers, and their unit Captains are all Fallen Angels.

20 The Beasts of C&S

The following tables summarize the essential characteristics possessed by a variety of animals that might be encountered in an FRP campaign. These include:

H/L

Height/Length of the animal, excluding tail unless it is a large and massive appendage. A (b) entry = height to top of back.

WT.

The body mass in dr. (lb. equivalent), used in determining bashes.

BODY/FATIGUE LEVELS

Capacity to absorb damage and the energy levels needed to perform tasks of a strenuous nature. These levels can be varied +20%/-20%.

AC

Armor class of natural hide/shell/chitin, etc.

ATTACK MODE

The natural weapons of the animal and the WDF rating of the weapons. If several are listed, they will all be used in combat or, if preferred, bites can always be transferred to claws when determining blows.



19.16 LEVEL XII DEMONS: LUCIFER/SATAN/SHAITAN

The Prince of Darkness cannot be engaged in combat and, for that matter, himself declines it as too crude for words to describe. He can cast all spells at PMF/55 and MKL/22, but again prefers not to use Magick unless it is really necessary. He prefers verbal duels, using his great persuasive powers and incredible Charisma to sway or at least shake his intended victims:

WIS CR	= 19
IQ CR	= 19
BV CR	= 19
APP CR	= 19
CHA CR	= 19

If one does wish to fire at him, he has a body of 500 and can fight as a Principality, but the appearance of a Holy Sword will send him packing, as will HOLY WORDS and EXORCISMS (He cannot stand the very sounds of words of Scripture or Church rites and leaves before the ceremony ends). No experience award, but resisting his blandishments adds +1D6 Piety points (max. Piety/20, however). A Cleric successful in a direct confrontation adds +10 Status points (once in his career).

BLOWS

The number of attacks possible with natural weapons per combat turn.

HITS (+)

The hit bonus added to the basic hit probability. The first value is the D20 add, and the second value after the slash (/) is the D100 add.

DODGE (-)

The dodge bonus subtracted from the enemy's basic hit probability. The first value is the D20 penalty, and the second value after the slash (/) is the D100 penalty.

MOVE

The speed of the animal in combat turn mode, given as feet/turn. For game moves, double the speed. For hourly movement in mph, divide by 73.

HABITAT

The usual environment in which the animal is found. Man = human settlements, a domestic animal. W = Woods. J = Jungle. S = Swamp. Sh = Shoreline areas. R = River. L = Lake. D = Desert. Mountains are 'W' areas or 'D' areas, depending on the climate.

DIET

Animals have various food preferences. C = Carnivore or hunter. O = Omnivore, a plant-eater that will also take meat. H = Herbivore, a grazer or leaf/fruit eater. I = Insect eater.

POS

Posture is the natural stance of the animal. Q = Quadreped or 4-footed. 6-Lgd = Insect/Crustacean. 8-Lgd = Spider. Flier = airborne creature.

CR LEVELS

Used for such things as determining reaction to spells of command or Illusion, reaction to Critical Hits, and morale determinations, the CRs can be applied as given or varied up or down 1 or 2. Ferocity CRs sometimes appear in the form O8+5, 10+6, etc., with the first number giving the fight/flee reaction when surprised, and the combined value giving the ferocity level of the creature when cornered or wounded and close enough to counterattack.

EXPER AWARD

The experience points (e.p.) given for slaying. Riders add 1/2 their body height to the height of a mount's back. Tramples occur when a foe is knocked down and the animal is charging/moving over him. Tramples have the hit probability of the weapon type indicated, without bonuses in some instances. Criticals do not usually occur unless the beast is deliberately trying to stomp the victim - generally unlikely as most creatures are 'ravenous' of anything on the ground. Stampedes, however, or massed cavalry charges or tight melees bring the chance of Criticals.

The general behavior of animals should reflect the natures of the real creatures as much as possible. For instance, a boar will likely charge from dense undergrowth when it feels itself or its young/mate are threatened, but it may well choose flight under other circumstances. Fight/Flee/Stand form the basic options open to a Beast, not a mindless hostility to Characters. And the Beast will evidence some intelligence and cunning, too. A blind charge is not the way of wolves, for instance. Rather, it is a feinting attack which tests the opposition, several advancing at once to distract, while the real attack comes from another quarter. In the face of savage opposition, retreat is often chosen in favor of waiting for a more opportune moment. Or, again, some animals may be distracted by offerings of food thrown down at their feet, shouts, or sudden aggressive charges in their direction - depending upon the beast.

Such factors are too numerous to outline in detail. The fact is that no animal is simple in its reactions, but at the same time most react according to their basic instincts. To the degree that a GameMaster acquaints himself with the reactions of specific animal types and depicts them in the game, the animal encounters will take on a feeling of reality well worth the effort.



20.01 THE ANIMAL PROFILES



RIDING & DOMESTIC ANIMALS	H/L	WT.	BODY		FAT. LVL	AC	ATTACK MODE	BLOWS	HITS DODGE		MOVE	HABITAT	DIET	POS	CR LEVELS			EXPER	
			LVL	LVL					(+)	(-)					IQ	WIS	CON	FER	AWARD
CAMEL	9'/10'	1500-	33	15	1	2WDF MLK/7	3 kicks	01/05	02/10	60/200	Man	H	Q	03	03	13	08+5	150
CC =	650 dr.	(7 1/2' b)	1800				3WDF MLK/7	trample											
DONKEY/BURRO	5'/6'	500-	18	14	1	3WDF MLK/7	3 kicks	02/10	04/20	60/160*	Man	H	Q	04	04	13	06+8	50
CC =	375 dr.	(3 1/2' b)	650				2WDF MLK/7	trample											
DRAFT HORSE	8 1/2'/9'	1300-	33	15	1	3WDF MLK/7	3 kicks	02/10	02/10	60/210*	Man	H	Q	03	04	12	06+8	75
CC =	500-600 dr.	(6' b)	1600				2WDF MLK/7	trample											
MULE	8 1/2'/9 1/2'	1700-	40	16	1	4WDF MLK/7	3 kicks	04/20	02/10	60/210*	Man	H	Q	04	05	14	10+5	125
CC =	700 dr.	(6 1/2' b)	2000				3WDF MLK/7	trample											
PALFREY	7 1/2'/8 1/2'	900-	30	15	1	2WDF MLK/7	3 kicks	01/05	02/10	60/250*	Man	H	Q	03	04	12	08+5	100
CC =	325 dr.	(5' b)	1000				2WDF MLK/7	trample											
PONY	6 1/2'/7'	600-	27	15	1	2WDF MLK/7	3 kicks	01/05	03/15	60/230*	Man	H	Q	03	04	12	08+5	75
CC =	250 dr.	(4 1/2' b)	800				2WDF MLK/7	trample											
BULL	6' 9/9 1/2'	1500-	50	13	2	3WDF MLH/7	3 gores	03/15	01/05	60/200	Man/G	H	Q	02	02	16	12+5	200
CC =	2000		2000				1D6+4 Damage	trample											
COW	5'/8'	1000	25	10	2	1WDF MLH/7	2 gores		01/05	60/180	Man/G	H	Q	02	02	12	08+3	50
CC =							1D6 Damage	trample											
OX	6' 10'	1800-	60	15	2	2WDF MLH/7	2 gores	01/05	-	60/160	Man/G	H	Q	02	02	17	08+5	75
CC =			2500																
RAM	3' 4'	100	15	10	2	2WDF MLH/7	3 butts	02/10	03/15	60/180	Man/G/W	H	Q	02	02	13	10+4	25
CC =							1D6 Damage	trample											
SHEEP	2 1/4'/3 1/2'	50-60	08	10	2	-	-		03/15	60/180	Man/G/W	H	Q	01	01	10	05	-

Tramples are delivered when the foe is overrun and bashed to the ground: Hit = 05/25%.

WAR MOUNTS		H/L	WT.	BODY		FAT.	AC		ATTACK	MODE	BLOWS	HITS	DODGE	MOVE	HABITAT	DIET	POS	CR LEVELS			EXPER		
LIGHT WARHORSES				LVL	LVL							(+)	(-)					IQ	WIS	CON	FER	AWARD	
AV. LIGHT HORSE	. . . 7½/8½'		900	32	17	1	2WDF	MLK/7		3 kicks	04/20	04/20	60/270*	Man	H	Q	Q	03	04	12	10+5	125	
CC = 375 dr.	(5'b)		1200				2WDF	MLK/7		trample	04/20												
FINE LT. HORSE	. . . 7½/8½'		900	33	18	1	2WDF	MLK/7		3 kicks	04/20	04/20	60/280*	Man	H	Q	Q	04	05	13	10+5	150	
CC = 375 dr.	(5'b)		1200				2WDF	MLK/7		trample	04/20												
SUPERB LT. HORSE	. . . 7½/8½'		900	36	20	1	2WDF	MLK/7		3 kicks	04/20	04/20	60/290*	Man	H	Q	Q	05	05	14	10+6	175	
CC = 375 dr.	(5'b)		1200				2WDF	MLK/7		trample	04/20												
NOBLE LT. HORSE	. . . 7½/8½'		900	38	22	1	2WDF	MLK/7		3 kicks	04/20	04/20	60/310*	Man	H	Q	Q	06	06	15	10+6	200	
CC = 425 dr.	(5'b)		1200				2WDF	MLK/7		trample	04/20												
GREAT LT. HORSE	. . . 7½/8½'		900	40	27	1	3WDF	MLK/7		4 kicks	05/25	05/25	60/320*	Man	H	Q	Q	10+	10+	18	15+4	400	
CC = 475 dr.	(5'b)		1300				3WDF	MLK/7		trample	05/25												
MEDIUM WARHORSES																							
AV. MDM. HORSE	. . . 8¼/9'		1400	40	17	1	3WDF	MLK/7		3 kicks	04/20	04/20	60/250*	Man	H	Q	Q	03	04	12	10+5	200	
CC = 500 dr.	(6'b)		1600				2WDF	MLK/7		trample	04/20												
FINE MDM. HORSE	. . . 8¼/9'		1400	41	18	1	3WDF	MLK/7		3 kicks	04/20	04/20	60/260*	Man	H	Q	Q	04	05	13	10+5	225	
CC = 500 dr.	(6' b)		1600				2WDF	MLK/7		trample	04/20												
SUPERB MDM. HORSE	. 8¼/9'		1400	44	20	1	3WDF	MLK/7		3 kicks	04/20	04/20	60/270*	Man	H	Q	Q	05	05	14	10+6	250	
CC = 500 dr.	(6' b)		1700				2WDF	MLK/7		trample	04/20												
NOBLE MDM. HORSE	. 8¼/9'		1400	46	22	1	3WDF	MLK/7		3 kicks	04/20	04/20	60/280*	Man	H	Q	Q	05	05	14	10+6	275	
CC = 550 dr.	(6' b)		1700				2WDF	MLK/7		trample	04/20												
GREAT MDM. HORSE	. 8¼/9'		1400	48	27	1	4WDF	MLK/7		4 kicks	05/25	05/25	60/320*	Man	H	Q	Q	10+	10+	18	15+4	500	
CC = 600 dr.	(6' b)		1700				3WDF	MLK/7		trample	05/25												
HEAVY WARHORSES																							
AV. HEAVY HORSE	. . . 8½/9½'		1900	47	17	1	4WDF	MLK/7		3 kicks	04/20	03/15	60/220*	Man	H	Q	Q	03	04	12	10+5	275	
CC = 650 dr.	(7' b)		2000				3WDF	MLK/7		trample	04/20												
FINE HV. HORSE	. . . 8½/9½'		2000	48	18	1	4WDF	MLK/7		3 kicks	04/20	03/15	60/230*	Man	H	Q	Q	04	05	13	10+5	300	
CC = 650 dr.	(7' b)		2100				3WDF	MLK/7		trample	04/20												
SUPERB HV. HORSE	. . 8½/9½'		2000	51	20	1	4WDF	MLK/7		3 kicks	04/20	03/15	60/240*	Man	H	Q	Q	05	05	14	10+6	325	
CC = 650 dr.	(7' b)		2200				3WDF	MLK/7		trample	04/20												
NOBLE HV. HORSE	. . 8½/9½'		2000	54	22	1	4WDF	MLK/7		3 kicks	04/20	03/15	60/250*	Man	H	Q	Q	06	06	15	10+6	350	
CC = 700 dr.	(7' b)		2300				3WDF	MLK/7		trample	04/20												
GREAT HV. HORSE	. . 8½/9½'		2000	56	27	1	5WDF	MLK/7		4 kicks	05/25	04/20	60/320*	Man	H	Q	Q	10+	10+	18	15+4	500	
CC = 750 dr.	(7' b)		2400				4WDF	MLK/7		trample	05/25												

Height to back is denoted (—b).

Light Warhorses may add +2 to +3 AC for barding.

Medium Warhorses may add +2 to +7 AC for barding.

Heavy Warhorses may add +2 to +9 AC for barding.

Trampling is limited to mounts trained in the tactic (feudal European and Byzantine mounts, for the most part), and all horses not trained in battle dressage will trample a fallen foe on 07/35%, with no chance for a Critical Hit.

BEARS	H/L	WT.	BODY LVL	FAT. LVL	AC	ATTACK MODE	BLOWS	HITS (+)	DODGE (-)	MOVE	HABITAT	DIET	POS	CR LEVELS IQ	WIS	CON	FER	AWARD	EXPER
BLACK BEAR '3'/5' (6')	350	40-45	15	3	2WDF MLC/6	4 claws	03/15 04/20	03/15 03/15	60/180*	W	O	Q/B	05	05	16	10+8	250	
BROWN BEAR '3'/6' (6')	450	50-55	15	3	2WDF MLC/6	4 claws	03/15 04/20	03/15 03/15	60/180*	W/G	O	Q/B	05	05	16	10+8	300	
GRIZZLY BEAR I '3 1/2'/6 1/2' (7 1/2')	750	60-70	15	3	2WDF MLC/6	4 claws	03/15 05/25	03/15 03/15	60/180*	W	O/C	Q/B	05	05	17	13+5	500	
GRIZZLY BEAR II '4'/8' (9 1/2')	1500	75-85	15	3	4WDF MLC/6	4 claws	04/20 06/30	04/20 03/15	60/180*	W	O/C	Q/B	05	05	17	13+5	750	
POLAR BEAR '3 1/2'/7' (8')	900	60-75	20	3	4WDF MLC/6	4 claws	05/25 06/30	05/25 05/25	60/225*	Polar	C	Q	08	08	18	15+4	700	

Bears will attempt to 'hug' enemies smaller than themselves 25% of the time upon scoring a hit with claws. A 'hug' does 1D6 damage per WDF for claws. Damage is halved for armor at AC/7+. Hugs cost 1 blow and the bear has a 50% chance of either tossing a victim 5-30 feet (if smaller) and stunning it (25% chance) or continuing the 'hug' and automatically scoring a claw hit on the back, head, etc., on the next blow. Bears also do 1/2 damage against others of the same size or larger. Posture 'B' = rears up in attack.

BOARS & PIGS	H/L	WT.	BODY LVL	FAT. LVL	AC	ATTACK MODE	BLOWS	HITS (+)	DODGE (-)	MOVE	HABITAT	DIET	POS	CR LEVELS IQ	WIS	CON	FER	AWARD	EXPER
GREAT BOAR '40'/6 1/2' (12)	750	50	12	3	4WDF MMB/2	4 tusks	03/15 04/20	03/15 04/20	60/180	W/G	H	Q	06	06	17	19	250-350	
WILD BOAR '24'/3 1/2' (35)	125	35	12	3	4WDF MMB/2	3 tusks	02/10 05/25	02/10 05/25	60/180	W/G	H	Q	05	05	16	16	150	
DOMESTIC BOAR '30'/4' (35)	200	35	10	3	2WDF MMB/2	3 tusks	02/10 03/15	02/10 03/15	60/180	Man	H	Q	05	05	15	10+6	50	

Swine invariably score leg hits against large opponents with their tusks, unless the victim is already down. Swine trample fallen victims but do not kick. A trample is 1D6 damage per WDF done with the tusks (basic). Victims in metal armor suffer 1/2 damage from tramples; those in plate suffer 1/4 damage. Note: pigs were smaller in past days, except for 'Great Boars'.

CROCODILIANS	H/L	WT.	BODY LVL	FAT. LVL	AC	ATTACK MODE	BLOWS	HITS (+)	DODGE (-)	MOVE	HABITAT	DIET	POS	CR LEVELS IQ	WIS	CON	FER	AWARD	EXPER
5' CROCODILE '15'/5' (20)	100	20	10	3	2WDF MLB/3	3 bites	02/10 -	02/10 -	60/120s	S/R	C	Q	01	01	17	12+7	75	
10' CROCODILE '2'/10' (35)	300	35	10	3	2WDF MLB/3	3 bites	03/15 -	03/15 -	60/120s	S/R	C	Q	01	01	17	12+7	100	
15' CROCODILE '3'/15' (50)	500	50	10	4	3WDF MLB/3	3 bites	04/20 -	04/20 -	60/120s	S/R	C	Q	01	01	17	12+7	125	
20' CROCODILE '3 1/2'/20' (60)	1000	60	10	4	3WDF MLB/3	3 bites	06/30 -	06/30 -	60/120s	S/R	C	Q	01	01	17	12+7	250	

CANINES	H/L	WT.	BODY LVL	FAT. LVL	AC	ATTACK MODE	BLOWS	HITS (+)	DODGE (-)	MOVE	HABITAT	DIET	POS	CR LEVELS IQ	WIS	CON	FER	AWARD	EXPER
GREAT DIRE WOLF	.3½/6'	550	55	25	2	3WDF MLB/3	5 bites	07/35	05/25	60/240*	W/G	C	Q	08	08	16	14+4	400	
DIRE WOLF	.3/5'	400	45	22	2	3WDF MLB/3	4 bites	05/25	05/25	60/240*	W/G/D	C	Q	08	08	15	13+4	250	
SMALL DIRE WOLF	.27/4'	200	25	20	2	5WDF MMB/2	4 bites	05/25	05/25	60/240*	W/S	C	Q	08	08	15	12+4	100	
TIMBER WOLF	.24/3½'	125	16	22	1	3WDF MMB/2	4 bites	02/10	05/25	60/240*	W	C	Q	08	08	15	12+4	50	
TIM. WOLF LEADER	.27/4'	200	25	25	1	4WDF MMB/2	5 bites	05/25	05/25	60/240*	W	C	Q	10	10	16	14+4	100	
COYOTE TYPES	.20/3'	50	10	18	1	2WDF MMB/2	3 bites	02/10	07/35	60/300	G/D	C	Q	08	08	12	06+8	25	
WILD DOG	.24/3½'	100	15	18	1	3WDF MMB/2	3 bites	02/10	05/25	60/240*	G/W/D/S	C	Q	07	07	13	10+4	25	
HYENA	.20/3'	100	15	15	1	3WDF MLB/3	3 bites	03/15	05/25	60/225	G/D	C	Q	06	06	14	10+4	25	
TALBOT	.24/3½'	75	12	15	1	3WDF MMB/2	3 bites	02/10	05/25	60/240*	Man	C	Q	06	06	12	10+4	25	
STAGHOUND	.27/3½'	100	16	20	1	3WDF MMB/2	3 bites	03/15	05/25	60/290*	Man	C	Q	06	06	12	12+4	25	
WOLFHOUND	.33/4'	150	24	25	1	4WDF MMB/2	5 bites	07/35	07/35	60/280*	Man	C	Q	07	07	13	14+4	75	
SOUTHERN HOUND	.30/3½'	100	16	18	1	3WDF MMB/2	3 bites	02/10	05/25	60/240*	Man	C	Q	06	06	12	10+5	25	
MASTIFF	.33/4'	175	24	18	1	4WDF MMB/2	4 bites	05/25	05/25	60/240*	Man	C	Q	06	06	15	14+4	50	
WAR DOG	.33/4'	200	24	18	7	4WDF MMB/2	4 bites	05/25	05/25	60/225*	Man	C	Q	06	06	15	14+4	150	
SHEEPDOG	.20/3'	50	12	15	1	2WDF MMB/2	3 bites	03/15	07/35	60/270*	Man	C	Q	09	09	12	10+4	25	
MUTT/MONGREL	.20/3'	50	7-12	15	1	2WDF MMB/2	3 bites	02/10	05/25	60/240*	Man	C	Q	07	07	12	08+6	25	

Most Canines are pack animals (except coyotes) and will attack using teamwork to distract the prey while one or two close in for the direct assault. Canines can spring 2xlength to the attack (3xlength for coyotes), and can leap 4xlength and jump up 2xlength. An attack spring adds +50% to weight for 'bash' purposes. Unless prey is 'down', attacks are feinting slashes and dodges away to avoid counterattack. Canines rarely enter into close combat for long.

FELINES	H/L	WT.	BODY LVL	FAT. LVL	AC	ATTACK MODE	BLOWS	HITS (+)	DODGE (-)	MOVE	HABITAT	DIET	POS	CR LEVELS IQ	WIS	CON	FER	AWARD	EXPER
CAT	.8/15''	10	05	10	0	4WDF MSC/0	4 claws	05/25	10/50	60/180*	Man	C	Q	10	10	15	06+10	0	
CHEETAH	.33/3½'	90	30	10	2	3WDF MMB/3	4 claws	04/20	06/30	60/380*	G/D	C	Q	07	07	14	10+6	150	
HUNTING CAT	.24/3½'	50	15	12	1	2WDF MMB/2	2 bites	02/10	08/40	60/240	W/J/G/S	C	Q	09	09	15	08+8	50	
LEOPARD, SPOTTED	.27/4'	100	25	13	2	3WDF MMB/2	2 bites	05/25	07/35	60/235	W/J/S	C	Q	09	09	15	11+5	150	
LEOPARD, BLACK	.30/4½'	150	35	13	2	3WDF MMB/3	3 claws	05/25	07/35	60/300	W/J/S	C	Q	10	10	15	11+5	200	
LION	.3/5½'	500	50	15	2	3WDF MMB/2	2 bites	05/25	05/25	60/240*	G	C	Q	08	08	15	13+3	400	
PUMA/COUGAR	.27/4'	125	30	15	1	3WDF MLC/6	3 claws	05/25	07/35	60/325	W	C	Q	08	08	15	11+5	175	
TIGER, INDIAN	.3/6½'	700	55	15	2	3WDF MMB/2	2 bites	06/30	05/25	60/240	J	C	Q	09	09	15	13+4	500	
TIGER, SIBERIAN	.3/6½'	800	60	15	2	3WDF MLC/6	4 claws	06/30	05/25	60/240	W	C	Q	10	10	15	13+4	550	
WITCH'S FAMILIAR	.8/15''	10	50	25	3	2WDF MLC/0	4 claws	08/40	12/60	60/180*	Man	C	Q	19	19	19	20	1000	

Felines are capable of a spring covering 6xlength (Pumas), 5xlength (Leopards, Cheetahs, Lions, Tigers), or 4xlength (Cats, Hunting Cats). The spring adds +50% to weight for 'bash' purposes, and is followed by a bite with the fangs + claw attack simultaneously. When fighting each other, Felines do ½ damage, as they are agile and avoid prolonged close combat with others of their type if possible. Note also that a simple leap (not an attack spring) add 3xlength to distance covered, while 3xlength is also the height a feline can jump straight up.

WILD ANIMALS	H/L	WT.	BODY		FAT.	AC	ATTACK MODE	BLOWS	HITS		DODGE	MOVE	HABITAT	DIET	POS	CR LEVELS			EXPER	
			LVL	LVL					(+)	(-)						IQ	WIS	CON		FER
ANTELOPE2 1/2' / 3 1/2'	50	10	08	0	2WDF MSH/2 2WDF MSK/3	3 butts trample	01/05	08/40	60/350	G	H	Q	Q	02	02	10	05+5	25
AUROCHS.6' / 9' (6' b)	1000- 1200	50	12	2	2WDF MLH/7 2WDF MLK/6	3 butts trample	01/05	01/05	60/200	W	H	Q	Q	02	02	14	08+6	200
BADGER15' / 2 1/2' / 35-50	35-50	10	08	2	1WDF MLB/3 1WDF MMC/3	2 bites 2 claws	03/15	03/15	60/180	W/G	O	Q	Q	03	03	13	10+5	25
GIANT BADGER.3' / 5'	300- 400	40- 50	08	3	2WDF MLB/3 3WDF MLC/6	3 bites 3 claws	05/25	01/10	60/180	W/G	O	Q	Q	03	03	15	12+5	300
BAT8 1/2" / 8 1/2" / 1-3 (30" w)	1-3	05	12	0	2WDF MSB/0	2 bites	—	Flying	60/240f	Cave	I	Q	Q	02	02	06	05+5	0
VAMPIRE BAT8 1/2" / 8 1/2" / 1-3	1-3	05	12	0	3WDF MSB/0 Blood Drain	3 bites 3 drain	06/30	—07/35	60/240f	Cave	C	Q	Q	08	08	06	15+4	0
CRAB6' / 9'	1-3	05	05	4	3WDF MSP/0	3 pinch	—	Flying	30/60	Sh	C	6-Lgd	01	01	10	05+8	0	
GIANT CRAB.3' / 4 1/2' / 250	250	25	08	6	2WDF MGP/6	3 pinch	—	—	60/120	Sh	C	6-Lgd	01	01	10	08+6	125	
		.3 1/2' / 5' / 400	400	30	08	6	3WDF MGP/6	3 pinch	—	—	60/120	Sh	C	6-Lgd	01	01	10	08+6	150	
		.4' / 6' / 550	550	35	09	7	3WDF MGP/6	3 pinch	01/05	—	60/120	Sh	C	6-Lgd	01	01	11	09+6	175	
		.5' / 8' / 900	900	45	09	7	4WDF MGP/6	3 pinch	02/10	—	60/120	Sh	C	6-Lgd	01	01	12	10+6	200	
GREAT WHITE STAG.5 1/2' / 7' / 550	550	50	20	5	4WDF MLH/7	4 butts	05/25	05/25	60/300* W	W	H	Q	Q	09	07	14	12+5	1000
DEER (4' b)					6WDF MSK/3	2 kicks	05/25	05/25										
GREAT STAG DEER5' / 6 1/2' / 500	500	35	15	1	3WDF MLH/7	3 butts	04/20	05/25	60/300* W	W	H	Q	Q	07	05	13	10+5	200
	 (3 1/2' b)					6WDF MSK/3	2 kicks	04/20	04/20										
STAG DEER4 1/2' / 5 1/2' / 300	300	25	12	1	2WDF MLH/7	3 butts	01/05	05/25	60/240* W	W	H	Q	Q	03	04	12	08+5	100
	 (3 3/4' b)					4WDF MSK/3	2 kicks	01/05	01/05										
FEMALE DEER4' / 4 1/2' / 100- 150	100- 150	15	10	1	3WDF MSK/3	2 kicks	—	05/25	60/240* W	W	H	Q	Q	03	03	11	05+5	50
INDIAN ELEPHANT.9' / 12' / 8000	8000	140	16	3	4WDF MLH/7 6WDF MLK/6	4 tusks trample	03/15	—	60/180* W/G	W/G	H	Q	Q	06	08	16	10+5	1750
	 (9' b)					3D6 Trunk/7	3 trunks	03/15	03/15										
AFRICAN ELEPHANT10' / 13' / 10000	10000	150	16	3	5WDF MLH/7 6WDF MLK/6	4 tusks trample	04/20	—	60/180* W/G	W/G	H	Q	Q	06	08	16	12+5	1800
	 (10' b)					3D6 Trunk/7	3 trunks	04/20	—										
FOX 12' / 2 1/2' / 10	10	05	13	0	6WDF MSB/0	3 bites	05/25	08/40	60/240	W/G	C	Q	Q	10	06	10	05+8	10
GIANT FROG/TOAD3' / 4' / 300	300	30	10	1	3WDF MMB/2 20' tongue	3 bites 3 bites	—	03/15	60/180	S/L	C	Q	Q	01	01	10	06+6	200
PORCUPINE 1' / 2' / 30	30	08	08	2	Quills = 1D6 Damage	4 tails	—	—	30/90	W	H	Q	Q	01	01	08	05	0
GIANT PORCUPINE2 1/2' / 4' / 200	200	25	10	5	Quills = 2D6 Damage	5 tails	02/10	—	30/120	W	H	Q	Q	01	01	10	05	100
RAT 10' / 2' / 4-10	4-10	05	10	0	3WDF MSB/0	3 bites	—	04/20	50/120	all	O	Q	Q	07	05	08	05+100	
GIANT RAT.2 1/2' / 4 1/2' / 150	150	25	10	4	4WDF MMB/2	3 bites	03/15	04/20	60/180	ruins	O	Q	Q	08	06	10	10+5	50
RHINOCEROS6' / 12' / 8000	8000	125	12	6	4WDF MLH/7 3D6 Damage	4 gores trample	03/15	—	60/160* G	G	H	Q	Q	02	02	16	10+6	1500
SKUNK 10' / 20" / 10-15	10-15	05	08	0	Spray: 10' x 5' for CR-7 (Incapacitate)	2 spray	—	02/10	60/120	W	O	Q	Q	02	02	10	05+6	0
GIANT SKUNK.20" / 3 1/2' / 100	100	20	10	0	2WDF MMB/2 Spray: 20' x 10' for CR-9 (Incapacitate)	3 bites	—	02/10	60/150	W	O	Q	Q	02	02	12	05+6	50
WEASEL/FERRET6" / 15" / 2	2	05	08	0	6WDF MSB/0	3 bites	04/20	08/40	60/120	W	C	Q	Q	02	02	08	10+5	10
GIANT WEASEL20" / 3 1/2' / 75	75	25	10	2	3WDF MMB/2 Blood Drain	3 bites 3 drain	03/20	04/20	60/180	W	C	Q	Q	03	03	12	12+5	150
WOLVERINE15" / 3 1/2' / 50-75	50-75	25- 30	12	3	3WDF MMB/2 4WDF MMC/3	2 bites 4 claws	05/25	05/25	60/180* W	W	C	Q	Q	05	03	16	12+5	200
GIANT WOLVERINE2' / 5' / 200- 250	200- 250	50- 60	15	4	3WDF MLB/3 3WDF MLC/6	2 bites 4 claws	05/25	04/20	60/200* W	W	C	Q	Q	06/04	17	13+5	600	

INSECTS	H/L	WT.	BODY LVL	FAT. LVL	AC	ATTACK MODE	BLOWS	HITS (+)	DODGE (-)	MOVE	HABITAT	DIET	POS	CR LEVELS IQ	WIS	CON	FER	EXPER AWARD
ANTS, GIANT	4"/12"	2-3	4-6	12	3	4WDF MSB/0	3 bites	—	—	60/90	W/J/G	C	6-Igd	01	01	08	10+9	25
	6"/18"	15	10	12	4	6WDF MSB/0	3 bites	02/10	—	60/90	W/J/G	C	6-Igd	01	01	09	10+9	75
	8"/24"	25	12	12	5	2WDF MMB/2	3 bites	02/10	—	60/90	J	C	6-Igd	01	01	10	10+9	125
	9"/36"	50	16	12	5	1WDF MLB/3	3 bites	03/15	—	60/90	J	C	6-Igd	01	01	11	10+9	150
	1/4'	100	20	12	7	1WDF MGB/3	3 bites	03/15	—	60/90	J	C	6-Igd	01	01	12	10+9	175
	1 1/2/5'	250	25	12	8	2WDF MGB/3	3 bites	03/15	—	60/90	J	C	6-Igd	01	01	13	10+9	200
	2/6'	400	35	12	8	2WDF MGB/3	3 bites	04/20	—	60/90	J	C	6-Igd	01	01	14	10+9	225
BEE, GIANT	5/6'	30	12--	10	0	3WDF Lt. Swd. P/6 Poison =	2 stings	05/25	04/20	20/275f	W/J/G	C	Flier	01	01	10	06+9	50
CENTIPEDE, MILLIMEDE	1"/6"	0.1	01	06	0	1D6 Damage 3WDF MSB/0	2 bites	—	—	10/20	W/J/S	I	M-Igd	01	01	05	08	0
GIANT CENTIPEDE, MILLIPEDE	4"/3'	25	20	10	2	2WDF MMB/2 P/8 Poison	2 bites	02/10	—	80/160	J/S	C	M-Igd	01	01	10	08+8	50
	6"/5'	75	30	10	2	2WDF MMB/2 P/9 Poison	2 bites	03/15	—	80/160	J/S	C	M-Igd	01	01	12	10+8	150
	1/10'	250	50	10	3	2WDF MLB/3 P/10 Poison	2 bites	04/20	—	80/160	J/S	C	M-Igd	01	01	14	10+8	300
MOSQUITO, GIANT	.6/7' (9' w)	50	10--	10	0	3WDF Lt. Swd. 2D6 blood—	4 strings	05/25	04/20	20/300f	J/S	C	Flier	01	01	07	16	100
	.8/12'	1500	60	10	3	5WDF MGC/9 3D6 "hug"	2 blows	08/40	—	60/180	W/J/S	C	6-Igd	01	01	12	10+9	500
SCORPION, GIANT	.2'/4"	1/10	01	08	0	1WDF MST/0 P/5 Poison	1 sting	—	—	10/20	D	I	6-Igd	01	01	05	08	0
GIANT SCORPION	.1/9'	300	35	10	5	3WDF MLP/3 1WDF MLT/6 P/8 Poison	2 claws 1 sting	04/20	02/10	60/150	D	C	6-Igd	01	01	13	08+8	200
SPIDERS, GIANT	.3/1'	30	10	08	0	1WDF MLB/3 P/7 Paralysis	3 bites	—	04/20	60/160*	J/S	C	8-Igd	03	02	10	12+4	200
	5/2 1/2'	100	30	08	0	1WDF MGB/6 P/8 Paralysis	3 bites	01/05	04/20	60/180*	J/S	C	8-Igd	03	02	10	12+4	400
	8/3 1/2'	300	40	08	0	2WDF MGB/6 P/9 Paralysis	3 bites	03/15	04/20	60/180*	J/S	C	8-Igd	04	03	10	12+4	500
	15/6'	600	60	08	0	3WDF MGB/6 P/10 Paralysis	3 bites	05/25	02/10	60/180*	J/S	C	8-Igd	05	05	10	12+4	750
WASP, GIANT	.6/7' (9' w)	35	12--	15	0	3WDF Lt. Swd. P/8 Paralysis	3 stings	05/25	04/20	20/300f	W/J/S	C	Flier	02	01	10	10+5	100

For Poison Effects, see **Serpents** following.

SERPENTS CONSTRUCTOR	H/L	WT.	BODY FAT.		AC	ATTACK MODE	BLOWS	HITS DODGE		MOVE	HABITAT	DIET	POS	CR LEVELS			EXPER AWARD
			LVL	LVL				(+)	(-)					IQ	WIS	CON	
LGE. CONSTR	12'-15'	100-150	10	10	0	MMS Strike+ 2D6 constrict	2 strike	—	—	30/60*	W/J/S	C	Serp.	01	01	12	10+5 25
LGE. CONSTR	20'	250	20	10	0	MLS Strike+ 3D6 constrict	2 strike	02/10	—	30/60*	W/J/S	C	Serp.	01	01	12	10+5 50
LGE. CONSTR	25'	250	27	12	0	MLS Strike+ 4D6 constrict	2 strike	02/10	—	30/60*	W/J/S	C	Serp.	01	01	13	10+5 75
LGE. CONSTR	30'	600	35	15	0	MGS Strike+ 5D6 constrict	2 strike	03/10	—	30/60*	W/J/S	C	Serp.	01	01	14	01+5 100
SMALL VIPER	3'-4'	3-10	05	08	0	MSS Strike+ P/4 to P/10	2 strike	02/10	—	30/60*	W/J/S/G	C	Serp.	01	01	10	10+5 25
LARGE VIPER	5'-9'	15-30	10-15	08	0	MMS Strike+ P/6 to P/10	2 strike	02/10	—	30/60*	W/J/S/G	C	Serp.	01	01	12	10+5 50
GIANT SERPENT	40'	1000	50	12	3	MGS Strike+ P/7 to P/10+ 4D10 constrict	3 strike	03/15	—	60/160*	W/S	C	Serp.	02	02	15	12+5 700
GIANT SERPENT	50'	1500	65	12	3	MGS Strike+ P/8 to P/10+ 4D10 constrict	3 strike	03/15	—	60/160*	S	C	Serp.	02	02	15	12+5 900

Strikes are at 1 WDF for small snakes and 2 WDF for large snakes. Constrictors roll Criticals, as do Giant Serpents. Vipers do not roll Criticals. Fang penetration requires at least 1 point of damage scored against victim, after armor absorption. See section 9.46 for details on poison effects and procedures. A few snakes have poisons rated above P/10 levels (such as the Sea Snake at P/13), but these are rare types. Snakes have poison sufficient for 5 strikes, though larger ones can have more. Strike range is as given for the strike/fang range in the combat tables.

- P/4 = CON CR-3 or 2D6+2 damage for 1-3 turns.
- P/5 = CON CR-3 or 2D6+3 damage for 1-3 turns.
- P/6 = CON CR-4 or 2D6+3 damage for 1-4 turns.
- P/7 = CON CR-4 or 2D5+3 damage for 1-5 turns.
- P/8 = CON CR-5 or 2D6+3 damage for 1-5 turns.
- P/9 = CON CR-5 or 2D6+3 damage for 1-6 turns.
- P/10 = CON CR-6 or 2D6+3 damage for 1-6 turns.

20.02 THE LEGENDARY BEASTS & MONSTERS

The following sections present the descriptions and characteristics of a number of beasts and monsters common in legend. The tables give a summary of essential fighting characteristics, while the following description sections outline some of the special features of each creature.

20.03 LEGENDARY BEASTS & MONSTERS COMBAT PROFILES

LEGENDARY BEAST/MONSTER	H/L	WT.	BODY LVL	FAT. LVL	AC	ATTACK MODE	BLOWS	HITS (+)	DODGE (-)	MOVE	EXPER AWARD
Basilisk	6'/9'	700	75	25	5	3WDF MLB/3 3WDF MLC/6 Petrification	2 bites 3 claws	03/15% 05/25% on look	02/10%	60/160	3500
Centaur Leader	9'/9'	2000	75	40	2	PCF/40 4WDF MKL/6	Weapon 3 hoofs	PCF 05/25%	03/15%	60/300	4000
Centaur Hero	9' /9'	2000	65	38	2	PCF/35 4WDF MKL/6	Weapon 3 hoofs	PCF 05/25%	03/15%	60/280	3000
Centaur Warrior	8¾'/9'	1500	55	35	2	PCF/20 3WDF MKL/6	Weapon 3 hoofs	PCF 03/15%	03/15%	60/280	1750
Centaur Female	8½'/8'	1200	45	35	1	PCF/10 3WDF MKL/6	Weapon 3 hoofs	PCF 02/10%	03/15%	60/280	500
Centaur Young	5'5½'	350	20	20	0	PCF/4 1WDF MKL/6	Weapon 3 hoofs	PCF —	05/25%	60/240	100
Chimera	4'/7½'	1000	100	30	6	4WDF MLC/6 3WDF MLB/3 Immolation	4 claws 2 bites 1D20 on hug	05/25% 04/20%	05/25%	60/240	4500
Chimera (3-Headed)	4'/7½'	1000	100	30	6	4WDF MLC/6 3WDF MLB/3 3WDF MLH/7 Fire Breath Immolation	4 claws 2 bites 2 butts 2x2D10 1D20 on hug	05/25% 04/20% 04/20% 10/50%	05/25%	60/240	6000
Cockatrice	6' /8'	500	50	25	5	2WDF MLB/3 2WDF MLC/6 Petrification	3 pecks 3 talon	05/25% 03/15%	03/15%	60/120	2000
Great Eagle Lord	7'/9' (45')	2000	125	50	3	2WDF MGB/6 3WDF MGC/9	3 pecks 3 talon	05/25% 05/25% (Flying)	07/35%	50/700	5000
Great Eagle	6'8' (40')	1000	75	40	3	3WDF MGB/6 3WDF MGC/9	3 pecks 3 talon	05/25% 05/25% (Flying)	07/35%	50/650	2500
Great Eagle (Roc)	15'/20' (100')	6000	175	50	3	4WDF MGB/6 4WDF MGC/9	3 pecks 3 talon	05/25% 05/25% (Flying)	03/15%	50/500	10,000
Gorgon	7'/9' (40')	350	80	35	3	PCF/50 1WDF MST/0 (CON CR-7 or P-9 type Poison) Petrification	Weapon 3 bites	PCF — on look	PCF	60/150 Fly 240	10,000
Griffins/ Gryphons	9'/10' (50')	2000	90	40	6	3WDF MLB/3 4WDF MGC/9	2 bites 4 claws	07/35% 08/40%	05/25%	60/240 Fly 360	5000
Harpies	6'/6' (30')	350	40	30	3	PCF/20	Weapon	PCF	05/25	60/120 Fly 300	2000
Hippogriff	9'/10' (50')	2000	75	40	5	3WDF MLB/3 3WDF MLC/6 3WDF MKL/6 Claws Front Hoofs Rear	2 bites 4 claws 4 hoofs	06/30% 07/35% 05/25%	05/25%	60/240 Fly 360	4000
Hydra	8'/40'	2000	100	30	5	1WDF MSG/9 (CON CR-5 or P-9 type Poison)	2 bites per head	03/15%	03/15%	60/150	10,000
Manticore (Spike Tail)	4' /7'	1000	75	30	5	3WDF MLC/6 Lt. X-Bow	3 claws 4 shots	07/35% 05/30%	05/25%	60/240	4500
Manticore (Mace Tail)	4'/7'	1000	75	30	5	3WDF MLC/6 Inf. Flail	3 claws 3 blows	07/35% 08/40%	05/25%	60/240	4000
Manticore (Stinger Tail)	4'/7'	1000	75	30	5	3WDF MLC/6 1WDF MLT/6 (CON CR-4 or P-7 type Poison)	3 claws 2 sting	07/35% 08/40%	05/25%	60/240	4000
Minotaur	7'	550	75	35	4	PCF/50 +4 D.P. 3WDF MLH/7	Weapon 2 butts	PCF 05/25%	PCF+ 05/25%	60/180	5000
Pegasus	8½'/9' (40')	1400	50	50	2	3WDF MKL/6	5 hoofs	08/40%	08/40%	60/300 Fly 360	5000
Unicorn	8'/9'	1400	60	50	3	3WDF Lance and 3WDF Spear	1 blow 3 blows	08/40%	10/50%	60/300	5000
Wyvern	8' /12'	1000	75	30	6	3WDF MKL/6 3WDF MLC/6 1WDF MLT/1 Fire Breath	3 hoofs 3 claws 2 sting 2D10	07/35% 07/35% 05/25% 10/50%	04/20%	60/120 Fly 300	3500

20.04 BASILISKS

The Basilisk is a fabulous reptile believed to be hatched by a serpent from a cock's egg. The look of the Basilisk, and also its breath, can prove fatal. For PETRIFICATION occurs whenever a victim looks at its eyes and fails a CON CR-5. That baleful effect operates continuously so the CON CR must be made each combat turn to avoid being turned to stone. The Basilisk is not immune to its own gaze and can be petrified itself (20% chance) if it sees its reflection in a mirror or some other highly polished reflector.

Basilisks are not intelligent. But they can be captured and trained as watchdogs. Tamed Basilisks are utterly loyal and obedient to their masters and bring a high price. Eggs command 500 +20.D10 SP, while adults have been sold for 6.D10 SP per dr. of weight. It should be noted that Basilisks are almost impossible to surprise: they have a 90% chance of hearing the most stealthy approach and a 75% chance of sensing the presence of an invisible being. Thus they will be looking in the direction of an intruder most of the time.

Basilisks are rated at WIS/16 (CR/13 and IQ/16 (CR/13) when faced with spells of Illusion and Command. Constitution rates at CON/18 (CR/18).

20.05 CENTAURS

Centaur is the famed half-men and half-horses of classical mythology. They run in bands of 3-18 males, about twice that number of females, and a few young. Their social organization is a cross between the tribe and the herd, and a full tribe could consist of 10-60 bands. Some Centaurs frequent hidden glens and wooded mountainsides, with their lairs deep in the forests. Others are plains-dwellers - nomads who wander the wide grasslands.

Centaur males are fierce warriors, comparable to the finest light and medium cavalry. Most are rather barbaric, but some are well armored and armed - almost the equivalent of Chivalry. Their armaments include clubs, javelins, lances, swords, war axes, and self-bows. Medium Shields (I and II) and armor of AC/1 to AC/9 are also in evidence, while the greatest Heroes and Leaders of the more advanced tribes may be clad in full horse armor in addition to upper body armor. Females and young are usually lightly armed - but one can expect a dagger or poignard. Unlike the males, the females and young do not fight unless hard pressed.

Centaur is fairly intelligent, and should be treated as equivalent to human nomads, with the following general characteristics parameters:

DEX/10-20 = CR/04-19	BV/04-17 = CR/01-15
CON/12-18 = CR/12-18	APP/10-30 = CR/06-21
STR/12-18 = CR/10-16	FER/12-20 = CR/12-20
WIS/04-20 = CR/01-17	CHA/04-32 = CR/02-19
IQ/04-20 = CR/01-17	PIETY/0-10

Centaur cannot be tamed and, indeed, resent any kind of restriction on their freedom. However, they may become friendly with men of courage and good-will, particularly if they have fought as allies in some truly desperate combat. Also, it should be noted that most Centaurs are quite comely and have an eye for the opposite sex - including humans.

20.06 CHIMERA

The legendary Chimera is a fearsome beast combining the forebody of a lion with the hind quarters of a goat, the wings of a dragon, and the tail of a serpent. Though legend records only one such creature, slain by Bellerophon mounted on the winged horse Pegasus, others have been seen. Chimera have three heads in one version - a lion's head which tears its prey with giant fangs; a dragon's head which breathes a cone of fire 5 ft. x 20 ft.; and a goat's head which can butt and gore with its horns. Other Chimera have only the lion's head. But all possess the capacity for FIERY IMMOLATION and can burst into magical flame which does 2D10 damage points whenever in direct contact with an opponent (hug or spring). The creatures move with the speed of a lion on the ground and can also fly at full charge speed.

Chimera are rated at WIS/18 (CR/15) and IQ/18 (CR/15) when faced with spells of Illusion and Command. Their constitutions are CON/19 (CR/19).

To slay a Chimera brings Honor Points = 1/100 Exper. award + 1D100.

20.07 COCKATRICES

The Cockatrice is a fabulous creature often closely identified with the Basilisk. It is described as having the head, wings, and talons of a fighting cock, while its body is scaled and ends in a barbed serpent's tail. While its gaze and breath will not turn anyone to stone, the slightest touch of its feathered wings will. PETRIFICATION occurs when anyone is touched on the bare flesh or through cloth of leather and

fails a CON CR-7. The Cockatrice is immune to the touch of its own feathers. Cockatrice feathers can cause PETRIFICATION even when removed from the creature (1D6 charges per feather) at a CON CR-4. The creature is slow on the ground but can fly up to 240 feet at a time before returning to the ground (it rarely stays in the air for any length of time). The creature can be captured, tamed, and used as a watchdog. But it is an unintelligent creature and must be confined to prevent it from eventually wandering off.

Cockatrices are rated at WIS/07 (CR/04) and IQ/10 (CR/07) when faced with spells of Illusion and Command. Constitution rates at a very high CON/16 (CR/16).

20.08 GREAT EAGLES & ROCS

The Great Eagles are comparable to the very large, fierce birds in Tolkien's works. They are highly intelligent (WIS/11-20 = CR/08-17 and IQ/11-20 = CR/08-17) and almost fearless (FER/18 = CR/18). Nor are they particularly lacking in hardihood (CON/19 = CR/19). The Eagles nest in the highest crags and tend to take a neutral attitude toward mankind. Thus they rarely become involved in the affairs of the earth. They are not usually hostile, either, unless their nests are threatened. They sometimes assist persons of a law-abiding nature, and they regard Evil persons with great suspicion as a matter of basic principle.

The Rocs are immense birds of prey. The original Roc of Arabic legend was said to be so large that it preyed upon elephants. They are not intelligent, being beasts, but they have equivalent resistance to Eagles with regard to spells of Illusion and Command.

Great Eagles and Rocs have +1D6 on their bash dice when plummeting down upon their prey. They have no dodge capability on the ground, being clumsy like all birds when landed. Their carrying capacity (CC) in flight is 50% of their body weight.

20.09 GORGONS

According to Greek myth, the Gorgons were dragonlike creatures with the lower body of a reptile, torso and head of human females, and hair with poisonous asps. It is said, 'Thou canst not look upon the face of the Gorgon and live'. For to do so brings a flat 90% chance of PETRIFICATION. The only way to avoid this terrible fate is to avert one's eyes (DEX CR-3 if surprised by a Gorgon) and to keep them averted. The Gorgon will try to beguile intended victims into looking directly upon its face, and an IQ CR-4 is required each turn within 50' of it to avoid doing so.

One may look upon the Gorgon as Perseus did - through a mirror. This prevents PETRIFICATION and will largely overcome the compulsion to look directly. But one's combat efficiency is greatly impaired (Hit Probability is halved), which is still better than a career as a statue. Also, like the Basilisk, the Gorgon is not immune to its own reflected image and has a 30% chance of seeing itself in a mirror held up to it, with a resulting 90% chance of being PETRIFIED itself. However, unless the mirror is as large as a polished shield, the chance the Gorgon will see herself is reduced by -1% per foot of distance. Note: The Gorgon can avert its eyes in such instances as any other victim would do when surprised.

The most famous of the Gorgons was the dread Medusa. She was mortal, while her two sisters were immortal. The immortal Gorgons cannot be harmed except by Magick Weapons of +4 or better. Medusa can be harmed by +1 Magick Weapons. These two types of Gorgons can be present in the campaign. Of course, Magick is always effective. At the same time, the Gorgons are highly magick-resistant, and even when a spell is properly targeted, the chance of it having any effect is equal to 4% x MKL of the caster or a flat 20% for magical devices in the hands of non-magicians. Spells of Illusion and Command are ineffectual unless cast by a Mage of the Seventh Circle or higher.

Gorgons are not particularly fast on the ground, but their leathery wings can speed them through the air at up to 240' per turn.

To slay a Gorgon brings 150+1D100 Honor Points.

It is written that the blood from the heart of the Gorgon has mysterious powers. From 1-3 pints of blood can be drawn from each ventricle - each pint providing 10.D10 doses of deadly poison (P-13 type; see 9.46) if taken from the left ventricle; and 10.D10 doses which can be used as a base for preparing WATERS OF GREAT HEALING by a Cleric or an Alchemist-Physician.

20.10 GRIFFINS/GRYPHONS

The Griffin is one of the finest of the legendary flying steeds. It is capable of bearing 1000 dr. in flight. The griffin is strong, swift, ferocious, and intensely loyal to its master once tamed. The beast is fully equivalent to a Great Horse. It has the head and wings of a great eagle, the body and hind quarters of a lion, and the heart of a Warrior-born. The Ancients believed it originated in the land of Scythia, where it guarded golden treasures.

As beasts go, Griffins are quite intelligent. When faced with spells of Illusion and Command, they are rated at WIS/15 = CR/12 and IQ/15 = CR/12. Their Constitutions are at CON/19 = CR/19. They prefer men of lawful persuasions for masters, and truly Evil men must resort to naked coercion and Magick to CONTROL a Griffin. For its part, the Griffin will attempt to overcome such compulsion and may prove treacherous.

Griffins fly at 360 ft. per turn and can bash prey up to 4 times their own weight in a diving attack. They can carry 1000 dr., as noted, and on the ground they move and maneuver like Great Light Horses. They fight with beak and taloned forelegs, never check morale, and prefer horses as food, which means that they should never be tethered near the horse lines to prevent the poor beasts from becoming too nervous at the hungry looks they are getting. Griffins bring GP 1000 + 60.D100 GP on the open market when fully trained, and about ¼ that amount when wild.

20.11 HARPIES

Harpies are female creatures with the upper torso and heads of women, and the lower body and wings of eagles or buzzards. They are totally hostile to all human-like creatures and will attempt to kill or capture them whenever possible. They are creatures of foul and disgusting habits, leaving behind them an odorous stench similar to that of a skunk. A favorite trick of the creatures is to befool food and drink or to discharge excrement, bird fashion, upon the heads of their enemies!

Harpies are slow and clumsy on the ground (no dodge). In the air they fly up to 300 ft. per turn and have a fair bit of maneuverability (dodge bonus is applied). The Harpies may be encountered in the open in flocks of 5-30, and will be detected before arrival by the raucous noise of their screeching voices.

Harpies are rated as having WIS/13 = CR/10 and IQ/13 = CR/10 when faced with spells of Illusion and Command. Their constitutions vary from CON/10-14 = CR/10-14.

20.12 HIPPOGRIFFS

The Hippogriff is a fabulous creature similar to the Griffin, except that its hind quarters are that of a horse instead of a lion. Hippogriffs are no less loyal than the Griffin, and little less ferocious. But their intelligence is only that of a beast and does not compare to the Griffin's almost human cunning. Rate Hippogriffs at WIS/11 = CR/08 and IQ/11 = CR/08 when faced with spells of Illusion and Command. The beasts have constitutions at CON/17 = CR/17, while Ferocity is at FER/18 = CR/18.

Hippogriffs fly at 360 ft. per turn and can bash prey up to 4 times their own weight in a diving attack. They can parry up to 750 dr. in flight. On the ground they move and maneuver like Great Light Horses and fight much like Griffins. Hippogriffs bring GP 1000 + 40.D100 GP when trained, and about ¼ that when wild.

20.13 HYDRAS

The Hydra is a giant serpent with three heads. When one of the heads is severed from the body (a slashing weapon will do this 25% of the time if scoring a Critical Hit), two heads will instantly grow back from the stump. Only fire will prevent the regeneration of the serpent heads, so one must either use a Flaming Sword or else sear the stump with a torch. In either case, a DEX CR-3 is required to be successful.

Unseared wounds regenerate at +5 damage points per combat turn, so the creature requires a lot of killing. Also, one of the heads is immortal and cannot be killed. It should be buried in a deep hole and covered with stones, as it can, in time, regenerate the entire Hydra once more.

Each Hydra head has 2 strikes per combat turn. If the blow penetrates the victim's armor (at least one damage point must be suffered after armor absorption is deducted), a P-9 Poison effect (see 9.46) occurs if the victim fails a CON CR-5. Otherwise, damage is at the WDF rating of the fangs. Up to 20 doses of P-9 Hydra poison can be milked from a dead Hydra, and the poison is effective even if smeared on the skin of a victim.

Hydras are not susceptible to spells of Command unless cast by an Adept of the Fifth Circle. They are vulnerable to Illusions. When faced with such spells, Hydras rate WIS/14 = CR/11 and IQ/14 = CR/11. Their constitutions are at CON/18 = CR/18, for Hydras are resilient creatures with characteristic reptilian life-force. Ferocity is at FER/17 = CR/17.

20.14 MANTICORES

The Manticore or Manticora is a legendary beast with the body of a lion and the face of a man. Three types exist. One has a tail with a large stinger delivering P-7 Poison (at least one damage point must be suffered after armor absorption is deducted from WDF rating of the stinger) at CON CR-4. A second has a spiked tail which can throw 3 spikes

per combat turn with the force of a Light Crossbow fired at LR (long range). The third type, which is most common, has a mace-like appendage which strikes like an infantry flail. All are also armed with claws which they use in close combat. Fortunately, Manticores are not above beast levels of intelligence and are rated at WIS/04-09 = CR/01-06 and IQ/04-09 = CR/01-06 when faced with spells of Illusion and Command. Their ferocity is at FER/15 = CR/15, and CON/16 = CR/16.

The favorite food of the Manticore is Man!

20.15 MINOTAUR

The Minotaur is half-man and half-bull. The creature is 8 ft. tall and has a human body. The head is that of a bull. The Minotaur is incredibly strong and so ferocious it rarely checks morale. Anyone encountering a Minotaur can expect an instant attack, as the creature feeds on human flesh. It will pursue as long as it can see or hear its prey, but it soon loses interest if it is evaded by its prey and cannot find a good trail. The creatures' general characteristics are:

DEX/14-16	=	CR/14-16	FER/16	=	CR/16
CON/17-18	=	CR/17-18	CHA/02	=	CR/02
STR/40	=	CR/19	PIETY/-10		
WIS/10-13	=	CR/07-10	HEIGHT	=	8 feet.
IQ/10-13	=	CR/07-10	WEIGHT	=	550
BV/04	=	CR/01	CC	=	2100
APP/04	=	CR/01			

Minotaurs do +4 Damage Points per Hit scored because of their superhuman strength. They also produce FEAR in Characters meeting them in their labyrinthine lairs if the Character is a non-fighter or is under Experience/8, with a FER CR-2 whenever within 50' of the creature.

To slay a Minotaur brings 100 Honor Points.

20.16 PEGASUS

The Pegasi or winged horses are at once both very shy and completely wild and free. They cannot be tamed except with an enchanted Bridle of Animal Command. They are as fleet afoot as Great Light Horses, and are also able to fly at 360 ft. per turn, with sprints of 600 ft. per turn possible at the expenditure of 2 Fatigue points per turn. They can bear up to 750 dr. in flight. Except for the fact that they cannot converse in the tongues of men, they are the equal of Great Horses. They rate as having the equivalent of WIS/12 = CR/09 and IQ/12 = CR/09 when faced with spells of Illusion and Command. Their ferocity is at FER/16 = CR/16, and CON/16 = CR/16.

20.17 UNICORNS

Unicorns are shy, elusive beasts resembling ponies or light horses, with a single sharp horn projecting from the forehead. They avoid all contact with humans unless it is unavoidable. The Unicorn cannot be controlled by any means, magical or otherwise, except by the mysterious spell which may be cast over it by a virginal maid pure in heart and thought. For only a pure maiden can approach a Unicorn and charm him. The Unicorn will bear and obey a Warrior Maid so long as she remains pure.

In battle, the usually shy Unicorn is utterly fearless. In his initial charge, he strikes with his horn as if armed with a Chivalric Lance, with aim equivalent to that of a superior Knight. Thereafter, his horn is equivalent to a thrusting spear, while his hooves are employed like those of a heavy warhorse.

Unicorns are magical beasts. They sense the approach of enemies a full mile away, no matter what form of stealth or Magick is used to mask them. All spells of Command are powerless against them, and they have a 90% chance of resisting Illusions of any type. A Warrior Maiden or virgin mounted on his back is protected by the same magical resistance.

Unicorns have exceedingly hardy constitutions of CON/19 = CR/19. Though gentle beasts, when forced to battle they are utterly ferocious. A unicorn can carry 500 dr. on its back and still maintain its pace. At an expenditure of 2 Fatigue points per turn, it can sprint at a truly incredible 375 ft. per turn.

20.18 WYVERNS

The Wyvern is a relative of the Dragon but is much smaller and has the intelligence of a beast. The creature has the serpentine body and the leathery wings of a dragon, with a barbed tail. The legs resemble those of a huge bird of prey. Wyverns have a fiery breath weapon for the most part, although a very few also have a poison sting (P-7, with CR-4 to save from the effects). They otherwise bite and claw their foes.

The beasts are rated at WIS/08 = CR/05 and IQ/08 = CR/05 when faced with spells of Illusion and Command. Their constitutions are equal to CON/20 = CR/19, and their ferocity is at FER/17 = CR/17.

20.19 DRAGONS & DRAGON LORE

To the medieval mind, no creature represented more destructive power than the dread Fire Drake. They characteristically dwell in large caves, from which sulphurous smoke and fumes issue.

By all standard, Dragons are huge creatures dwarfing even the Giants. Dragons up to 100 feet in length have been reported by reputable medieval scholars and poets. They possess venomous and corrosive spittle which drips from their long, forked tongues. Their huge jaws are filled with rows of exceedingly sharp teeth. Able to breathe fire, Dragons can incinerate most creatures on the spot. Even their blood is corrosive, blistering the skin wherever it touches. Their mightly tails are weapons as well, capable of bashing large foes for yards with a veritable twitch. Nor are their huge, taloned claws to be discounted; for they can rend and tear even the stoutest armor. As for their scales, Dragons possess iron-hard armor able to turn sharp weapons. Only a small spot on the belly, close by the heart, is unprotected. Worst of all, Dragons can fly at great speed on their leathery wings, spreading death and devastation over a large area of the countryside.

If all this were not enough, Dragons are very intelligent. They are often capable of speech, and some are masters of spells of Command. (Dragons dearly love to talk and have learned to mesmerize a hidden listener with the power of their words).

Dragons have the singularly destructive occupation of ravaging, pillaging, and scourging the countryside around their lairs, devouring animals and fair maidens at will. Yet they are notoriously lax about doing their duty. Being lazy and sluggish creatures, they prefer to rest on their reputations. They are even lazy about guarding their great treasures, often doing so by sleeping on their huge mounds of gold, silver, and gems, or else coiling around the treasure with their vast bulk. But woe to him who dares steal so much as a copper coin from the horde. If the truth be known, Dragons dote on their treasures and know every piece of it.

The rage of a robbed Dragon is boundless. He will instantly sense the loss and, after a period of mourning in which he will fondle the remaining coins, precious cups, necklaces, rings, and gems; he will issue forth from his lair to vent his wrath on the world. The thief might well escape, but the vengeful Dragon will wreck the land round about. The culprit would do well to quit the area forever, as the surviving inhabitants, no less than the enraged Fire Drake, will surely take their vengeance upon him! If one is going to steal from a Dragon, it is best to slay the beast first.

For all their terrible might, Dragons are mortal. It may chance that a great Hero will acquire a Sword of Great Power or a Magick Arrow that will find the heart of the beast and slay him. An Enchanted Shield will serve to protect the face and body from the fiery breath of the monster. Blood squeezed from the heart of the Great White Stag shot deep in the forest will reduce fire damage to 10% if it is Enchanted and rubbed into one's skin. Golden Apples gathered on the mysterious Island of the Hesperides far to the West by the Pillars of Heracles (Gibraltar) may divert the attention of the Dragon long enough to make a killing stroke. If a great and powerful Magician can be persuaded to help, powders can be used to make the mighty beast sleep. It is also known that men with good and comely voices can sing the beasts into a deep slumber. Of course, the vulnerable unprotected spot in the belly is the one sure area for a sudden kill, but a Dragon will expose it only once during each turn of combat, and a Critical Hit is required to strike it with a mortal blow.

It is also prudent to remember that one should step well back after delivering a mortal blow to a Dragon. The Dragon-kind die exceedingly hard and require a considerable amount of space for their death throes, with much thrashing about and roaring as they expire. If at all possible, a dying Dragon will attempt one last act of vengeance upon its slayer before it dies.

YOUNG DRAGONS are 10.D10 year old, 10 feet long plus 1 foot per 10 years of life over 10. They weigh 200 Dr. per foot. The body of the Young Dragon will sustain 25 points of damage plus 5 points per foot of length. Prime Requisites: IQ/4+3D6; WIS/4+3D6; FER/20+.

HIT VALUES	WEAPONS	BLOWS
+06/+30%	4xWDF MLC Large Claws	5/turn
+07/+35%	4xWDF MLB Large Fangs	2/turn
05/25%	Tail Bash 'H': 1D10 points of damage plus automatic bash for 5D6 feet.	
10/50%	Fiery Breath: Cone 20' by 5 ft., with 5 +1D20 points of damage; with Dodge possible. Max. of 4 blasts possible.	2/turn
15/75%	Acid Venom: If bitten, a 15/75% chance exists (-01/-05% per AC of victim) of sustaining 1D10 points of burn damage.	

AC & VULNERABILITY AC/7: Vulnerable spot over the heart at AC/3. In each turn in which the Dragon is using his claws/fangs, or is flying overhead, there is a 05% chance plus 02% per Exper. level of his chief opponent that he will expose his vulnerable belly once. A Critical Hit = mortal blow if struck with a stabbing/thrusting weapon or a slashing sword. The Young Dragon will take 1-3 turns to die and cannot move more than 50' per turn. But it is still able to fight until death.

MATURE DRAGONS are 100 +10.D20 years old, 20 feet long plus 1 foot per 10 years of age over 100. They weigh 250 Dr. per foot. The body of the Mature Dragon will sustain 50 points of damage plus 5 points per foot of length. Prime Requisites: IQ/10+2D6; WIS/10+2D6; FER/20+.

HIT VALUES	WEAPONS	BLOWS
+07/+35%	4xWDF MGC Giant Claws	5/turn
+08/+40%	4xWDF MGB Giant Fangs	2/turn
06/30%	Tail Bash 'H': 2D10 points of damage plus automatic bash for 10+5D6 feet.	2/turn
10/50%	Fiery Breath: Cone 30' by 7 ft., with 10 + 3D10 points of damage; with Dodge possible. Max. of 6 blasts possible.	2/turn
15/75%	Acid Venom: as for Young Dragons.	

AC & VULNERABILITY AC/9: Vulnerable spot over the heart at AC/5. In all other respects, the same as for Young Dragons, except that mortally wounded Mature Dragons can move 60' per turn and take 1-6 turns to die.

OLD & ANCIENT DRAGONS are 300 +10.D100 years old, 40 feet long plus 1 foot per 20 years of age over 300. They weigh 300 Dr. per foot. The body of the Old Dragon will sustain 150 points of damage plus 3 points per foot of length. Prime Requisites: IQ/12+2D6; WIS/12+2D6; FER 20+. Old Dragons are talkers and have mastered 1 level of spells of Command per 150 years of age.

HIT VALUES	WEAPONS	BLOWS
+09/+45%	5xWDF MGC Giant Claws	5/turn
+09/+45%	5xWDF MGB Giant Fangs	2/turn
07/35%	Tail Bash 'H': 2D10 points of damage plus automatic bash for 10+5D6 feet.	2/turn
12/60%	Fiery Breath: Cone 60' by 10 ft., with 10 + 7.D6 points of damage; with Dodge possible. Max. of 10 blasts possible.	
15/75%	Acid Venom: as for Young Dragons.	

AC & VULNERABILITY AC/12: Vulnerable spot over the heart at AC/7. In all other respects, the same as for Young Dragons, except that mortally wounded Old Dragons can move 75' per turn and take 1-10 turns to die.

A Critical Hit against a Dragon's vulnerable spot produces 10 times the usual weapon damage inflicted (as corrected for a Critical with the 1D6 roll). If sufficient to dispatch the Dragon, it is a 'mortal blow' and the Dragon is dying. Knights charging on horseback with lance will score a critical hit with the lance upon rolling a Lance Critical -1D6. The Dragon will not resort to Fire when facing an initial lance charge.

All Dragons have a walking pace of 60 ft./turn and a charge of 180 ft./turn. When flying, they move at 650 ft./turn and can Dodge at -10/-50% when under missile attack.

Dragons have an Experience Factor (used against Magical Targeting) of 1 x length in feet.

Poisons have no effect on Dragons unless delivered in massive quantities (6.D6 doses). Fire is totally ineffectual. Spells of Cold or Ice do double damage when they are breathing Fire, while a jet of water directed into the gaping jaws has a chance equal to 3% x MKL of the Magician of extinguishing the Breath Weapon for the duration of combat. (This is very disconcerting to the Dragon, who checks morale with a FER CR at 10!)

A Dragon-Slaying Sword (Bane Sword of +5) will instantly slay a Dragon upon attaining a Critical Hit, with no thrashing around afterward. However, the Sword has a 20% chance of melting away from the blood of the Dragon in 1D10 turns.

THE DRAGON HORDE is a vast treasure which the Dragon has amassed over the years. The older the Dragon, the greater the treasure:

TYPE OF DRAGON	Gpb	Spb	CPb	GEMSc	JEWELLERYd	CUPSd	ARMSE
YOUNG DRAGON10	100	200	300	1-6	1-3	1	1
MATURE DRAGON . . .20	200	300	1-6	1-6	1-2	1	
OLD DRAGON50	1000	1500	1-6	1-6	1-3	1	
ANCIENT DRAGON ^a . .100	2500	3000	3-18	1-6	1-6	1	

- (a) Ancient Dragons are 1000 years old or more.
 (b) Multiply by Age of Dragon.
 (c) Multiply by Age of Dragon/20. Each Gem is 1D20 ct. in weight and may be appraised by a Dwarf, Goldsmith, or Thief with the skill on the spot. The types of Gems are determined by the GameMaster.
 (d) Multiply by Age of Dragon/20. Each piece of jewellery or Cup is worth 20 GP +1D100 GP.
 (e) Multiply by Age of Dragon/20. The weapons and armor are Magick (largely +1 weapons or -1 armor, but there will be more powerful arms as well as the age of the Dragon increases, reflecting the strength of the enemies who came against him and perished in the past).

The body of the Dragon may itself be a treasure. From 6-60 (6.D10) minimum quantities of material may be collected from the Dragon's corpse before the beast begins to decompose. Dragons will dry up into a pile of dust or melt into a large grease spot within a fairly short time.

EXPERIENCE AWARD FOR DRAGON-SLAYING

100 e.p. x Hit Points of the Dragon, to a maximum of 25,000 e.p. If slain by a single Character (either by attrition or by a mortal blow), that Character will be Knighted if a Commoner or else is raised to the peerage if a Knight. Also, a Dragon-Slayer brings a FER CR-4 when confronting his enemies, who would have reason to fear him. Honors awarded = 1/100 Exper. Award.

DRAGON FEROCITY

Being fearsome creatures, all those facing a Dragon must roll a FER CR-6 unless of Experience/15+. Reduce the CR penalty by 1 for each level the Dragon is below Ancient type.

DRAGON ENCOUNTERS

The following random table is provided for those requiring guidance on the matter of encountering Dragons in the countryside. Roll 1D20.

01-09	Dragon Tracks! The party may elect to follow them or else continue on. If the group decides to avoid pursuit, roll for Dragons in the next hour.
10-11	Smoke Issuing from a Cave! The cave is still somewhat distant. The party may elect to investigate what might be a Dragon lair.
12	Stream That Is Seething and Steaming! There is an 01-08 chance that a Dragon will appear if anyone attempts to wade or swim. Beware of log bridges; there is a 01-07 chance it is the Dragon himself! Sneak attacks against the 'log' have a 01-16 chance of failure because the Dragon is vigilant and prepared for such an event. Roll 1D20 for these probabilities.
13	Shrieks of a Maiden in Distress and the Roarings of a Dragon! Knights have a hard time of turning aside from such an event.
14	Dragon Flying Overhead! In the day, the Dragon has an 01-12 chance of seeing the party (halved if under forest canopy), but the party has an 01-10 chance of getting under cover before being spotted. Roll 1D20.
15-16	Dragon Seen/Heard in the Distance!
17-20	Dragon Ambushes the Party! Roll 1D20: 01-15 Young Dragons on the Prowl 16 Mature Dragon 17 Old Dragon 18 Ancient Dragon 19 The Blatant Beast (see 20.20) 20 Tracks of the Questing Beast (see 20.21)

STALKING THE DRAGON IN HIS LAIR

If the party is intrepid (or foolish) enough to investigate the cave of a Dragon, use the following tables to determine the type of Dragon and his current status. Roll 1D20:

01-15	Young Dragon
16-19	Mature Dragon
20	Old Dragon

01-08	Sleeping! There is a 25% chance that the Dragon hears the intruders plus 01% per 50 years of age. Increase the chance of hearing by +20% once any member of the party approaches to within 10 feet.
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09-10	Feigning Sleep! The Dragon has overheard the party and is about to ambush them if they approach.
11-12	Awake and Talking! The Dragon has overheard the party and speaks to the intruders when they reach the edge of his cavern. Old Dragons will have spells of Command and will use them 50% of the time. Ancient Dragons will do so 80% of the time. Command Spell Range = 20 ft. x Age/100.
13-20	Absent! The Dragon appears to be absent for the moment. But Dragons have a habit of turning up at the last minute, with a 15% chance per turn the party lingers (and likely loots).

20.20 THE BLATANT BEAST

The Blatant Beast is a Dragon of Ancient character who has a deep and passionate love for poetry. He will accost anyone he meets and demand a poem or song. If he likes the recitation, he will allow the wayfarers to proceed. If he does not approve, or if a poem or song is not forthcoming, he may make a meal of the party (20% chance) or else demand a ransom from them. Age = 1300 years or more. Prime Requisites: IQ/25; WIS/25; FER/20+.

Use the SING/RECITE Entertainment Skill (see 9.51) to determine the quality of the performance. If successful, roll 1D20 on the following table:

01-02	Blatant Beast Is Ecstatic! Being a mine of information about Ancient Lore of all types and knowing something just about everything, he will be ready to answer each of 3 questions accurately 75% of the time. (He is not all-knowing, however, and cannot answer questions about the deepest secrets or obscurities).
03-10	Blatant Beast Is Entertained! The Beast will remember the poet/singer and, the next time they meet, he will greet him cordially with comradely pleasantries.
11-20	Blatant Beast Is Pacified. While diverted by the selection chosen and the quality of the recitation, the Beast allows that he has heard better. He warns the poet/singer to do a more acceptable performance the next time they meet! (This will invariably occur within a year's time; roll 2D6 months in secret and confront the Character accordingly).

One must always be careful to address the Blatant Beast as 'M' Lord or 'Your Grace'. He is a very chivalric creature who fancies himself of noble blood and deeply resents discourtesy of any kind. Commoners without manners are dealt with forthwith, while Knights who do not conduct themselves in a seemly way are instantly challenged to Trial by Combat to settle the breach of honor and courtesy. However, he has a fondness for Magicians (they never fight), which is fortunate for the Mages because he has an Experience Factor of 500!

20.21 THE QUESTING BEAST

The exact nature of the Questing Beast is unknown, although it is noised about that he might be a Dragon with Shape-Shifting powers. No one is exactly sure because the Questing Beast is so elusive that no one has ever seen it. Its tracks always begin as a Dragon's, then change into that of some other animal. The tracks change every few hundred yards, confusing the tracker, dogs, and just about everything else. Any Yeoman Forester, Knight, or other Character given to hunting has a 10% chance of falling under the 'spell' of the Questing Beast and will set out for distant parts any time he hears of these mysterious tracks being seen. There is no cure for the mania once acquired.

Any Hunter actually catching sight of the Questing Beast (01% chance) earns 1000 e.p. and will be lionized by his fellows eager for details (100 Honor Points awarded for first sighting).

21 The NPC Profiles

One of the tasks facing the GameMaster is providing a wide range of Non-Player Characters or NPCs for the campaign. The following sections provide scores of NPCs, human and otherwise. Each section contains a general note on the NPC type, followed by entries listing such important gaming factors as Experience Levels and Experience Factors, Body and Fatigue Levels, Personal Combat Factor (PCF), Dodge Bonus, Social Status, Experience Award, and General Characteristics.

EXPERIENCE LEVEL

Equivalent level of experience, for purposes of broad comparison.

EXPERIENCE FACTOR

Used for magical 'targeting' (see 18.01).

BODY/FATIGUE LEVELS

Used primarily in combat, but also for casting Magick and Strenuous activity.

PERSONAL COMBAT FACTOR

Used in combat, the PCF gives the level of combat performance according to the PCF Tables in 5.12. The PCF Tables are duplicated on the Judge's Screen and can be referred to when determining the capabilities of the NPC in combat.

DODGE BONUS

Added to the Dodge probability in the PCF Tables, the Dodge Bonus represents the Dexterity of the NPC in combat situations.

SOCIAL STATUS

The rating of the NPC in the social order for finding his degree of influence on others.

EXPERIENCE AWARD

The experience points awarded for slaying, etc., the NPC in question.

GENERAL CHARACTERISTICS

The Prime Requisites, Characteristics Rolls (CRs), Height, Weight, Carrying Capacity (CC), and any other important features needed in routine gaming. It should be noted that each NPC group is rated for a specific set of Prime Requisites. However, following the CR level is a bracketed () range of CRs which suggest variations which the GameMaster might apply for variety. The same is true for Height, Weight, and Carrying Capacity, which might be modified as desired.

21.01 MODIFYING NPC CHARACTERISTICS

It should be noted that space alone restricts the sheer variety of NPCs which can be presented in these rules. For that reason, the GameMaster must be prepared to modify their characteristics to suit the occasion and also to provide variety.

It is not necessary to justify any variations by actually working them out using the Character generation system. For instance, an NPC might be based on DEX/14, but his value could be raised/lowered in a

specific instance without having to recalculate the PCF or any other factors already included in the Profiles. Consider that any increase/decrease in a characteristic is balanced by some reduction somewhere else, and leave the matter alone. The idea is to play the game. Of course, if a variation is chosen, note it down so that the NPC can be played consistently while he is in the action.

Put bluntly, it just doesn't matter whether an NPC is consistent with all the rules. Common sense should govern the GameMaster's modifications of NPC capacities. NPCs are essentially 'walk-on' characters designed for short appearances, not prolonged character play. Only when a NPC is intended to play a major part in the action for a long period of time should he be designed along the lines followed for Player Characters. In this respect, too, not all the rules need be followed. For instance, if a high-powered PC is desired, simply allocate 150 or 160 CPR points and begin designing. Rolling stupid random dice to obtain the desired CPR level is a waste of time and energy. You know what you want. Design it. Also, a few CPR points over or under PC levels is defensible. Designed NPCs are exceptions.

21.02 THE CHIVALRY

The Knights are among the most proficient fighters in the campaign. Raised from childhood to make war, the Chivalry are well trained and superbly armed for conflict.

Knights are usually armored - the 'Iron Man'. Such armor is almost always chainmail, platemail, or full plate, depending on the period. The basic Weight of the individual can be modified for armor worn, so that Bash effects can be accurately calculated:

Unarmored.	Basic Weight
Torso Armor, Helmet, Shield, Weapons	+30%
% Armor, Helm, Shield, Weapons	+40%
Full Armor, Helm, Shield, Weapons	+40%
Full Cavalry Armor, Helm, Shield, Weapons.	+45%
Full Jousting Armor, Helm, Shield, Weapons	+55%

21.03 CHAMPION KNIGHTS

The Champions are the most glorious chivalric heroes (and villains) of the campaign world, or else those who show great promise as young Squires and Knights. They are relatively few and far between.

ARMS AND ARMOR WORN	ARMS WEIGHT	BODY WEIGHT	ARMS AS % OF CC
Unarmored.	—	250	—
Torso Armor.75	325	09%
% Armor100	350	11%
Full Armor.100	350	11%
Cavalry Armor.113	363	13%
Jousting Armor138	388	16%

Champions will likely have magical arms and/or armor by Experience/9, and possibly earlier. These will vary from +1 to +5 weapons, and -1 to -5 armor, with more powerful arms appearing with higher levels.

EXPER LVL	EXPER AWARD	EXPER FACTOR	BODY LVL	FAT. LVL	PCF	GENERAL CHARACTERISTICS
1	700	0	44	24	16	+4 Damage Pts per Hit
3	900	0.5	46	26	19	DODGE = -05/-20%
5	1200	2.5	48	28	22	DEX/20 = CR/19 (16-19)
7	1500	7.5	50	30	25	CON/20 = CR/19 (16-19)
9	1800	15	52	32	28	STR/25 = CR/18
11	2100	25	54	34	31	WIS/15 = CR/12 (11-16)
13	2400	35	56	36	34	IQ/15 = CR/12 (11-16)
15	2700	45	58	38	37	BV/19 = CR/17 (15-19)
17*	3000	57.5	59	39	40	APP/16 = CR/13 (11-15)
19*	3400	72.5	59	39	43	FER/20 = CR/20
21*	3800	90	59	39	46	CHA/23 = CR/18 (16-19)
23*	4200	110	59	39	49	PIETY = -10 to +20
25*	4600	130	59	39	52	HEIGHT = 6'3" ' "
27*	5000	150	59	39	55	CC = 875

*Champions of Experience/17+ are relatively uncommon. They are likely to be great Lords or else in the service of such men. A few will be Knights-Errant.

21.04 MIGHTY KNIGHTS OF RENOWN

The Mighty Knights are superior warriors who represent the upper 10% or so of the chivalric host.

Knights of Renown will likely have magical arms and armor by Experience/9, and possibly earlier. These will vary from +1 to +4 weapons, and -1 to -4 armor, with more powerful arms appearing with higher levels.

ARMS AND ARMOR WORN	ARMS WEIGHT	BODY WEIGHT	ARMS AS % OF CC
Unarmored.	—	230	—
Torso Armor.69	299	11%
¼ Armor92	322	14%
Full Armor.92	322	14%
Cavalry Armor.104	334	16%
Jousting Armor127	357	20%

EXPER LVL	EXPER AWARD	EXPER FACTOR	BODY LVL	FAT. LVL	PCF	GENERAL CHARACTERISTICS
1	500	0	42	22	14	+3 Damage Pts per Hit
3	700	0.5	44	24	17	DODGE = -04/-18%
5	900	2.5	46	26	20	DEX/18 = CR/18 (15-19)
7	1200	7.5	48	28	23	CON/18 = CR/18 (15-19)
9	1500	15	50	30	26	STR/20 = CR/18 (16-18)
11	1800	25	52	32	29	WIS/13 = CR/10 (09-14)
13	2100	35	54	34	32	IQ/13 = CR/10 (09-14)
15	2400	45	56	36	35	BV/15 = CR/13 (12-16)
17*	2700	57	57	37	38	APP/15 = CR/12 (10-15)
19*	3000	72	57	37	41	FER/20 = CR/20 (18-20)
21*	3400	90	57	37	44	CHA/20 = CR/17 (15-18)
23*	3800	110	57	37	47	PIETY = -10 to +20
25*	4200	130	57	37	50	HEIGHT = 6'2"
27*	4500	150	57	57	53	CC = 645

21.05 SUPERIOR KNIGHTS

The Superior Knights are the mass of the better fighters among the chivalry, perhaps reaching as high as 25% of the total:

Superior Knights will likely have magical arms and armor by Experience/11, and possibly earlier. These will vary from +1 to +3 weapons, and -1 to -3 armor, with more powerful arms appearing with higher levels.

ARMS AND ARMOR WORN	ARMS WEIGHT	BODY WEIGHT	ARMS AS % OF CC
Unarmored.	—	210	—
Torso Armor.63	263	12%
¼ Armor84	294	17%
Full Armor.84	294	17%
Cavalry Armor.95	305	19%
Jousting Armor116	326	23%

EXPER LVL	EXPER AWARD	EXPER FACTOR	BODY LVL	FAT. LVL	PCF	GENERAL CHARACTERISTICS
1	400	0	36	21	13	+2 Damage Pts per Hit
3	600	0.5	38	23	16	DODGE = -03/-18%
5	800	2.5	40	25	19	DEX/18 = CR/18 (14-18)
7	1000	7.5	42	27	22	CON/18 = CR/18 (14-18)
9	1300	15	44	29	25	STR/18 = CR/16 (14-18)
11	1600	25	46	31	28	WIS/12 = CR/09 (08-14)
13	1900	35	48	34	30	IQ/13 = CR/10 (08-14)
15	2100	45	50	37	33	BV/14 = CR/12 (09-15)
17*	2500	57.5	51	40	36	APP/13 = CR/10 (08-15)
19*	2800	72.5	51	43	39	FER/18 = CR/18 (16-20)
21*	3100	90	51	43	42	CHA/17 = CR/16 (13-17)
23*	3500	110	51	43	45	PIETY = -10 to +20
25*	3900	130	51	43	48	HEIGHT = 6'0"
27*	4300	150	51	43	51	CC = 505

*Superior Knights of Experience/17+ are relatively uncommon.

21.06 AVERAGE KNIGHTS

The typical Knight is represented by this group, which comprises about 2/3 of all Knights - a somewhat better than average individual with good arms and combat training:

Average Knights will likely have magical arms and armor by Experience/13, and possibly earlier. These will vary from +1 to +2 weapons, and -1 to -2 armor, with more powerful arms appearing with higher levels.

ARMS AND ARMOR WORN	ARMS WEIGHT	BODY WEIGHT	ARMS AS % OF CC
Unarmored.	—	185	—
Torso Armor.55	240	14%
¼ Armor74	259	18%
Full Armor.74	259	18%
Cavalry Armor.83	268	20%
Jousting Armor101	286	25%

EXPER LVL	EXPER AWARD	EXPER FACTOR	BODY LVL	FAT. LVL	PCF	GENERAL CHARACTERISTICS
1	400	0	31	19	11	+2 Damage Pts per Hit
3	500	0.5	33	21	14	DODGE = -03/-16%
5	700	2.5	35	23	17	DEX/16 = CR/16 (13-18)
7	900	7.5	37	25	20	CON/16 = CR/16 (13-16)
9	1200	15	39	27	23	STR/18 = CR/16 (14-18)
11	1500	25	41	29	26	WIS/12 = CR/09 (07-13)
13	1800	35	43	31	29	IQ/12 = CR/09 (07-13)
15	2100	45	45	33	32	BV/12 = CR/10 (08-14)
17*	2400	57.5	46	34	35	APP/12 = CR/09 (07-15)
19*	2700	72.5	46	34	38	FER/18 = CR/18 (15-20)
21*	3000	90	46	34	41	CHA/15 = CR/14 (11-16)
23*	3300	110	46	34	44	PIETY = -10 to +20
25*	3700	130	46	34	47	HEIGHT = 5'10"
27*	4100	150	46	34	50	CC = 405

*Average Knights of Experience/17+ are relatively uncommon.

21.07 THE SERGEANTS-AT-ARMS

Strictly speaking, 'Sergeant' meant any trained fighter in the service of a feudal Lord - including both armored cavalry and foot troops. But we reserve the term to refer to mounted troops. The Sergeant-at-Arms is a doughty professional, possessing abilities as an armored cavalryman little inferior to that of the average Knight. His arms and armor are roughly equivalent, though he would rarely be found in the later plate Cavalry Armor, and never in Jousting Armor or Maximillian Plate. A chainmail cuirass or hauberk, full shield, a stout helm, and heavy weapons are his arms, and he would be mounted on a medium or heavy warhorse. The Sergeantry includes the Petit Sergeants - well to do Yeomen who owe feudal service as a mounted fighter in armor.

EXPER LVL	EXPER AWARD	EXPER FACTOR	BODY LVL	FAT. LVL	PCF	GENERAL CHARACTERISTICS
1	250	0	28	19	11	DODGE = -03/-16%
3	400	0.5	30	21	14	DEX/16 = CR/16 (13-18)
5	550	2.5	32	23	17	CON/16 = CR/16 (13-18)
7	700	7.5	34	25	20	STR/18 = CR/16 (13-18)
9	850	15	36	27	23	WIS/13 = CR/10 (07-15)
11	1000	25	38	29	26	IQ/13 = CR/10 (07-15)
13	1200	35	40	31	29	BV/12 = CR/10 (08-14)
15	1500	45	42	33	32	APP/12 = CR/09 (07-15)
17*	1800	57.5	43	34	35	FER/18 = CR/18 (15-19)
19*	2100	72.5	43	34	38	CHA/15 = CR/14 (11-16)
21*	2400	90	43	34	41	PIETY = -10 to +20
23*	2700	110	43	34	44	HEIGHT = 6'0"
25*	3100	130	43	34	47	CC = 440
27*	3500	150	43	34	50	

*Superior Sergeant of Exper/17+ is likely a senior veteran with above average qualities and command responsibilities. He is a prime candidate for Knighting on the battlefield if he distinguishes himself. Such men are relatively uncommon.

21.09 AVERAGE SERGEANTS

Most of the Sergeants-at-Arms and Petit Sergeants are 'average'.

Average Sergeants almost never have magical armor and arms, but an occasional +1 weapon will be encountered.

EXPER LVL	EXPER AWARD	EXPER FACTOR	BODY LVL	FAT. LVL	PCF	GENERAL CHARACTERISTICS
1	200	0	25	18	10	DODGE = -03/-16%
3	350	0.5	27	20	13	DEX/15 = CR/15 (12-16)
5	500	2.5	29	22	16	CON/15 = CR/15 (12-16)
7	650	7.5	31	24	19	STR/16 = CR/14 (12-16)
9	800	15	33	26	22	WIS/12 = CR/09 (07-14)
11	950	25	35	28	25	IQ/12 = CR/09 (07-14)
13	1100	35	37	30	28	BV/12 = CR/10 (07-14)
15	1300	45	39	32	31	APP/12 = CR/09 (07-15)
17*	1500	57.5	40	33	34	FER/17 = CR/17 (14-19)
19*	1800	72.5	40	33	37	CHA/14 = CR/13 (10-15)
21*	2100	90	40	33	40	PIETY = -10 to +20
23*	2400	110	40	33	43	HEIGHT = 5'10"
25*	2700	130	40	33	46	CC = 335
27*	3000	150	40	33	49	

*Average Sergeants of Exper/17+ are relatively rare.

21.10 INFANTRY

The feudal Infantry include Men-at-Arms, Yeomen-at-Arms, Barbarian Warriors, Town Militia, Yeomen-Foresters, and Merchant-Adventurers, all of whom would have a decided opportunity to become involved in armed conflicts at one point or another. The first three groups are especially fitted for combat, the others being reservist or auxiliary fighters. Most infantry will be clad in relatively light armor of the cuirass variety, with weights as indicated below:

All fighters in this group are assumed to stand between 5 ft. 8 inches and 5 ft. 11 inches tall, with a typical weight around 155 dr., so the weights for each class of armor are presented for that weight, as well as a percentage of body weight, where applicable. Shields are optional (medium variety, usually).

Most Infantry will not have magical armor or arms, although high level types might have +1 swords on occasion.



21.08 SUPERIOR SERGEANTS

About a quarter of the Sergeantry is every bit the equal of the Knights. These superior Sergeants are the mainstay of the feudal forces:

ARMS AND ARMOR WORN	ARMS WEIGHT	BODY WEIGHT	ARMS AS % OF CC
Unarmored.	—	200	—
Torso Armor.60	260	14%
¾ Armor.80	280	18%
Full Armor.80	280	18%

Superior Sergeants will rarely have magical armor, but a +1 weapon is not uncommon after Experience/13 (a 'superior' arm picked up in the course of his career).

ARMS AND ARMOR WORN	ARMS WEIGHT	BODY WEIGHT	ARMS AS % OF CC
Unarmored.	—	185	—
Torso Armor.55	240	16%
¾ Armor.74	259	22%
Full Armor.74	259	22%

ARMS AND ARMOR	AC	ARMS WEIGHT	BODY WEIGHT	ARMS AS % OF CC
Unarmored.0	—	155	—
Leather/Fur Jerkin1	25	180	12%
Quilted Cuirass2	25	180	12%
Hv. Leather/Fur Jerkin.2	30	185	14%
Cuirboilli Cuirass3	40	195	19%
Ringmail Cuirass4	36	191	17%
Scale Mail Cuirass5	48	201	22%
Brigantine5	40	195	18%
Banded Cuirass5	40	195	18%
EF Chainmail Cuirass.6	40	195	18%
LF Chainmail Cuirass.7	43	198	20%
Platemail Cuirass8	48	201	22%
Plate Cuirass9	48	201	22%
¾ Leather/Fur Coat.1	30	185	14%
¾ Quilted Hauberk2	30	185	14%
¾ Leather/Fur Coat.2	35	190	16%
¾ Ringmail Byrnie4	50	205	23%
¾ Scale Mail Hauberk.5	60	215	27%
¾ Chainmail Hauberk.6	60	215	27%
Full Chainmail.7	60	215	27%

21.11 MEN-AT-ARMS, YEOMEN-AT-ARMS, & WARRIORS

This group of Fighters represents the professionals, well-trained militia, and barbarian warriors of the period. All are competent soldiers, reasonably disciplined and used to battlefield conditions and tactics. The Men-at-Arms are equipped with good infantry weapons, Brigantines or Chainmail Cuirasses (Platemail or Plate in the late period), good open-faced metal helms, and perhaps a medium or full shield. The Yeomen are the country militia given regular training on Sundays and often called out from the feudal levy for military service. They will have bows

or polearms, light or medium sidearms, relatively light armor (rarely chainmail), helmet, and rarely a shield. The Warriors tend to have a variety of weapons, usually javelins or axes, barbarian swords, light armor, helmet, and shields.

Some elite Household troops may be equipped with $\frac{3}{4}$ or full armor - like the Anglo-Saxon Huscarls, the Varangian Guard, or the personal troops of a great Lord. These can rightly be rated as equal to the Sergeants, for they are superbly trained and equipped.

EXPER LVL	EXPER AWARD	EXPER FACTOR	BODY LVL	FAT. LVL	PCF	GENERAL CHARACTERISTICS
1	150	0	19	17	8	DODGE = -03/-15%
3	250	0.5	21	19	11	DEX/14 = CR/14 (11-16)
5	350	2.5	23	21	14	CON/14 = CR/14 (11-16)
7	500	7.5	25	23	17	STR/13 = CR/11 (09-13)
9	650	15	27	25	20	WIS/12 = CR/09 (07-13)
11	800	25	29	27	23	IQ/12 = CR/09 (07-13)
13*	1000	35	31	29	26	BV/12 = CR/09 (04-13)
15*	1200	45	33	31	29	APP/10 = CR/07 (03-12)
17*	1400	57.5	34	32	32	FER/14 = CR/14 (12-16)
19*	1600	72.5	34	32	35	CHA/12 = CR/11 (06-13)
21*	1800	90	34	32	38	PIETY = -10 to +20
23*	2000	110	34	32	41	HEIGHT = 5'10"'
25*	2400	130	34	32	44	WEIGHT = 155
27*	2700	150	34	32	47	CC = 215

*Especially experienced and talented veterans, not overly common.

21.12 MILITIA, YEOMEN, FORESTERS, & ADVENTURERS

This group of Fighters represents the second-class militia and the armed Merchant-Adventurers of the period. They are fairly competent fighters but lack some of the finer training needed to be really steady and efficient battlefield troops. The Town Militiamen will have arms and armor comparable to feudal Men-at-Arms, though the armor may be lighter. The Yeomen and Foresters will have light armor - rarely chainmail or better - and tend to have a mixture of bows, javelins, and polearms, plus light or medium sidearms. Adventurers will come in almost every form, with arms and armor of no uniform quality.

Statistics for this group are identical to those for 21.11 Men-at-Arms, etc., except PCF is -2.

21.13 THIEVES

Thieves are classed as non-fighters for the most part, as their vocation demands stealth and a quick hand, not overt violence. NPC Thieves are rated exceptionally high in the Dexterity area for purposes of computing abilities, but a good range is also provided. Thieves rarely wear armor, but when they do, treat them as given for Infantry. Favored weapons are daggers, poignards, and light swords.

EXPER LVL	EXPER AWARD	EXPER FACTOR	BODY LVL	FAT. LVL	PCF	GENERAL CHARACTERISTICS
1	150	0	16	16	7	DODGE = -04/-20%
3	250	0.5	18	18	9	DEX/20 = CR/19 (13-19)
5	350	2.5	20	20	11	CON/12 = CR/12 (06-15)
7	450	7.5	22	22	13	STR/12 = CR/10 (06-12)
9	550	15	24	24	15	WIS/13 = CR/10 (06-16)
11	650	25	26	26	17	IQ/13 = CR/10 (06-16)
13	750	35	28	28	19	BV/18 = CR/16 (08-19)
15*	900	45	30	30	21	APP/12 = CR/09 (06-14)
17*	1100	57.5	31	31	23	FER/14 = CR/14 (08-16)
19*	1300	72.5	31	31	25	CHA/16 = CR/15 (06-18)
21*	1500	90	31	31	27	PIETY = -10 to +10
23*	1700	110	31	31	29	HEIGHT = 5'8"'
25*	1900	130	31	31	31	WEIGHT = 145
27*	2100	150	31	31	33	CC = 175

*Relatively uncommon.

21.14 ASSASSINS

Assassins are equivalent to Infantry and Sergeants, depending on how good they are. Dexterity can be quite high, with the best in the DEX/20 area. Assassins can wear armor but rarely do.

21.15 BRIGANDS

Treat Brigands as equal to Militia, but rarely in good armor.

21.16 CLERICS

Clerics include Frocked Clerics (Priests, Monks) and most Scribes, Scholars, etc. Of course, only the persons in Holy Orders can perform religious rites, etc. Clerics are non-combatants. They rarely wear armor or carry edged weapons.

The entries for Magick Level (MKL) and Personal Magick Factor (PMF) apply to Clerics who have acquired knowledge in the Arcane Arts.

EXPER LVL	EXPER AWARD	EXPER FACTOR	BODY LVL	FAT. LVL	PCF	MKL	PMF	GENERAL CHARACTERISTICS
1	100	0	13	13	4	1	8	DODGE = -02/-12%
3	200	0.5	15	15	6	1	12	DEX/12 = CR/12 (04-16)
5	350	2.5	17	17	8	1	16	CON/10 = CR/10 (04-16)
7	500	7.5	19	19	10	2	20	STR/10 = CR/08 (04-16)
9	700	15	21	21	12	4	24	WIS/15 = CR/12 (08-19)
11	900	25	23	23	14	6	28	IQ/15 = CR/12 (08-19)
13	1100	35	25	25	16	8	32	BV/16 = CR/14 (08-19)
15	1300	45	27	27	18	10	36	APP/12 = CR/09 (06-14)
17*	1600	57.5	28	28	20	12	40	FER/12 = CR/12 (04-19)
19*	1900	72.5	28	28	22	14	44	CHA/14 = CR/14 (10-18)
21*	2200	90	28	28	24	16	48	PIETY = +05 to +20
23*	2600	110	28	28	26	18	52	HEIGHT = 5'8"'
25*	3000	130	28	28	28	20	56	WEIGHT = 145
27*	3500	150	28	28	30	22	60	CC = 116

*Relatively uncommon.

21.17 MAGICIANS

There are a wide range of possible Magician NPCs. The following is an averaged representation. Natural Magicians have Militia fighting characteristics, while Primitive Talents have the fighting abilities of their

primary vocation class. Most Magicians will not wear armor and tend to use fairly basic weapons - daggers, light swords, spear, staff, etc. However, Weaponsmiths are Armorsers and can be treated as equivalent to Sergeants (Dwarves for Dwarvish NPCs).

EXPER LVL	EXPER AWARD	EXPER FACTOR	BODY LVL	FAT. LVL	PCF	MKL	PMF	GENERAL CHARACTERISTICS
1	400	0	13	15	4	1	10	DODGE = -02/-13%
3	700	0.5	15	17	6	1	14	DEX/13 = CR/13 (08-19)
5	1000	2.5	17	19	8	1	18	CON/10 = CR/10 (06-19)
7	1300	7.5	19	21	10	2	22	STR/10 = CR/08 (04-13)
9	1600	15	21	23	12	4	26	WIS/20 = CR/19 (12-19)
11	1900	25	23	25	14	6	30	IQ/20 = CR/19 (12-19)
13	2300	35	25	27	16	8	34	BV/16 = CR/14 (10-19)
15*	2800	45	27	29	18	10	38	APP/12 = CR/09 (04-15)
17*	3500	57.5	28	30	20	12	42	FER/12 = CR/12 (09-19)
19*	4500	72.5	28	30	22	14	46	CHA/19 = CR/16 (12-19)
21*	5500	90	28	30	24	16	50	PIETY = -10 to +20
23*	6500	110	28	30	26	18	54	HEIGHT = 5'8"
25*	7500	130	28	30	28	20	58	WEIGHT = 130
27*	9000	150	28	30	30	22	62	CC = 115

*Relatively uncommon.

Magicians at Experience/7+ will have a Magical Focus.

21.18 NON-COMBATANT GENERAL NPCs

The bulk of the populace is represented by this group - ordinary Townsmen, Serfs, and others who do not engage in any activities of a

warlike nature unless hard pressed. Such NPCs are only very rarely armored and tend to have improvised weapons or light arms.

EXPER LVL	EXPER AWARD	EXPER FACTOR	BODY LVL	FAT. LVL	PCF	GENERAL CHARACTERISTICS
1	100	0	13	11	4	DODGE = -01/-05%
3	150	0.5	15	13	6	DEX/09 = CR/09 (04-19)
5	250	2.5	17	15	8	CON/09 = CR/09 (04-14)
7	350	7.5	19	17	10	STR/09 = CR/07 (04-14)
9	450	15	21	19	12	WIS/10 = CR/07 (01-19)
11*	550	25	23	21	14	IQ/10 = CR/07 (01-19)
13*	650	35	25	23	16	BV/09 = CR/07 (04-19)
15*	750	45	35	25	18	APP/10 = CR/07 (01-19)
17*	850	57.5	45	27	20	FER/08 = CR/08 (04-15)
						CHA/09 = CR/08 (0-16)
						PIETY = -10 to +20
						HEIGHT = 5'8"
						WEIGHT = 145
						CC = 100

*Relatively uncommon. Most of the NPC non-combatants are of fairly low Exper. Lvl. simply because they live a low-key, routine life with few exciting and experience-producing moments.

Most female NPCs will also be considered as belonging to this group. Their fighting abilities, with few exceptions, will be at PCF/4, and Body and Fatigue Levels at 13 and 11, respectively. Exceptional women will attain higher levels. Their HEIGHT averages 5 ft. 3 inches, WEIGHT/110, and CC/88.

Of course, exceptions can exist amongst both men and women, particularly in HEIGHT and WEIGHT categories. GameMasters are encouraged to provide a full range of fat, skinny, tall, short, and otherwise interesting characters. Occasionally, a real 'sharp' with IQ/20, WIS/20, and BV/20 (CRs are at maximum) or a real 'looker' with physical attributes pushing Appearance to upper limits will come along. The same is true of uglies and cretins.

21.19 THE ELVES

The Elves are magical beings, often possessing great powers. They are a secretive people, somewhat friendly toward Mankind but quick to react to unwanted intrusion into their wilderland fastnesses. Those of unlawful or evil nature are hated and despised, and they are dealt with summarily when encountered in Elvish territory. The Elves are a graceful race, handsome and yet able to withstand the rigors of outdoors life and disease (half chances of catching any diseases). Elves possess an insatiable curiosity and value all forms of knowledge and art. They especially love the beauty of growing things. They abhor all filth, evil, and Black Magick, which they will destroy when possible. Treasure is of little consequence to them, unless it is of artistic merit.

1. Elves can enchant magical bows (+2 for Wood Elves and +3 for High Elves) and +2 magical arrows. The bows serve as Focusing devices for casting spells. They also bestow +02/+10% or +03/+15% to hit probabilities in archery directed against all non-Elves - giving rise to their reputation as master bowmen. Such weapons will rarely be made or given to non-Elves.

2. Elves have the ability to penetrate Illusions with TRUE SIGHT and gain this ability automatically every other Experience Level (Ex-

per/1, 3, 5, etc.). The ability allows penetration of 1 Circle of Adeptness at Illusions for each rise.

3. Elves acquire GLAMOUR at Experience/12 - the ability to cast an illusion which suffuses one's surroundings with appearances of beauty and well-being, whatever the reality may be. Only TRUE SIGHT can permanently conquer such an illusion. A Save against Illusion (Seventh Circle) only dims the effect for 2D6 turns but does not entirely dispell it. All Elves of high level cast this spell upon themselves once per day (24 hr. duration in this case) and appear to have Appearance/19 + 1D10, with corresponding Charisma, when viewed by non-Elves.

4. Elves automatically DETECT MAGICK when within 10 feet of any magical item or within personal casting range of any spell in operation. The ability is always operating (like a sense) and has no cost to Fatigue Levels.

5. Elves are virtually undetectable by ordinary means when hiding silently in the undergrowth (05% chance). This advantage will replace all higher detection probabilities arising from watching or listening. Also, in Elvish lands, an Elf has ½ the normal chance of detection by ordinary means when moving about in the undergrowth, stalking, enemies, etc.

6. Elves do not require sleep and remain watchful and alert during their sleeping period. To restore Fatigue Levels, they need only remain quiet and contemplative.

7. Wood Elves cannot learn spells over Casting Level/2. High Elves have no restriction on spells they can learn.

8. Trees are of special importance to Elves, and they resent destruction of forestlands or even single trees in their territory. Nearly all trees have some sacred association, with some more sacred than others. Elvish Oak, Ash, and Thorn form a magical trilogy: within the bounds of such groves, Elves may reduce the magical resistance (BMR) of an object in -5D6% of the usual time required. Apple, Hazel, Holly, Willow, Elder, and Alder are all sacred as well, with Elves obtaining -1 BMR for Enchantment purposes on these as well as the Sacred Three.

9. Elves are said to possess the ability to speak with the beasts. One Beast Language is gained per 25,000 e.p. obtained by a Character.

As noted in 4.17, Elvish society resembles Human feudal society, with the Wood Elves representing the commons and the High Elves the nobility. However, appearances are deceiving. The relationship between rulers and followers is essentially founded on deep mutual respect and a very egalitarian philosophy. Thus while the authority of the High Elf Lords is never disputed, a Wood Elf is not constrained from speaking his mind or showing familiarity with a superior. Good fellowship, courtly manners, and true maturity of spirit seem to prevail in any event.

Finally, with regard to Character play, Elves are never vicious, cruel, avaricious, or petty. Players who cannot keep their Elf PCs behaving in a high-minded fashion should be reminded of the fact.

21.20 WOOD ELVES

The Wood Elves are skilled Foresters used to the outdoors and able to exercise all the skills of woodcraft and hunting with consummate skill. They rarely wear heavy armor but are able to do so when called up for battle:

ARMS AND ARMOR	AC	ARMS WEIGHT	BODY WEIGHT	ARMS AS % OF CC
Unarmored.0	—	156	—
Leather Jerkin.1	28	184	08%
Brigantine5	42	198	13%
LF Chainmail Cuirass*7	46	202	14%
LF Platemail Cuirass*8	51	207	15%
¾ Chainmail Hauberk.7	62	218	19%

Arms include armor, helm, weapons, and medium shield (optional - often used only in pitched battles). *LF armor is available in all periods.

EXPER LVL	EXPER AWARD	EXPER FACTOR	BODY LVL	FAT. LVL	PCF	MKL	PMF	GENERAL CHARACTERISTICS
1	400	0	25	22	10	1	10	DODGE = -04/-23%**
3	700	0.5	27	24	13	1	14	DEX/18 = CR/18 (14-19)
5	1000	2.5	29	26	16	1	18	CON/18 = CR/18 (14-19)
7	1300	7.5	31	28	19	2	22	STR/16 = CR/14 (12-16)
9	1600	15	33	30	22	4	26	WIS/14 = CR/11 (10-19)
11	2000	25	35	32	25	6	30	IQ/15 = CR/12 (10-19)
13	2500	35	37	34	28	8	34	BV/16 = CR/14 (12-19)
15	3100	45	39	36	31	10	38	APP/16 = CR/13 (12-19)
17	3800	57.5	40	37	34	12	42	FER/18 = CR/18 (15-20)
19	4600	72.5	40	37	37	14	46	CHA/19 = CR/16 (15-18)
21*	5500	90	40	37	40	16	50	PIETY = +05 to +15
23*	6500	110	40	37	43	18	54	HEIGHT = 5'10"'
25*	7500	130	40	37	46	20	58	WEIGHT = 156
27*	9000	150	40	37	49	22	62	CC = 330

*Relatively uncommon - usually more experienced Wood Elves and Officers.
 **Corrected for Elvish -01/-05% Dodge bonus.

In battle, Wood Elves inflict +1 Damage Point per Hit. Wood Elves will have their Bow (+2) by Experience/5.

21.21 HIGH ELF LORDS

The High Elves are the nobility amongst the Elves. They often possess great powers, the greatest amongst them exceeding all human limits in most categories. Like the Wood Elves who serve them, High Elves rarely wear heavy armor except in battle. In such instances, their arms and armor are equivalent to the best available to the Chivalry:

Arms include armor, helm, weapons, and medium shield (heavy for ¾ and full armor) used in pitched battles. *Maximillian Plate Armor is usually enchanted and is reserved for the great Lords. Other armor may be enchanted, again especially in the case of the leaders.

High Elf PCs cannot be obtained unless a Knightly or Noble/Royal rank is rolled in the Human social tables. Once a High Elf reaches Experience/7, he is considered qualified to take up leadership duties and may acquire followers. Also, they are every bit the equal of a Knight with respect to ability to RIDE or engage in HORSE COMBAT.

ARMS AND ARMOR	AC	ARMS WEIGHT	BODY WEIGHT	ARMS AS % OF CC
Unarmored.0	—	185	6'2"'
Leather Jerkin.1	33	218	07%
Brigantine5	50	234	10%
LF Chainmail Cuirass.7	50	234	10%
LF Platemail Cuirass8	55	240	11%
¾ Chainmail Hauberk.7	75	260	15%
Full Chainmail.8	75	260	15%
Full Platemail9	75	260	15%
Maximillian Plate*12	75	260	15%

In battle, High Elves of Knightly/Noble rank inflict +3 Damage Points per Hit (+1 for being Elves; +2 for being Knights). High Elves will have their Bow (+3) by Experience/5.

EXPER LVL	EXPER AWARD	EXPER FACTOR	BODY LVL	FAT. LVL	PCF	MKL	PMF	GENERAL CHARACTERISTICS
1	500	0	37	22	17	1	12	DODGE = -05/-25%**
3	900	0.5	39	24	20	1	16	DEX/20 = CR/19 (16-19)
5	1300	2.5	41	26	23	1	20	CON/18 = CR/18 (16-19)
7	1700	7.5	43	28	26	2	24	STR/18 = CR/16 (14-17)
9	2100	15	45	30	29	4	28	WIS/20 = CR/17 (16-19)
11	2600	25	47	32	32	6	32	IQ/20 = CR/17 (16-19)
13	3100	35	49	34	35	8	36	BV/20 = CR/18 (16-19)
15	3700	45	51	36	38	10	40	APP/17 = CR/13 (12-19)
17	4400	57.5	52	38	41	12	44	FER/20 = CR/20 (15-20)
19	5200	72.5	52	38	44	14	48	CHA/30 = CR/19 (17-19)
21*	6100	90	52	38	47	16	52	PIETY/10 = +10%
23*	7100	110	52	38	50	18	56	HEIGHT = 6'2"'
25*	8500	130	52	38	53	20	60	WEIGHT = 185
27*	10,000	150	52	38	56	22	64	CC = 500

*Relatively uncommon - usually great Elf Lords and Heroes.
 **Corrected for Elvish -01/-05% Dodge Bonus.

21.22 THE DWARVES

The Dwarves are an ancient race distantly related to the Elves. They claim descent from the Seven Fathers who lived in the First Age. Thus the Dwarves are divided into seven Folk or nations, each with its own King and ancestral halls. The Dwarves, never numerous, have withdrawn into the wilderlands, concentrating their strength in the mountain fastnesses.

Dwarves are short, averaging around four feet in height. They are very husky, durable beings, every bit the equal of most men despite their smaller size. The Dwarves are also a prideful people, easy to anger and very long of memory. They will never forget wrongs done to them

or their Folk, and often will not forgive the wrongdoer either. Greedy for riches, they are ruled by a lust for treasure that is hard to quell, once awakened. Except for their greed, they are fair and generous to those they owe a debt of honor. Noted for their superb craftsmanship, particularly the arts of weaponsmithing and jewellery-making, Dwarves are also shrewd businessmen. One can expect a Dwarf to drive a hard bargain for his wares.

- 1. Dwarves are superlative miners able to tunnel 6 times as fast as men:

SUBSURFACE MATERIAL	TUNNELLING DWARVES	RATE ^a MEN	% CHANCE OF FAILURE ^b	% CHANCE OF DETECTION ^c	RESULT OF FAILURE
Moat	20.3	3.4	25%	15%	Cave in/Flood
Marsh	16.2	2.7	25%	15%	Cave in/Flood
Sand	32.4	5.4	20%	15%	Cave in
Loose Soil	129.6	21.6	15%	15%	Cave in
Average Soil	108	18.0	10%	15%	Cave in
Packed Soil	86.4	14.4	10%	15%	Cave in
Rocky Soil	64.8	10.8	05%	20%	Cave in
Clay	64.8	10.8	05%	15%	Cave in
Gravel	43.2	7.2	15%	25%	Cave in
Boulders	27.0	4.5	10%	25%	Cave in
Solid Rock	16.2	2.7	05%	30%	Cave in

- (a) Hourly rate, assuming 1 pickman, 1 shoveller, 4 clearers, and 4 shorers. For a single man, reduce rate to 10%. Also add +05% per experience level of the chief Tunneller in charge of the operations. Also, a crew of trained miners adds +25% to the rate.
- (b) Chance that the operation results in a setback. Reduce this by -01% per two Experience Levels of the Chief Tunneller. Check per 8 hours.
- (c) Chance that someone will hear the tunnelling (pick sounds through rock, etc.). GameMaster discretion is required.

TUNNELLING may be made a Craft Experience Skill, if desired, at a cost of 2000 e.p. for non-Dwarves, non-Gnomes, non-Goblins, (who have Dwarvish tunnelling capabilities).

2. Dwarves easily note slanting passages, shifting walls, new underground works, geological formations, and other important features beneath the earth. Such abilities also are possessed by PC's with TUNNELLING skills. Dwarves also instinctively know the depth they are beneath the earth.

3. Dwarves possess NIGHT VISION and can see clearly in the dark up to 60 feet away, and dimly to about 150 feet.

4. Dwarves possess facility with mechanical devices. They add +10% to UNDERSTAND SIMPLE MECHANISMS (see 9.09); +05% to PICK LOCK (see 9.27); and +10% to DISARM TRAP (see 9.26).

5. Dwarves hide in the shadows underground with a -05% penalty against being detected by ordinary means.

6. Dwarves need not check morale with a FER/CR when underground, unless faced with a truly terrifying situation or adversary.

7. Being expert craftsmen, Dwarves acquire EVALUATING LOOT (see 9.49) as a natural skill.

8. Dwarves are all Smith-Armorers with x3 normal speed. Journeyman Armorers (Exper/6+) and Master Armorers may also forge Dwarvish metals and fashion magical weapons and armor. (See 9.56, ARMOR CRAFT).

9. Dwarves receive a -01/-05% Dodge bonus because of their small size whenever engaging an adversary more than a foot taller.

10. Dwarves have a secret language known only to themselves, in which they preserve most of their secrets. A Book found by a Dwarf

which contains information on Dwarvish Weaponcrafting will instantly boost his magical weapon-making skills by the equivalent of +4 Experience Levels.

Dwarves generally speak the language of their neighbors - often a Nordic or Germanic tongue because they tend to dwell in such lands. Dwarves with IQ/13+ also learn Goblin tongues as a matter of course. The Goblins are the hated foes of the Dwarves, bringing on instant FEROCITY in any Dwarf worth his salt.

21.23 DWARVISH WARRIORS

The average Dwarf is a stout warrior. All Dwarves are trained in close-order, armored infantry combat and are a match for most other foot troops. Arms include a variety of superb weapons, especially the axe or Dwarvish hammer, javelins, and self-bows or crossbows. Armor is either chainmail cuirass or 3/4 hauberk, a Norman-style helm, medium shield.

ARMS AND ARMOR	AC	ARMS WEIGHT	BODY WEIGHT	ARMS AS % OF CC
Unarmored.	0	-	120	-
LF Chainmail Cuirass.8*	45	165	11%
3/4 Chainmail Hauberk.8*	55	175	14%

*Forged of Dwarvish Steel, which increases the AC value. Higher ranking Warriors may have -1 to -3 armor and +1 to +3 weapons, with AC for armor increased accordingly.

EXPER LVL	EXPER AWARD	EXPER FACTOR	BODY LVL	FAT. LVL	PCF	MKL ^a	PMF ^a	GENERAL CHARACTERISTICS
1	250	0	27	22	12	1	10	DODGE = -04/-21%*
3	450	0.5	29	24	15	1	14	DEX/16 = CR/16 (11-19)
5	650	2.5	31	26	18	1	18	CON/18 = CR/18 (15-19)
7	850	7.5	33	28	21	2	22	STR/18 = CR/16 (15-19)
9	1000	15	35	30	24	4	26	WIS/13 = CR/10 (08-14)
11	1200	25	37	32	27	6	30	IQ/13 = CR/10 (08-14)
13	1400	35	39	34	30	8	34	BV/13 = CR/11 (10-14)
15	1700	45	41	36	33	10	38	APP/13 = CR/10 (07-13)
17	2000	57.5	42	37	36	12	42	FER/20 = CR/19
19	2300	72.5	42	37	39	14	46	CHA/18 = CR/16 (15-18)
21	2600	90	42	37	42	16	50	PIETY = -10 to +20
23	2900	110	42	37	45	18	54	HEIGHT = 4'0''
25	3200	130	42	37	48	20	58	WEIGHT = 120
27	3500	150	42	37	51	22	62	CC = 395

- (a) Applied for Weaponsmiths and Jewelsmiths.
- *Corrected for Dwarvish -01/-05% Dodge bonus. Reduce this bonus when engaging foes under a foot taller to -03/-16%.

Dwarvish Warriors inflict +1 Damage Point per Hit.

It should be noted that Dwarves are a long-lived race. Therefore a good chance exists that a high-level Warrior could be encountered, although Exper/19+ Warriors are more uncommon than those of lower levels.

21.24 THE DWARF LORDS

The Dwarves are organized on a Nordic model - almost tribal or clannish in nature. The Lords are those Dwarves who have risen to positions of hereditary power. Most tend to be fearsome Warriors, more

EXPER LVL	EXPER AWARD	EXPER FACTOR	BODY LVL	FAT. LVL	PCF	MKL ^a	PMF ^a	GENERAL CHARACTERISTICS
1	300	0	35	24	17	1	10	DODGE = -05/-25%*
3	500	0.5	37	26	20	1	14	DEX/20 = CR/19 (15-19)
5	700	2.5	39	28	23	1	18	CON/20 = CR/19 (15-19)
7	900	7.5	41	30	26	2	22	STR/19 = CR/17 (14-17)
9	1200	15	43	32	29	4	26	WIS/20 = CR/17 (13-19)
11	1500	25	45	34	32	6	30	IQ/18 = CR/15 (13-19)
13	1800	35	47	36	35	8	34	BV/20 = CR/18 (13-19)
15	2100	45	49	38	38	10	38	APP/14 = CR/11 (10-13)
17	2400	57.5	50	39	41	12	42	FER/20 = CR/20
19	2700	72.5	50	39	44	14	46	CHA/29 = CR/19 (17-19)
21	3000	90	50	39	48	16	50	PIETY = -10 to +20
23	3400	110	50	39	51	18	54	HEIGHT = 4'5"
25	3900	130	50	39	54	20	58	WEIGHT = 160
27	4500	150	50	39	57	22	62	CC = 640

(a) Applied for Weaponsmiths and Jewelsmiths.

*Corrected for Dwarvish -01/-05% Dodge bonus. Reduce this bonus when engaging foes under a foot taller to -04/-20%.

Dwarvish Earls and Kings add +3 Damage Points per Hit (+1 for being Dwarves and +2 for being equivalent to Knights).

It should be noted that most Dwarf Lords encountered will be over Experience/15 if of Earl/Royal rank. Lower levels are Officers in the Host, commanding 100 men; and those of Exper/1-5 are Cadets or Officers-in-Training - the sons of the Lords who are the majority of the Dwarfs of this group.

21.25 THE GNOMES

The Gnomes are similar to the Dwarves, except that they are generally smaller, less ferocious and warlike, and have a more malicious streak when it comes to outsiders. All general information pertaining to the Dwarves (see 21.22) applies also to Gnomes. Gnomes are rarely

EXPER LVL	EXPER AWARD	EXPER FACTOR	BODY LVL	FAT. LVL	PCF	MKL ^a	PMF ^a	GENERAL CHARACTERISTICS
1	150	0	17	19	10	1	8	DODGE = -04/-21%**
3	250	0.5	19	21	13	1	12	DEX/15 = CR/16 (12-18)
5	350	2.5	21	23	15	1	16	CON/16 = CR/16 (13-18)
7	450	7.5	23	25	17	2	20	STR/16 = CR/14 (11-18)
9	600	15	25	27	21	4	24	WIS/14 = CR/11 (08-16)
11	800	25	27	29	23	6	28	IQ/14 = CR/11 (08-16)
13*	1000	35	29	31	26	8	32	BV/14 = CR/12 (08-16)
15*	1300	45	31	33	30	10	36	APP/10 = CR/10 (07-13)
17*	1600	57.5	32	34	32	12	40	FER/16 = CR/16 (12-18)
19*	1900	72.5	32	34	35	14	44	CHA/14 = CR/13 (09-16)
21*	2100	90	32	34	38	16	48	PIETY = -10 to +10
23*	2400	110	32	34	41	18	52	HEIGHT = 3'10"
25*	2700	130	32	34	43	20	56	WEIGHT = 80
27*	3000	150	32	34	46	22	60	CC = 168

(a) Applied for Gnomish Weaponsmiths and Jewelsmiths.

*Relatively uncommon - usually Gnomish Leaders and Heroes.

**Corrected for Dwarvish -01/-05% Dodge bonus. Reduce this bonus when engaging foes under a foot taller to -03/-16%.

21.26 HAEFLINGS

The Haeflings are man-like beings (Tolkien's Hobbits) who exhibit many of the features of men. They are characteristically a peaceful people and do not practice the arts of war unless forced to it by circumstances. They live in comfortable, furnished burrows and engage in crafts or agricultural pursuits. Nobility is not a feature of their society, which is democratic and egalitarian.

Despite an instinctive distrust of strangers, Haeflings are both hospitable towards welcome guests and very comfort-loving. When faced by danger, many show remarkable courage and are undaunted by terrors which would cause brave men to hesitate. They are also very conventional, law-abiding types, rarely given to any truly evil behavior.

than a match for most men. Their arms almost invariably include magical weapons and armor:

ARMS AND ARMOR	AC	ARMS WEIGHT	BODY WEIGHT	ARMS AS % OF CC
Unarmored.0	-	160	-
LF Chainmail Cuirass.8*	50	180	08%
¼ Chainmail Hauberk.8*	70	200	11%
Full Platemail Armor.9*	70	200	11%

*Forged of Dwarvish Steel, which increases the AC value. Lords over Exper/7 tend to have magical armor of -1 to -5 and magical weapons of +3 to +6.

found in full armor but they are usually well armed; armor includes weapons, helm, and medium shield:

ARMS AND ARMOR	AC	ARMS WEIGHT	BODY WEIGHT	ARMS AS % OF CC
Unarmored.0	-	80	-
Brigantine.5	27	107	16%
LF Chainmail Cuirass.8*	29	107	17%

*Forged of Dwarvish Steel, which increases the AC value. Lords (NPCs over Exper/15) tend to have magical armor of -1 to -3 and magical weapons of +1 to +3. Common troops rarely have magical armor but may possess a +1 magical weapon from time to time.

1. Haeflings do not practice Magick.

2. Haeflings instinctively recognize evil people as nasty about 50% of the time, even when there is no apparent reason for feeling that way.

3. Haeflings often possess superior eyesight. They have a +01/+05% advantage shooting missiles and a +03/+15% advantage throwing missiles.

4. Haeflings, being small and agile, enjoy a -01/-05% Dodge bonus against all non-Haeflings.

5. Haeflings are clever with their fingers and have a +10% advantage PICKING LOCKS, +05% advantage DISARMING TRAPS, and a +05% advantage PICKING POCKETS, provided they have DEX/16+ and IQ/13+, WIS/13+.

6. Haeflings have particular proficiency with knives, daggers, poignards, and short swords, having a +01/05% hit and parry bonus with such weapons.

Arms include light or medium melee arm, helm, and medium shield.

EXPER LVL	EXPER AWARD	EXPER FACTOR	BODY LVL
1	100	0	14
3	200	0.5	16
5	300	2.5	18
7	400	7.5	20
9	500	15	22
11*	600	25	24
13*	750	35	26
15*	900	45	29
17*	1100	57.5	29
19*	1300	72.5	29
21*	1500	90	29
23*	1700	110	29
25*	1900	130	29
27*	2100	150	29

ARMS AND ARMOR	AC	ARMS WEIGHT	BODY WEIGHT	ARMS AS % OF CC
Unarmored.	—	—	80	—
Leather/Fur/Quilted . . .	1	20	100	14%
Brigantine5	25	105	17%
EF Chainmail Cuirass. . .	.6	25	105	17%
LF Chainmail Cuirass. . .	.7	28	108	19%
HC Chainmail Hauberk. .7		38	118	26%

FAT. LVL	PCF	GENERAL CHARACTERISTICS
18	6	DODGE = -04/-21%**
20	8	DEX/16 = CR/16 (12-19)
22	10	CON/16 = CR/16 (13-19)
24	12	STR/13 = CR/11 (07-17)
26	14	WIS/13 = CR/10 (07-17)
28	16	IQ/13 = CR/10 (07-17)
30	18	BV/13 = CR/11 (07-19)
32	20	APP/13 = CR/10 (07-17)
33	22	FER/13 = CR/13 (05-19)
33	24	CHA/14 = CR/13 (09-16)
33	26	PIETY = 0 to +10
33	28	HEIGHT = 3'10"'
33	30	WEIGHT = 80
33	32	CC = 144

*Relatively uncommon - usually adventurous types, members of the Militia/Watch, etc.
 **Corrected for Haefling -01/-05% bonus.

22 The Intelligent Monster Profiles

22.01 LYCANTHROPES

Lycanthropes are humans cursed with the capacity to alter their shapes to that of some beast of truly supernatural power. During the Full Moon (3 days per month), the Beast will emerge at moonrise, and the reversion to human form cannot occur until after moonset. Also, the Lycanthrope can voluntarily assume the shape of the Beast 3 times per month, plus once per 3 Experience Levels attained. If a voluntary change is made during darkness, it is always successful. If made during the daytime, there is only a 25% chance of success, with failures counting against the changes possible as if successful. Note, a change means a shift in form either to Beast form or back to human form.

Lycanthropes have the capacity to regenerate +5 damage points per combat turn in Were form. If slain, the Beast reverts to human form, but regenerates at +2 damage points per combat turn unless the weapon used was some form of Magick or else a Clerical Act. The body must be consumed by fire to prevent the regeneration. Placing a sanctified Cross or other Holy Symbol on the body has a 25% chance of preventing regeneration (tripled by a Silver Cross or Holy Symbol).

True Lycanthropes will be Werewolves, Werebears, Wereboars, Werelions, or Weretigers. In Beast form, weapons and Magicks used against them have the following effects:

WEAPON TYPE	EFFECT
NATURAL WEAPON½ Damage
ORDINARY WEAPON. . .	.½ Damage
MAGICK WEAPON.½ Damage; Full Damage on Critical Hit.
BANE SWORDFull Damage; Double Damage on Critical Hit.
SILVER WEAPONFull Damage (ignore AC effects)
TOUCH BY SILVER1D10 Damage Points (ignore AC effects)
HOLY WATER1D10 Damage Points (ignore AC effects)
HOLY SYMBOLFaith -20% = Hold; roll 1D100.
SILVER HOLY SYMBOL . .	.Faith -10% = Hold; roll 1D100.
HOLY RELIC.Faith +10% = Hold; ½ Faith % = Flee; roll 1D100.
HOLY WORD: HOLDFaith % (+10% with Symbol; +30% with Relic); roll 1D100
WRATH OF GOD.Full Damage
FIRE½ Damage
MAGICK FIREFull Damage
EARTH MAGICK.½ Damage
WATER MAGICK½ Damage
AIR MAGICK.½ Damage
ILLUSION SPELLSave as if IQ/10
COMMAND SPELL.Save as if WIS/14
GREAT COMMAND SPELL	Save as if WIS/14 or OBEY!

In addition, certain materials have the power to hold back some Lycanthropes:

WOLFBANE is unpleasant to Werewolves, wolves, and other canines when Enchanted to BMR/E.

FRESH WOLFBANE in amounts of at least 0.2 dr. can be brandished against attacking Werewolves and canines. It has efficacy for 3D6 weeks after enchantment, after which it could be used in other Wolfbane preparations but is no longer effective in its present form. Fresh Wolfbane has a 25% chance of holding back such beasts from attacking the person holding it, checked each combat turn.

POWDERED WOLFBANE can be mixed with an equal amount of enchanted Bloodroot, Devil's Bow, and Wormwood to produce 4 doses of powders which can be cast in the face of a Werewolf or Canine. Anyone can target on 25% (Magicians can use higher personal targeting percentages). If successful, roll 1D100: 01-10 = Beast flees in panic and cannot return for 1D10 game turns; 11-25 = Beast is blinded and cannot attack for 1D6 blows, only Dodge; 26-50 = Beast is held back for 1 combat turn; 51-00 = Beast suffers 1D6 points of damage (applied to 01-50 results as well). Range = 5 feet.

UNGUENT OF WOLFBANE is prepared by mixing 0.2 dr. of enchanted Wolfbane with 0.1 dr. of Sulphur, 0.5 pt. Olive Oil (0.5 dr.), and 0.5 dr. Lard, also Enchanted. This results in 13 doses of unguent, which can be rubbed into the flesh to provide 30 minutes of protection. The Unguent of Wolfbane reduces a Werewolf's or canine's attacks against the wearer by -02/-10% (what canine would willingly sink his fangs into something so unpleasant in smell and taste), and otherwise acts as Fresh Wolfbane.

CATNIP may be prepared in the same manner as described for Wolfbane, producing similar effects when used against Werelions, Weretigers, and other Felines. Catnip, normally attractive to felines, is reversed in its powers when Enchanted under the light of the Full Moon. If not done at this time, the preparations have the reverse effect - i.e.: attract rather than hold back; produce ferocity rather than fleeing; or increase beast hit probability by +02/10% rather than blinding or reducing striking ability; and causing no damage to the creatures.

If in human form, a Werebeast cannot be detected, although a few may have excessive hair on the backs of their hands and perhaps some hairs on the palms as well. But Lycanthropic persons will prefer not to touch Silver in any form (FER CR-5 required to pick up Silver without showing visible signs of distaste or discomfort). Holy Water sprinkled on a Lycanthrope may have a similar effect. In physical form, the individual may also resemble his Werebeast - Werelions are agile and 'catlike'; Werebears are large and husky; Wereboars are prone to overweight; etc.

When slain in human form, a Lycanthrope stays dead, with no regeneration.

Werebears and Werelions are 'lawful' beings and do not normally attack men of good intention and lawful ways. This does not mean they instantly attack bad persons, however. Werewolves, Wereboars, and

Weretigers tend to be murderous in the extreme and will attack any victim to satisfy their bloodlust.

Victims marked by a Werebeast may have a sign in the form of a pentagram appeared on the palms of their hands when examined by a

Diviner or a Magician with TRUE SIGHT. The mystical sign will show for a moment, then fade. It can appear up to 21 days before a Werebeast attack.

WERECREATURE	H/L	WT.	BODY		AC	ATTACK MODE	BLOWS	HITS	DODGE	EXPER
			LVL	FAT. LVL				(+)	(-)	MOVE
Werewolf	2½/4'	275	65	40	4	3WDF MLB/3	7 bites	07/35	06/30	60/240 4500
Werebear	4'/8'	1000	125	40	4	5WDF MLC/6	5 claws	06/30	03/15	60/180 6500
Wereboar	3'/5'	400	75	35	4	4WDF MLB/3	2 bites	05/25		
Werelion	3½/7'	750	100	35	4	5WDF MMB/2	5 tusks	07/35	05/25	60/180 4500
Weretiger	3½/7½'	900	100	35	4	3WDF MSK/3	2 hoofs	04/20		
						4WDF MLC/6	4 claws	07/35	05/25	60/240 6000
						3WDF MLB/3	3 bites	05/25		
						4WDF MLC/6	5 claws	07/35	05/25	60/240 6500
						3WDF MLB/3	2 bites	05/25		

Slaying of a Werecoreature also brings 150 + 1D100 Honor Points.

22.02 SHAPE CHANGERS

The Ancient Lore spell of SHAPE CHANGE (see 16.58) enables a Magician to cast a spell which alters his shape or that of some subject to an animal form. The creature will exhibit the characteristics of the natural animal, except that Body and Fatigue Levels will never be less than that of the man, and the creature has limited Werebeast qualities in the form of wound regeneration at +2 points per combat turn. Such creatures are not Werebeasts and should be treated as ordinary animals for combat and offensive Magick purposes. The mind of the man remains unaffected by the spell, so that he is able to use all of his logical faculties. Magicians will be able to speak with a human voice while in animal form, and they can cast a number of spells per day equal to their Experience Levels, but without the benefits of a Magick Focus.

The SHAPE CHANGE enchantment has a duration of only 24 hours. The time period can be extended safely to 3 days through the wearing of an Enchanted garment. An example is the legendary Nordic 'Wolf Shirt'. Such garments are usually cloaks, robes, or shirts made from the hide of the animal into which the CHANGE will be made, plus 6 other magical materials, all Enchanted to BMR/E. The SHAPE CHANGE spell must be cast into the garment once per week for 22 weeks. The wearer must strip naked and hide his garments before donning the Garment of Change. If unable to recover his clothes in 3 days, the wearer is unable to CHANGE back to human form and is trapped in the animal shape until released by the kiss of a Princess.

22.03 SHAPE SHIFTERS

Shape Shifters are Lycanthropic types in the full sense of the word. Magicians capable of trance states (Shaman; Dance-Chant Magicians; Mediums) are capable of SHAPE SHIFT. So are Primitive Talents who practice no other Magick (optional when the first spell is acquired). Any offspring of a True Lycanthrope also has a 25% chance of becoming a natural Shape Shifter.

The Shape Shifter retains his own form, going into a trance state while his spirit walks forth in the guise of the Werebeast. Such a creature is virtually identical to a Werecoreature (see 22.01). The trance is at Level II, and Primitive Talents and offspring of Lycanthropes are treated as Shaman types for determining the danger point of the trance.

If the Werebeast is slain, the spirit of the person will return immediately to the man, with a 25% chance of 1D10 points of damage being inflicted on his Body Levels. If the man is attacked while he is in a trance-state, he will be unable to defend himself. His spirit will be out of his body at the time, trapped in the Wraith-world, and so resurrection will be impossible.

Shaman have a wider range of Shapes into which they can change than do Dance-Chant Magicians, Primitive Talents, and offsprings of Lycanthropes, who are limited to only one creature. Shaman can also assume the demon forms of their Totem Spirits, with ever-increasing power available to them as their command of Trances is increased (see 17.08 and 19.00).

22.04 THE TROLLS

'The Trolls take you!' was a dreaded curse among the Nordics, who believed that even to talk of Trolls would attract their unwelcome attention. Trolls are the quintessence of supernatural fear and ferocity. They are 'demons' of the night, fearsome in aspect - huge, immensely strong monsters with vaguely human shape. These shambling terrors have bluish-black hides and perhaps a tuft of wolf-grey hair on their heads, their eyes glowing in the darkness with awful bale fire, their claws and fangs able to rend and tear armor and flesh with a sadistic cruelty and bloodlust that is boundless.

1. So frightening is the appearance of a Troll that all Characters under Experience/9 will know FEAR and must make a FER CR-2 when within 50 ft. of a Troll (checked each combat turn). Most animals will panic and attempt to flee, but a trained mount will stand its ground so long as its rider does not panic. To slay one thus brings Honor Points = 100 + 1D100.

2. To lock eyes with a Troll when engaged in personal combat (20% chance) may bring momentary hesitation and loss of 1 blow. A FER CR-5 is also required of all Characters under Experience/9, with failure indicating abject PANIC. This effect occurs only at very close range.

3. Trolls often emit an unmistakable stench which cannot be missed by anyone downwind. Most animals will become uneasy at the smell, and if it is particularly strong and close, they may break into panicked flight. At close quarters, the stench of the Water Troll can incapacitate any Character failing a CON CR, resulting in severe nausea and a halving of all combat abilities for 1 combat turn.

4. Cave Trolls, Mountain Trolls, and Wood Trolls have rubbery hides equivalent to AC/6, while Water Trolls have Flinty hides equal to AC/10. Such hides will turn ordinary weapons (no damage), while crushing weapons of 'M' or 'H' rating do ½ damage after armor absorption is deducted. Magical weapons and spells are, of course, fully effective.

5. Some Trolls are afraid of fire. Cave, Mountain, and Wood Trolls will make a FER CR-5 when faced with the threat of flames. Water Trolls are unafraid of ordinary fire and can often pass through it unharmed (CON CR-5 required), and suffer only ½ damage otherwise. Magick Fire has full damage effects.

6. Trolls are usually unaffected by indirect sunlight, such as may be encountered on cloudy days or in shaded regions. They will be 'nervous' during daylight, however, and require a FER CR-3 at any crucial moment to avoid withdrawing to a safely darkened shelter. In direct sunlight, all are in peril of being turned to stone or else suffering damage from the sun's rays.

7. Trolls possess Night Vision and can see clearly in darkness up to 60 ft., and dimly up to 150 ft., Sudden bright light may daze them for a moment (20% chance), reducing hit probabilities by -03/-15% for a combat turn before their sight adjusts.

8. Trollish fangs and claws count as enchanted weapons when they are fighting other supernatural creatures who suffer reduced or no damage from ordinary weapons.

9. Dying Trolls have the power to CURSE their slayer(s) if they know the name(s) of the person(s) who did them to death. Such CURSES bring 'Bad Luck' in the form of a +1/-1 penalty on all D6, D10, and D20 rolls, and +05%/-05% penalty on all D100 rolls until it is lifted. Amulets of Protection will ward off such CURSES, as will a Clerical BLESSING received immediately before combat.

10. Trolls are voracious and will be attracted by anything edible. One should take appropriate precautions when travelling in Troll-haunted regions. (In some cases, a Troll can even be placated by an offer to share a meal, provided the fare is of suitably high quality. Usually, though, the Troll has his eye on a less friendly arrangement, with his victims serving as the barbecued supper).

11. Trolls have a fondness for treasure and may be prepared to accept tolls and ransoms rather than killing their captives or intended victims. Generally, the more intelligent the Troll, the more civilized he tends to be in such matters.

Finally, it should be remembered that Trolls are very cunning and often very intelligent beings, particularly Water Trolls. This means that they do not act with blind ferocity and hostility. It is quite possible to engage an intelligent Troll in conversation, strike a truce with him (be careful; Trolls are treacherous), and on rare occasions even become friends or allies of a Troll. They do hate pious people, however, and seem to sense high levels of Piety - which drives them to murderous rage.

22.05 CAVE TROLLS

Cave Trolls are usually found in subterranean regions. They rarely venture into the open, for they cannot stand any form of direct sunlight and will be immediately turned to stone at the touch of a ray of the sun. Indirect sunlight brings them no harm.

Cave Trolls are somewhat intelligent and will attach themselves to Goblin bands as protectors. Thus, in a Goblin lair, there is a good chance that one or several Cave Trolls will appear to defend their hard-pressed minions if a party of adventurers is winning the day or creating a real ruckus.

EXPER LVL	EXPER AWARD	BODY LVL	FAT. LVL	PCF	GENERAL CHARACTERISTICS
1	1500	70	22	07	DODGE = -02/-14%
3	1800	72	24	10	DEX/14 = CR/14 (08-16)
5	2100	74	26	13	CON/19 = CR/19
7	2400	76	28	16	STR/20 = CR/17
9	2700	78	30	19	WIS/08 = CR/05 (01-10)
11*	3000	80	32	22	IQ/09 = CR/06 (01-10)
13*	3300	82	34	25	BV/08 = CR/05 (01-10)
15*	3600	84	36	28	APP/06 = CR/03 (01-06)
17*	4000	85	37	31	FER/18 = CR/18 (15-19)
19*	4500	85	37	34	CHA/10 = CR/09 (06-12)
21**	5000	85	37	37	PIETY = -01 to -10
23**	5500	85	37	40	HEIGHT = 6'4"'
25**	6000	85	37	43	WEIGHT = 480
27**	6500	85	37	46	CC = 915

*Mature Troll

**Old Troll, relatively uncommon.

Cave Trolls have medium fangs and claws (MMC/3 and MMB/2), but they also will employ a variety of weapons as well in combat, if fighting bare-handed, they can grapple and attempt to tear an NPC opponent limb from limb (STR CR required). A victim of such an attack must make a CON CR-5 to survive the attack if the Troll's STR CR is successful.

Cave Trolls do +4 Points of Damage per Hit scored because of their great strength.

Note: Appearance and Charisma are halved for all non-Trolls and non-Goblins.

22.06 MOUNTAIN TROLLS

Mountain Trolls are larger, stronger, but somewhat less intelligent than are Cave Trolls. They tend to be solitary creatures, rarely banding in any large numbers (2-3 are common, but rarely more than 5-6) They dwell in natural caves and roam the highlands of mountain wildernesses. Sunlight is dangerous but not immediately fatal to them, causing 1D6 points of damage per game turn they are exposed if they do not make a CON CR-5.

Unlike Cave Trolls, who are often civilized enough to prefer ransom to victims, Mountain Trolls have a taste for the flesh of humans, elves,

dwarves, haeflings, etc., and rarely will be bought off with gold or silver. They are close to beasts in their mentality and behavior. (They do like treasure, only they prefer taking it!).

Mountain Trolls rarely fight with weapons other than crude clubs, and often go to it with medium fangs and claws (MMC/3 and MMB/2). Like Cave Trolls, they can grapple and tear an NPC opponent limb from limb on making a STR CR, with the victim needing a CON CR-6 to survive the attack.

Mountain Trolls are very strong and do +5 Points of Damage per Hit scored.

EXPER LVL	EXPER AWARD	BODY LVL	FAT. LVL	PCF	GENERAL CHARACTERISTICS
1	2000	80	23	7	DODGE = -01/-09%
3	2300	82	25	10	DEX/09 = CR/09 (07-12)
5	2600	84	27	13	CON/19 = CR/19
7	2900	86	29	16	STR/26 = CR/18
9	3200	88	31	19	WIS/08 = CR/05 (01-08)
11*	3500	90	33	22	IQ/09 = CR/06 (01-08)
13*	3800	92	35	25	BV/08 = CR/05 (01-10)
15*	4100	94	37	28	APP/06 = CR/03 (01-06)
17*	4500	95	38	31	FER/16 = CR/1 (16-20)
19*	5000	95	38	34	CHA/7 = CR/06 (03-10)
21**	5500	95	38	37	PIETY = -01 to -10
23**	6000	95	38	40	HEIGHT = 6'8"'
25**	6500	95	38	43	WEIGHT = 580
27**	7000	95	38	46	CC = 1400

*Mature Troll

**Old Troll, relatively uncommon.

Note: Appearance and Charisma are halved for all non-Trolls and Non-Goblins.

22.07 WOOD TROLLS

Wood Trolls are the forestland equivalent of the Mountain Trolls. They are strong but relatively unintelligent, being very beast-like in their behavior and instincts. They are almost exclusively solitary creatures and only very rarely band together. Nor do they often become involved with Goblins - regarding them as food little less tasty than humans, elves, dwarves, and haeflings. They dwell in dense, shaded thickets or in lairs dug from the earth. They find sunlight dangerous but not lethal, suffering 1D10 points of damage when exposed to the sun's rays if they do not make a CON CR-5. However, forests tend to be shady, and the sun becomes a peril only in lightly wooded regions and in clearings.

Wood Trolls rarely fight with weapons other than crude clubs, and often prefer using their medium fangs and claws (MMC/3 and MMB/2). Like Cave Trolls, they can grapple and tear an NPC opponent limb from limb on making a STR CR, with the victim needing a CON CR-6 to survive the attack.

Wood Trolls are exceedingly strong and do +6 Points of Damage per Hit scored.

Note: Appearance and Charisma are halved for all non-Trolls and Non-Goblins.

Wood Trolls are superb at Woodcraft and possess the skills of Forsters, particularly with regard to tracking their prey.

EXPER LVL	EXPER AWARD	BODY LVL	FAT. LVL	PCF	GENERAL CHARACTERISTICS
1	2000	77	23	7	DODGE = -01/-09%
3	2300	79	25	10	DEX/09 = CR/09 (07-12)
5	2600	81	27	13	CON/19 = CR/19
7	2900	83	29	16	STR/31 = CR/18
9	3200	85	31	19	WIS/08 = CR/05 (01-08)
11*	3500	87	33	22	IQ/08 = CR/05 (01-08)
13*	3800	89	35	25	BV/08 = CR/05 (01-08)
15*	4100	91	37	28	APP/06 = CR/03 (01-06)
17*	4500	92	38	31	FER/17 = CR/17 (17-20)
19*	5000	92	38	34	CHA/5 = CR/03 (01-08)
21**	5500	92	38	37	PIETY = -01 to -10
23**	6000	92	38	40	HEIGHT = 6'8' '
25**	6500	92	38	43	WEIGHT = 540
27**	7000	92	38	46	CC = 1625

*Mature Troll

**Old Troll, relatively rare.

22.08 WATER TROLLS

The fierce Water Trolls are the greatest of all Troll-kind. Possessed of often high intelligence and a cruel cunning rarely matched by their fellows, they are among the most dangerous of adversaries.

Water Trolls dwell in watery places - usually by swift-running rivers, in swamps, and in 'enchanted' meres or pools and inlets.

They are consummate swimmers and can survive for long periods underwater. Their lairs are caves (air-filled), with underwater entrances. Some Water Trolls are reputed to build fine bridges, and they go into the business of collecting tolls from all who would cross the bridge. Others simply take over a bridge and levy tolls from passers-by. They have an inordinate fondness for treasure, but when hungry, they will forego the toll in favor of a tasty meal.

Water Trolls cannot stand bright sunlight and suffer 1D6 points of damage if they do not make a CON CR-5. They tend not to go abroad in daylight, preferring darkness, like all Evil things. If they do stake out a bridge, they will employ the shade of the structure or else pick a loca-

tion where the direct sun is unlikely to strike them where they make their demands/attacks upon wayfarers.

Water Trolls tend to be solitary or else live in family groups. The Troll-Wife (female) is by far the fiercest and most dangerous of the Water Trolls and defends her mate and/or family with a savagery that defies comparison.

Water Trolls will use a variety of weapons in combat, but can also fall back on medium claws and fangs (MMC/3 and MMB/2) - often preferring unarmed battle, especially when on terror raids or settling old scores. They can also grapple and tear an NPC opponent apart on making a STR CR, with the victim needing a CON CR-7 to survive the attack.

Water Trolls are terrifyingly strong and do +7 Points of Damage per Hit scored.

To slay a Water Troll brings 150 + 1D100 Honor Points if Troll is over Lvl/7.

EXPER LVL	EXPER AWARD	BODY LVL	FAT. LVL	PCF	GENERAL CHARACTERISTICS
1	3000	98	23	9	DODGE = -03/-16%
3	3400	100	25	12	DEX/16 = CR/16 (12-17)
5	3800	102	27	15	CON/19 = CR/19
7	4200	104	29	18	STR/36 = CR/18
9	4500	106	31	21	WIS/12 = CR/09 (07-12)
11*	5000	108	33	24	IQ/14 = CR/11 (09-13)
13*	5500	110	35	27	BV/12 = CR/10 (05-13)
15*	6000	112	37	30	APP/06 = CR/03 (01-06)
17*	6500	113	38	33	FER/19 = CR/19 (18-20)
19*	7000	113	38	36	CHA/13 = CR/12 (08-14)
21**	7500	113	38	39	PIETY = -01 to -10
23**	8000	113	38	42	HEIGHT = 6'8' '
25**	8500	113	38	45	WEIGHT = 600
27**	9000	113	38	48	CC = 2100

*Mature Troll

**Old Troll, relatively rare.



22.09 THE GIANTS

The Giants are the largest of the human-like monsters. They are almost always crude, vulgar, and evil. Friendly ones may be met on occasion, but their usual reaction is hostility.

22.10 CAVE GIANTS

Most Cave Giants are solitary beings living in wildernesses. They are not particularly intelligent, relying on their great size and brute force to

win through most situations. They wear animal skins, use crude clubs or maces in combat, and otherwise make their livings by herding animals, raiding villages, or robbing wayfarers.

Though poorly trained, Cave Giants inflict +5 Damage Points per Hit scored because of their great size, mass, and strength. Also, 50 + 1D100 Honor Points are awarded for slaying a Cave Giant over Lvl/7.

EXPER LVL	EXPER AWARD	BODY LVL	FAT. LVL	PCF	GENERAL CHARACTERISTICS
1	1200	103	19	04	DODGE = -01/-09%
3	1500	105	21	06	DEX/09 = CR/09 (06-12)
5	1800	107	23	08	CON/16 = CR/16 (12-19)
7	2100	109	25	10	STR/16 = CR/14 (12-19)
9	2400	111	27	12	WIS/06 = CR/03 (01-08)
11	2700	113	29	14	IQ/06 = CR/03 (01-08)
13	3000	115	31	16	BV/05 = CR/03 (01-05)
15	3400	117	33	18	APP/06 = CR/03 (01-10)
17*	3800	118	34	20	FER/15 = CR/15 (09-20)
19*	4300	118	34	22	CHA/-4 = CR/-4 (-7 to 05)
21*	4800	118	34	24	PIETY = 0 to -05
23*	5500	118	34	26	HEIGHT = 11'
25*	6300	118	34	28	WEIGHT = 1500
27*	7100	118	34	30	CC = 3200

*High level Giants, relatively rare.

22.11 HILL GIANTS

The Hill Giants are approximately the same size as the Cave Giants. However, they tend to be organized along Nordic lines and are better armed and skilled in combat. Arms usually include a round shield, metal cap (horned or winged), heavy furs, spear, and sword (two-hand equivalent) or axe (battle-axe equivalent). Their headquarters is in Jotunheim at the massive fortress of Utgard. Although characterized by

general stupidity and brutishness, they are led by the highly intelligent Utgardhloki, a Giant who perhaps is the equal of any of the great Giant Kings.

Hill Giants inflict +5 Damage Points per Hit scored because of their great size, mass, and strength.

Also, 75 + 1D100 Honor Points are awarded for slaying a Hill Giant over Lvl/7.

EXPER LVL	EXPER AWARD	BODY LVL	FAT. LVL	PCF	GENERAL CHARACTERISTICS
1	1700	135	19	5	DODGE = -02/-10%
3	2000	137	21	8	DEX/10 = CR/10 (06-13)
5	2300	139	23	11	CON/16 = CR/16 (12-19)
7	2600	141	25	14	STR/16 = CR/14 (12-19)
9	2900	143	27	17	WIS/08 = CR/05 (01-11)
11	3100	145	29	20	IQ/08 = CR/05 (01-11)
13*	3500	147	31	23	BV/05 = CR/03 (01-05)
15*	3900	149	33	26	APP/07 = CR/04 (01-10)
17*	4300	150	34	29	FER/15 = CR/15 (09-20)
19*	4800	150	34	32	CHA/02 = CR/02 (-4 to 06)
21**	5500	150	34	35	PIETY = 0 to -05
23**	6300	150	34	38	HEIGHT = 12'
25**	7100	150	34	41	WEIGHT = 2100
27**	8000	150	34	44	CC = 4200

*Officer class Giants, usually armored in ring byrnies giving AC/4 protection over ¼ of the body (weight 400).

**Chieftain class Giants, usually armored in ring byrnies.

22.12 UTGARDHLOKI

Utgardhloki is the High King of the Giants of Utgard. He is a level/27 Hill Giant:

BODY	= 190	IQ/26	= CR/17
FAT.	= 38	BV/18	= CR/16
PCF	= 50	APP/15	= CR/12
PMF	= 66	FER/20	= CR/20
MKL	= 22	CHA/32	= CR/19
DODGE	= -03/-18%	HEIGHT	= 14'
DEX/18	= CR/18	WEIGHT	= 2950
CON/19	= CR/19	CC	= 7675
STR/19	= CR/17	AWARD	= 15,000
WIS/20	= CR/17		

Utgardhloki has a Military Ability of 14, which makes him a most dangerous field commander. Among his followers he is charismatic and commands without question. In combat he does +5 points of damage per hit. To slay him brings 200 + 2D100 Honor Points.

Utgardhloki possesses a chainmail hauberk -5 (AC/12), with matching -5 winged helm (AC/12), a +5 Mace, and a +4 Two-Handed Sword--

all massing about 900 dr. and reputed to be worth GP 100,000. He is a Master Thaumaturge able to cast powerful Illusions of the Ninth Circle. He is also able to cast Basic Earth Magick (all spells), to summon an Earth Elemental once per week for 1-6 hours, and has a magical Spade of Excavation which can dig 50 cubic yards of dirt or 10 of rock per game turn (5 minutes).

Unlike most of his followers, Utgardhloki is at once very wise and also quite honorable, in his way.

22.13 FROST GIANTS

The Frost Giants are fierce beings, again organized on the Nordic model. They live in the Lands of Ice and rarely venture into warm regions. They are vulnerable to FIRE (double damage). The Frost Giants are armed as described for Hill Giants, and they are very ferocious fighters. A very few are able to cast Basic Magick spells producing COLD, SLEET, HAIL, and ICE. Such spells only do ½ damage to them.

Frost Giants inflict +5 Damage Points per Hit scored because of their great size, mass, and strength. Officer and especially Chieftain types may be armed with low-grade magical weapons and armor, and they also possess limited magical powers in some instances. To slay one brings 100 + 1D100 Honor Points if it is over Lvl/5.

EXPER LVL	EXPER AWARD	BODY LVL	FAT. LVL	PCF	GENERAL CHARACTERISTICS
1	2000	143	20	6	DODGE = -02/-11%
3	2300	145	22	9	DEX/11 = CR/11 (06-15)
5	2600	147	24	12	CON/16 = CR/16 (12-19)
7	2900	149	26	15	STR/17 = CR/15 (12-19)
9	3300	151	28	18	WIS/08 = CR/05 (01-16)
11	3700	153	30	21	IQ/08 = CR/05 (01-16)
13*	4100	155	32	24	BV/07 = CR/04 (01-12)
15*	4500	157	34	27	APP/08 = CR/05 (01-12)
17*	5000	158	35	30	FER/17 = CR/17 (14-20)
19*	5500	158	35	33	CHA/06 = CR/04 (01-12)
21*	6200	158	35	36	PIETY = 0 to -05
23*	7000	158	35	39	HEIGHT = 13'
25*	8000	158	35	42	WEIGHT = 2250
27*	9000	158	35	45	CC = 4725

*Officer class Giants, usually armored in ring byrnies giving AC/4 protection over ¾ of the body (weight 450 dr.).

**Chieftain class Giants, usually armored in ¾ chain hauberks giving AC/6 protection (weight 575 dr.).

22.14 FIRE GIANTS

The Fire Giants are the warriors of mighty Surt, the High King of the Fire Giants. These terrible beings live in the Lands of Fire. They are vulnerable to COLD (double damage). The Fire Giants are armed as described for Hill Giants. A very few are able to cast Basic Fire Magick spells on a limited scale. FIRE spells do only ½ damage to them.

Fire Giants inflict +5 Damage Points per Hit scored because of their great size, mass, and strength. Officer and especially Chieftain types may be armed with low-grade magical weapons and armor, and they also possess limited magical powers in some instances. To slay one brings 125 + 1D100 Honor Points if it is over Lvl/5.

EXPER LVL	EXPER AWARD	BODY LVL	FAT. LVL	PCF	GENERAL CHARACTERISTICS
1	2500	170	20	6	DODGE = -02/-11%
3	2900	172	22	9	DEX/11 = CR/11 (06-16)
5	3300	174	24	12	CON/16 = CR/16 (12-19)
7	3700	176	26	15	STR/17 = CR/15 (12-19)
9	4000	178	28	18	WIS/09 = CR/06 (01-13)
11	4500	180	30	21	IQ/09 = CR/06 (01-13)
13*	5000	182	32	24	BV/07 = CR/05 (01-13)
15*	5500	184	34	27	APP/07 = CR/04 (01-10)
17*	6000	185	35	30	FER/17 = CR/17 (14-20)
19*	6500	185	35	33	CHA/07 = CR/06 (01-13)
21**	7000	185	35	36	PIETY = 0 to -05
23**	7500	185	35	39	HEIGHT = 14'
25**	8000	185	35	42	WEIGHT = 2700
27**	9000	185	35	45	CC = 6500

*Officer class Giants, usually armored in ring byrnies giving AC/4 protection over ¾ of the body (weight 550 dr.).

**Chieftain class Giants, usually armored in ¾ chain hauberks giving AC/6 protection (weight 675 dr.).



22.15 SURT

Surt is the High King of the Fire Giants. He is a level/27 Fire Giant:

BODY	= 203	IQ/24	= CR/17
FAT.	= 38	BV/20	= CR/18
PCF	= 50	APP/16	= CR/13
PMF	= 66	FER/22	= CR/20
MKL	= 22	CHA/34	= CR/19
DODGE	= -03/-18%	HEIGHT	= 15 ft.
DEX/18	= CR/18	WEIGHT	= 3225
CON/19	= CR/19	CC	= 8400
STR/19	= CR/17	AWARD	= 20,000
WIS/22	= CR/17		

Surt has a Military Ability of 15, making him perhaps the most dangerous field commander among the Giants. Among his followers he is charismatic and commands without question. In combat he does +5 points of damage per hit. To slay him brings 250 + 2D100 Honor Points.

Surt possesses a chainmail hauberk -5 (AC/12), with matching -5 winged helm (AC/12), a +5 Two-Handed Flaming Sword, and a +4 Javelin, all massing about 2500 dr. and reputed to be worth GP 100,000. He is a Master Enchanter able to cast powerful Commands of the Ninth Circle, to summon a Fire Elemental once per week for 1-6 hours, to cast Basic Fire Magick (all spells), and has a 1000-year-old Ancient Dragon who guards his vast treasure.

Surt is the most ambitious, cunning, and treacherous of all the Giants, desirous of overthrowing the AEsir and establishing his dominion over all the earth.

22.16 STORM GIANTS

The Storm Giants are perhaps the largest of all the Giants. They live in the stormy heights of the mountains. They are armed as described for Hill Giants - the usual Nordic equipment, but 15 feet tall and mashing 3000 dr. A very few are able to cast Basic Water Magick spells on a limited scale.

EXPER LVL	EXPER AWARD	BODY LVL	FAT. LVL	PCF	GENERAL CHARACTERISTICS
1	3000	192	19	5	DODGE = -02/-10%
3	3400	194	21	8	DEX/10 = CR/10 (06-13)
5	3800	196	23	11	CON/16 = CR/16 (12-19)
7	4200	198	25	14	STR/17 = CR/16 (12-19)
9	4600	200	27	17	WIS/08 = CR/05 (01-12)
11	5100	202	29	20	IQ/08 = CR/05 (01-12)
13*	5600	204	31	23	BV/05 = CR/03 (01-07)
15*	6100	206	33	26	APP/09 = CR/04 (01-10)
17*	6600	207	34	29	FER/17 = CR/17 (10-20)
19*	7100	207	34	32	CHA/05 = CR/03 (-2 to 09)
21**	7600	207	34	35	PIETY = 0 to -05
23**	8500	207	34	38	HEIGHT = 15'+
25**	9500	207	34	41	WEIGHT = 3500
27**	10,500	207	34	44	CC = 7350

*Officer class Giants, usually armored in ring byrnies giving AC/4 protection over ¾ of the body (weight 700).

**Chieftain class Giants, usually armored in chainmail hauberks giving AC/6 protection over ¾ of the body (weight 900).

22.17 CYCLOPES

The Cyclopes are savage, relatively ignorant and gullible Giants with one eye in the center of their foreheads. They once forged thunderbolts for Zeus but were banished to a distant island because of their unruly nature. These brutish creatures now herd sheep and goats, but are not above making a meal of shipwrecked travellers. Cyclopes should be rated as equivalent to Hill Giants between Experience/7 and Experience/15, with most below normal in their general characteristics - reflecting their degenerate state.

22.18 CLOUD GIANTS

Cloud Giants are the creatures of folklore, as in 'Jack and the Beanstalk'. They can be rated as equivalent to Storm Giants, except that they typically are unarmored and tend to use great clubs as weapons. Their general characteristics are below normal, especially with regard to Wisdom and Intelligence, as such Giants are usually depicted as almost moronic. They are also cruel and avaricious, given to gluttony and excessive imbibing of spirits. Such Giants live in enchanted lands in the clouds, descending to the earth to pillage and loot. Fortunately, there are not many of them, and they usually are solitary beings.

22.19 THE GOBLINS

Goblins is a general term including Kobolds, Goblins, Orcs, Uruk-Hai, Hobgoblins, and Bugbears. While there are differences between the Goblin types, all tend to be squat of body, with long arms and bowed legs. Their complexions are dark and leathery, their faces ugly and misshapen, with squinty eyes and long, discolored fangs.

Goblin society is tribal. They live in underground tunnel complexes and caves. The typical tribe numbers up to 1000 warriors. The lesser Goblin races are governed by Chieftains and self-styled 'Kings', who are actually Warlords. The Uruk-Hai and the Orcs who are their subjects are more formally organized along military lines, with each Warband being a regiment in one of the five tribes: Orcs of the Red Eye; Orcs of the Mountains; Orcs of Mordor; Orcs of Isengard; Orcs of the White Hand. The grades of rank amongst the Uruk-Hai are somewhat elaborate, re-

Storm Giants inflict +5 Damage Points per hit scored because of their great size, mass, and strength. Officer and Chieftain types may also have low grade magical weapons. To slay one brings 150 + 1D100 Honor Points.

flecting their organization as military units, but in the final analysis matters still come to their being the Warlord and his trusted lieutenants.

Goblins have a reputation for stupidity which is not entirely deserved. While the bulk of the lower ranks tend to be little above the moron class, the leaders are often dangerously intelligent. As long as their leadership is intact, Goblins are dangerous and cunning foes. Only after their leaders have been slain or neutralized do the rank and file exhibit indecisiveness and panic. In addition to their own leaders, Goblins may also acquire protectors - especially Trolls and some forms of lesser demons.

1. Goblins have Night Vision and can see quite well in darkness out to 60 ft., and dimly to 150 ft.

2. Goblins tunnel as efficiently as Dwarves (see 21.22).

3. Goblins are demoralized in sunlight (FER CR-1D6); except for the Uruk-Hai, who detest the sun but are able to function in daylight without being overly weakened or demoralized if their leadership is intact. Cloudy days are welcomed, as the wear and tear on Goblin nerves is greatly reduced at such times.

22.20 KOBOLDS

Kobolds are the smallest of the Goblin races. The Gnomes are their traditional enemies, and conflict between them is 'to the knife'. Kobolds sometimes dwell in tribes of their own, but often they are found in the lairs of larger Goblins, serving as 'snaga' or the Goblin equivalent of serfs or slaves. They are rated as non-fighters (Fighters for PCs). Few have armor better than leather, helmets of leather, and medium shields. Their arms are usually javelins, light swords or axes, and daggers. Archery is very uncommon. Kobold leaders and 'Heroes' may be better armed and armored:

ARMS AND ARMOR	AC	ARM WEIGHT	BODY WEIGHT	ARMS AS % OF CC
Leather Jerkin1	20	85	24%
Heavy Leather Jerkin2	25	90	29%
Ringmail Cuirass4	25	90	29%
Ringmail Byrnie4	30	105	35%

Kobolds are very repulsive to outsiders; reduce Appearance and Charisma scores and CRs by ½ when dealing with non-Goblins.

EXPER LVL	EXPER AWARD	EXPER FACTOR	BODY LVL	FAT. LVL	PCF	GENERAL CHARACTERISTICS
1	50	0	10	15	5	DODGE = -02/-13%
3	100	0.5	12	17	7	DEX/13 = CR/13 (06-15)
5	150	2.5	15	19	9	CON/12 = CR/12 (09-15)
7	200	7.5	17	21	11	STR/12 = CR/10 (09-15)
9	250	15	19	23	13	WIS/08 = CR/05 (04-15)
11	300	25	21	25	15	IQ/08 = CR/05 (04-15)
13*	375	35	23	27	17	BV/08 = CR/06 (01-15)
15*	450	45	25	29	19	APP/07 = CR/04 (01-10)
17*	550	57.5	26	30	21	FER/12 = CR/12 (09-15)
19**	650	72.5	26	30	23	CHA/05 = CR/03 (01-10)
21**	750	90	26	30	25	PIETY = 0 to -10
						HEIGHT = 3'4"
						WEIGHT = 65
						CC = 85

*Kobold 'Heroes' and elite troops.

** Kobold Leaders.

22.21 GOBLINS

The Goblins are somewhat larger than the Kobolds, but differ little otherwise. Their traditional enemies are the Gnomes and Dwarves. Like Kobolds, Goblins sometimes dwell in tribes of their own, but often serve as 'snaga' in the lairs of the larger Goblin races. They, too, are rated as non-fighters (PCs are Fighters) and are armed and armored as described for the Kobolds.

Goblins are very repulsive to outsiders: reduce Appearance and Charisma scores and CRs by 1/2 when dealing with non-Goblins.

ARMS AND ARMOR	AC	ARM WEIGHT	BODY WEIGHT	ARMS AS % OF CC
Leather Jerkin1	20	130	11%
Heavy Leather Jerkin2	25	135	14%
Ringmail Cuirass4	27	137	15%
Ringmail Byrnie4	40	150	23%

EXPER LVL	EXPER AWARD	EXPER FACTOR	BODY LVL	FAT. LVL	PCF	GENERAL CHARACTERISTICS
1	100	0	16	16	6	DODGE = -02/-14%
3	175	0.5	18	18	8	DEX/13 = CR/13 (06-15)
5	250	2.5	20	20	10	CON/14 = CR/14 (09-15)
7	325	7.5	22	22	12	STR/14 = CR/11 (09-15)
9	400	15	24	24	14	WIS/09 = CR/06 (04-15)
11	475	25	26	26	16	IQ/09 = CR/06 (04-15)
13*	550	35	28	28	18	BV/08 = CR/06 (04-15)
15*	625	45	30	30	20	APP/07 = CR/04 (01-10)
17*	700	57.5	31	31	22	FER/14 = CR/14 (09-16)
19**	800	72.5	31	31	24	CHA/08 = CR/07 (01-12)
21**	900	90	31	31	26	PIETY = 0 to -10
						HEIGHT = 4'5"
						WEIGHT = 110
						CC = 176

*Goblin 'Heroes' and elite troops.
**Goblin Leaders.

22.22 ORCS (URUKS)

The Orcs or Uruks are Goblin-sized. However, they are a fiercer, better organized, and more warlike type of Goblin - almost invariably associated with their larger cousins, the Uruk-Hai. The Orcs are treated little better than the lesser 'snaga' by their masters. However, they also enjoy greater freedom and receive Fighter training. Thus the Orcs are rather formidable foes - especially when encountered in large numbers and under decent leadership. They are generally armed and armored as described for the Kobolds and Goblins:

Orcs are very repulsive to outsiders; reduce Appearance and Charisma scores and CRs by 1/2 when dealing with non-Goblins.

ARMS AND ARMOR	AC	ARM WEIGHT	BODY WEIGHT	ARMS AS % OF CC
Leather Jerkin1	20	130	11%
Heavy Leather Jerkin2	25	135	14%
Ringmail Cuirass4	27	137	15%
Chainmail Cuirass6	30	140	17%
Ringmail Byrnie4	40	150	23%
Chainmail Cuirass6	45	155	26%

EXPER LVL	EXPER AWARD	EXPER FACTOR	BODY LVL	FAT. LVL	PCF	GENERAL CHARACTERISTICS
1	125	0	16	16	6	DODGE = -02/-14%
3	225	0.5	18	18	9	DEX/13 = CR/13 (06-15)
5	325	2.5	20	20	12	CON/14 = CR/14 (09-15)
7	425	7.5	22	22	15	STR/14 = CR/11 (09-15)
9	525	15	24	24	18	WIS/09 = CR/06 (04-15)
11	625	25	26	26	21	IQ/09 = CR/06 (04-15)
13*	750	35	28	28	24	BV/08 = CR/06 (04-15)
15*	875	45	30	30	27	APP/07 = CR/04 (01-10)
17*	1000	57.5	31	31	30	FER/14 = CR/14 (09-16)
19**	1150	72.5	31	31	33	CHA/08 = CR/07 (01-12)
21**	1300	90	31	31	35	PIETY = 0 to -10
						HEIGHT = 4'5"
						WEIGHT = 110
						CC = 176

*Orc 'Heroes' and elite troops.
**Orc Leaders.

22.23 URUK-HAI/HOBBGOBLINS

The Uruk-Hai are amongst the largest and fiercest of the Goblin races. Their abilities as adversaries should not be underestimated. They are as dangerous in combat as human troops. Well organized and moderately well disciplined and led, Uruk-Hai can function in open daylight - albeit nervously. Their units are accompanied by Orc 'cavalry' - Uruks mounted on Wargs or large wolves - for reconnaissance. Uruk-Hai arms include spears and pole arms, light swords and axes, and daggers. Because the Uruk-Hai do operate in daylight, where visibility is excellent, they also have an archery arm, with about 1 in 5 Uruk-Hai carrying a light self-bow. Armor is usually heavy leather, with metal caps and medium shields. However, elite units may have cuirboilli or Ringmail cuirasses. Heroes and Leaders are often armored in 3/4 Ringmail byrnies or Chainmail Hauberks.

The Hobgoblins are virtually identical to the Uruk-Hai, except that they are not well organized and usually may be found in small numbers amongst the more primitive Goblin tribes.

The Uruk-Hai and Hobgoblins are the Goblin 'master races', for they tend to dominate the lesser Goblins and treat them as abject slaves. While all Goblins are given to cruelty and brutality, the Uruk-Hai are

perhaps the most accomplished sadists of them all. Still, they do treat prisoners moderately well if high ransoms are forthcoming.

ARMS AND ARMOR	AC	ARM WEIGHT	BODY WEIGHT	ARMS AS % OF CC
Heavy Leather Jerkin2	30	191	10%
Cuirboilli Cuirass3	40	201	14%
Ringmail Cuirass4	40	201	14%
Chainmail Cuirass6	40	201	14%
Ringmail Byrnie4	55	216	19%
Chainmail Hauberk6	65	226	22%

Among lesser Goblins, Uruk-Hai and Hobgoblins have +2 to Charisma scores and CRs. They are repulsive to non-Goblins, however, and Charisma and Appearance scores and CRs are halved when dealing with them.

EXPER LVL	EXPER AWARD	EXPER FACTOR	BODY LVL	FAT. LVL	PCF	GENERAL CHARACTERISTICS
1	150	0	23	17	6	DODGE = -02/-13%
3	250	0.5	25	19	9	DEX/13 = CR/13 (06-15)
5	350	2.5	27	21	12	CON/15 = CR/15 (10-17)
7	450	7.5	29	23	15	STR/15 = CR/12 (10-15)
9	575	15	31	25	18	WIS/09 = CR/06 (04-15)
11	700	25	33	27	21	IQ/09 = CR/06 (04-15)
13*	825	35	35	29	24	BV/08 = CR/06 (04-15)
15*	950	45	37	31	27	APP/07 = CR/04 (01-10)
17*	1175	57.5	38	32	30	FER/15 = CR/15 (11-16)
19*	1300	72.5	38	32	33	CHA/08 = CR/07 (01-12)
21*	1450	90	38	32	36	PIETY = 0 to -10
23**	1600	110	38	32	39	HEIGHT = 5'10"'
25**	1800	130	38	32	41	WEIGHT = 171 CC = 290

*Uruk-Hai 'Heroes' and elite troops.
**Uruk-Hai Leaders.

22.24 GNOLLS

The Gnolls are a race that appears to be a cross between the Goblins and the Trolls. They are larger than the Uruk-Hai, but not as well organized. Like most Goblins, they cannot tolerate bright daylight. They are rarely well armored, but their arms include just about any type of weapon they can find, from clubs to heavy melee weapons like battle-axes and two-handed swords. They are man-eaters, so one is advised to fight valiantly against such foes wherever they are encountered - usually in mountain wildernesses.

Among lesser Goblins, Uruk-Hai, and Hobgoblins, Gnolls have +1 to Charisma scores and CRs. They are repulsive to non-Goblins, and Char-

isma and Appearance scores and CRs are halved when dealing with them.

ARMS AND ARMOR	AC	ARMS WEIGHT	BODY WEIGHT	ARMS AS % OF CC
Unarmored.	0	-	330	-
Heavy Leather/Fur	2	30	360	03%
Ringmail Cuirass	4	55	385	06%
Ringmail Byrnie.	4	85	415	10%

Arms include body armor, medium shield, and metal cap.

EXPER LVL	EXPER AWARD	EXPER FACTOR	BODY LVL	FAT. LVL	PCF	GENERAL CHARACTERISTICS
1	225	0	42	22	7	DODGE = -03/-15%
3	350	0.5	44	24	10	DEX/16 = CR/16 (08-18)
5	475	2.5	46	26	13	CON/19 = CR/19
7	600	7.5	48	28	16	STR/19 = CR/17 (10-19)
9	750	15	50	30	19	WIS/08 = CR/05 (01-12)
11	900	25	52	32	21	IQ/09 = CR/06 (01-13)
13	1100	35	54	34	23	BV/08 = CR/05 (01-10)
15*	1300	45	56	36	26	APP/06 = CR/03 (01-09)
17*	1500	57.5	57	37	29	CHA/10 = CR/09 (01-13)
19*	1700	72.5	57	37	32	FER/18 = CR/18 (14-19)
21*	2000	90	57	37	35	PIETY = 0 to -10
23**	2300	110	57	37	38	HEIGHT = 6'3"'
25**	2600	130	57	37	41	WEIGHT = 300
27**	3000	150	57	37	44	CC = 775

*Gnoll 'Heroes' and elite troops.
**Gnoll Leaders.

22.25 OGRES

Ogres are members of the Giant Race and are noted for their great strength and cruelty. They are the most repulsive and frightening in appearance of the Giant races, with 1 to 3 eyes, scabacious complexions, misshapen bodies, and foul odor. They live in caves in wilderness regions but will settle for ruins and even castles. Ogres are not socially organized, but they may live with Goblins as protectors. Of somewhat limited intelligence, they are vulnerable to distraction by word games, puzzles, and spells of Illusion. They are fond of treasure and tend to amass considerable amounts of it by old age.

Ogres fight with clubs and other blunt instruments because they love to see broken bones and heads smashed to bloody pulp. Barehanded, their fists strike like lightweight Maces.

So terrifying is the appearance of an Ogre, that all Characters will check morale with a FER CR-2 when meeting up with one. Failure of morale will bring a hasty retreat, and pursuit by the Ogre will push the Character to panic if a second FER CR-3 is failed.

Ogres see well in all conditions, but they prefer dim and dark surroundings because, like all Evil things, they hate bright light.

It is believed the gauntlets of an Ogre will give the wearer greater killing powers, adding +5 Damage Points per Hit scored. Also, the great belt of the Ogre is supposed to impart immense strength - effectively doubling the carrying capacity (CC) of the wearer. In fact, only the older, most powerful Ogres may possess such magical aids, and a person much under 6' tall will be unlikely to wear them.

Ogres add +5 Damage Points per Hit Scored. 75 + 1D100 Honor Points are won for slaying an Ogre.

As a general note, it should be observed that Ogres often eat their captives and victims. They also delight in torturing captives. Few monsters are more hideous or cruel.

OGRE TYPE	EXPER AWARD	BODY LVL	FAT. LVL	PCF	GENERAL CHARACTERISTICS
Young Ogre/I . . .	1500	93	24	6	DODGE = -01/-09%
Young Ogre/II . . .	2000	96	27	10	DEX/09 = CR/09 (06-12)
Young Ogre/III . . .	2500	99	30	15	CON/20 = CR/19
Mature Ogre/IV . . .	3000	102	33	19	STR/40 = CR/18
Mature Ogre/V . . .	3500	105	36	24	WIS/05 = CR/02 (01-06)
Mature Ogre/VI . . .	4000	108	39	28	IQ/05 = CR/02 (01-06)
Mature Ogre/VII . . .	4750	111	42	33	BV/05 = CR/03 (01-04)
Old Ogre/VIII . . .	5500	114	45	37	APP/01 = CR/01
Old Ogre/IX . . .	6500	117	48	42	CHA/-6 = CR/-06 (-08 to 0)
Old Ogre/X . . .	7500	120	51	46	FER/19 = CR/19

PIETY = -05
HEIGHT = 10'
WEIGHT = 1375
CC = 6600



23 The Undead Profiles

The following sections describe the Undead. Immediately below are specifics on the effects of certain types of weapons and magicks on the Undead:

MEASURE TAKEN	GHOU	ZOMBIE	SKELETON	MUMMY	VAMPIRE	WIGHT	DEATH	WRAITH	GHOST
AGAINST UNDEAD									
NATURAL WEAPON	1/2 Dam. ^a	1/2 Dam. ^a	1/2 Dam. ^a	1/2 Dam. ^a	1/2 Dam. ^b	No Effect ^b	No Effect ^b	No Effect ^b	No Effect ^b
ORDINARY WEAPON	1/2 Dam. ^c	1/2 Dam. ^c	1/2 Dam. ^d	1/2 Dam. ^c	1/2 Dam. ^c	No Effect	No Effect	No Effect	No Effect
MAGIC WEAPON	Full Dam.	Full Dam.	Full Dam. ^d	Full Dam.	Full Dam.	1/2 Dam.	1/2 Dam.	1/2 Dam.	1/2 Dam.
FLAMING SWORD	Full Dam.	Full Dam.	Full Dam.	Full Dam.	Full Dam.	Full Dam. ^e	Full Dam. ^e	Full Dam. ^e	Full Dam.
EGO SWORD	Full Dam.	Full Dam.	Full Dam. ^g	Full Dam. ^g	Full Dam.	Full Dam. ^f	Full Dam. ^f	Full Dam. ^f	Full Dam.
VORPAL BLADE	Full Dam. ^g	Full Dam. ^g	Full Dam. ^g	Full Dam. ^g	Full Dam. ^g	Full Dam. ^h	Full Dam. ^h	Full Dam. ^h	Full Dam. ^h
BANE SWORD	Full Dam. ^h	Full Dam. ^h	Full Dam. ^h	Full Dam. ^h	Full Dam. ^h	Full Dam. ^h	Full Dam. ^h	Full Dam. ^h	Full Dam. ^h
HOLY SWORD	Full Dam. ⁱ	Full Dam. ⁱ	Full Dam. ⁱ	Full Dam. ⁱ	Full Dam. ⁱ	Full Dam. ⁱ	Full Dam. ⁱ	Full Dam. ⁱ	Full Dam. ⁱ
WOODEN CROSS: HOLD ^j	Faith %	Faith %	Faith %	Faith %	Faith %	Faith -10%	Faith -20%	Faith -30%	No Effect
WOODEN CROSS: RETREAT ^k	10%	10%	10%	10%	10%	10%	10%	10%	No Effect
SILVER CROSS: HOLD ^j	Faith %	Faith %	Faith %	Faith %	Faith %	Faith %	Faith -10%	Faith -20%	Faith -30%
SILVER CROSS: RETREAT ^k	25%	25%	25%	20%	20%	15%	10%	05%	05%
SYMBOL OF ANNUBISK	60%	60%	60%	60%	40%	35%	30%	25%	20%
HOLY RELICK	Faith +40%	Faith +40%	Faith +40%	Faith +30%	Faith +30%	Faith +20%	Faith +10%	Faith %	Faith -10%
HOLY WATER ^l	1D10	1D10	1D10	1D10	1D10	1D10	1D10	1D10	1D10
HOLY WORD: HOLD ^m	Faith -15%	Faith -10%	Faith -15%	Faith -25%	Faith -35%	Faith -40%	Faith -45%	Faith -50%	Faith -55%
WRATH OF GOD	Full Dam.	Full Dam.	Full Dam.	Full Dam.	Full Dam.	Full Dam.	Full Dam.	Full Dam.	Full Dam.
FIRE	1D6	1D6	1D10	1D10	1D10	1D6	1D6	1D6	No Effect
MAGIC FIRE	Full Dam.	Full Dam.	Full Dam.	Full Dam.	Full Dam.	Full Dam.	Full Dam.	Full Dam.	Full Dam.
LIGHTNING BOLT	Full Dam.	Full Dam.	Full Dam.	Full Dam.	Full Dam.	Full Dam.	Full Dam.	Full Dam.	Full Dam.
ILLUSION SPELL	IQ/04-09	IQ/04-09	IQ/08-13	No Effect	Per IQ	No Effect	No Effect	No Effect	No Effect
COMMAND SPELL	No Effect	No Effect	No Effect	No Effect	No Effect	No Effect	No Effect	No Effect	No Effect
GREAT COMMAND SPELL	WIS/04-13	WIS/04-13	OBEY!	DEPART!	DEPART!	DEPART!	DEPART!	DEPART!	DEPART!
	OBEY!	OBEY!	OBEY!	DEPART!	DEPART!	DEPART!	DEPART!	DEPART!	DEPART!

- (a) Full damage if Natural Weapons of a Legendary Monster/Beast.
- (b) 1/2 damage if Natural Weapons of a Legendary Monster/Beast.
- (c) No Critical Hit possible.
- (d) No damage if a thrusting/stabbing weapon; full damage if a crushing weapon.
- (e) 10% chance of Retreat from the weapon.
- (f) Ego Swords will prevent drain of Life Force.
- (g) Slay outright 20% of the time. Wights, Deaths, and Wraiths take +2D6 damage if a 'Slay' result occurs, with a 10% chance of Retreat.
- (h) Slay outright 20% of the time on scoring a Critical Hit; maximum damage otherwise on Critical Hit, with a 10% chance of Retreat.
- (i) Maximum damage on Critical Hit, with a chance of +3D6 damage upon a successful Act of Faith.
- (j) Character's Faith percentage is used: Hold = no closer approach; Retreat = withdraw from area if 1D100 Faith roll is in percentage range indicated. Religious symbols of Faiths other than Christian may have comparable effects.
- (k) Sanctified religious items belonging to martyred 'Saints' work only for those of the same Faith. Symbol of Annubis (the Egyptian Jackal God of Death) are magical devices which target as a Magical Device and have the chance of causing Undead to Retreat upon rolling the 1D100 percentage indicated if targeting succeeds. No Faith Levels are lost using it.
- (l) Damage done by Holy Water if splashed on the Undead, per 'dose' used. Retreat occurs 20% of the time after splashing.
- (m) Only Clerics may utter Holy Words to prevent closer approach.

23.01 THE UNDEAD: GHOULS

Ghouls eat the flesh of the dead and make their homes in or near deserted graveyards. Ghouls are foul in appearance and smell. Their flesh is a repulsive greyish-white, not unlike the flesh of the dead. They fight with claws and fangs, with an 02/10% on a Critical Hit that the unclean venom will temporarily paralyze a victim for 1-3 blows if he fails to make a CON CR-4. A person killed by Ghouls has a 20% chance of becoming a Ghoul - provided he is not eaten first. They fear daylight mightily (FER CR = 6).

TYPE OF GHOUL	BODY FAT.		WEIGHT	AC	PCF	CC	EXPER AWARD
	LVL	LVL					
GHOUL I30	30	200	4	17	800	2000
GHOUL II40	32	225	4	21	900	2750
GHOUL III50	34	250	4	25	1000	3500
GHOUL IV55	36	275	4	29	1100	4250
GHOUL V60	38	300	4	33	1200	5000
GHOUL VI65	40	325	4	37	1300	6000

23.02 THE UNDEAD: ZOMBIES

Zombies are the corpses of dead men who are animated by Necromancy. Such beings are without wills of their own or powers of higher thought. They act only upon direction by their masters and can be fooled or distracted when isolated from their masters and left on their own to carry out instructions.

Because Zombies are corpses, they are awful to behold and cause Characters to react as described for the FEAR produced by Ghouls.

In battle, Zombies are utterly fearless and attack with 'suicidal' disregard for personal survival - largely because they have no sense of their own identities to produce morale problems. They are also quite strong, being able to carry up to 3 times their body weight.

Add +2 Damage Points per Hit scored.

TYPE OF ZOMBIE	BODY FAT.		WEIGHT*	AC	PCF	CC*	EXPER AWARD
	LVL	LVL					
ZOMBIE30	30	var.	4	09	x3	500
STRONG ZOMBIE45	30	var.	4	15	x3	1000

*Weight varies according to the size of the Zombie (see 4.26), but an average Zombie masses 150 and a strong one about 200 as a general rule of thumb. CC = x3 body weight, with Strength/20 (CR/18).



23.03 THE UNDEAD: SKELETONS

Skeletons are the final, desiccated remains of men long dead. Like Zombies, they are animated by Necromancy. Skeletons often tend to be dead men bound by some terrible CURSE or GEAS to guard some place or to perform a mission. They are totally the creatures of those who raised them and act only to fulfill their master's orders, whether he is living or long dead.

Skeletons are symbolic of Death itself and thus produce FEAR in Characters, as described for Ghouls.

TYPE OF SKELETON	BODY FAT. BASH			AC	PCF	CC	COMMENTS	EXPER AWARD
	LVL	LVL	WEIGHT*					
SKELETON15	30	150	3	21	300	unarmored	750
WARRIOR SKELETON35	30	235	8	34	450	armored in AC/5	1500

*Actual weight is about 15% for Skeleton and 25% for Warrior.

23.04 THE UNDEAD: MUMMIES

Mummies are Undead whose corpses were preserved by ancient Magicks of great power. Mummies are usually subject to some CURSE which comes into effect when a great tomb is disturbed, after which the creature is free to move and avenge the desecration.

Being especially frightening creatures, Characters under Experience/5 have a 75% chance of fleeing outright when confronted by a Mummy - without checking morale. All Characters under Experience/12 are subject to PANIC when within 50' of a Mummy and check morale with a FER CR-5 each combat turn. Characters at Experience/12+ check morale with a normal FER CR each combat turn.

Most Mummies are the remains of once great Kings, and they are rated as very superior Fighters as a result. A scant few are the preserved remains of superior Magicians and may cast 3 + 1D6 spells during an encounter (GameMaster's choice). Since they are Great Personages, their tombs will often be guarded by other Undead, especially Skeleton Warriors, although Zombies and Giant Rats might also be present. The

The appearance of Ghouls is so terrifying that Characters under Experience/8 FEAR them and must make a FER CR-2 each combat turn they are within 20' of a Ghoul. Characters of Experience/8-12 make a normal FER CR, and those with Experience/13+ are unaffected.

Ghouls are fearsomely strong and can carry up to 4 times their body weight. In battle they evidence FER/17 courage.

Ghouls prefer to fight with MMC/3 Medium Claws and MMB/2 Medium Fangs but can use weapons. Add +4 Damage Points per Hit scored. Ghouls have a Strength/20 rating (CR/18).

Skeletons sub-divide into two groups - unarmored and armored types. The latter are the remains of warriors and can possess considerable fighting prowess. Though the Skeletons themselves weigh little, they have the equivalent Bash weight of a fully fleshed man. They also have considerable strength, being able to carry 2 times their body weight. In battle, they attack with fanatic ferocity and know not the meaning of retreat unless faced with powerful Magicks, the power of Faith, or the like.

tombs may themselves be guarded by trap mechanisms of varying complexity and deadliness. The tomb might contain vast treasure on the order found in a Dragon Horde. In such instances, the guardians will likely be numerous and powerful.

There is a 50% chance that the corpse of a Mummy contains ancient diseases of unusual virulence, such as Leprosy of the Tomb. Also, wounds inflicted by a Mummy have a healing period 2 + 1D20 times as long as normal, unless cleaned and treated by a Physician or CURED by a Cleric within the hour.

In battle, a Mummy knows no fear. However, the beings are often intelligent and wise (IQ/4+2D10; WIS/4+2D10) and rarely act in a foolish or ill-considered fashion. They will serve a Necromantic master; but woe to him who shows disrespect or irreverence, as such conduct will bring a revolt 25% of the time.

Add +4 Damage Points per Hit scored.

TYPE OF MUMMY	BODY LVL	FAT. LVL	BASH WEIGHT*	AC	PCF	CC*	EXPER AWARD
MUMMY I50	50	200	4	27	600	3500
MUMMY II60	50	225	4	31	675	4250
MUMMY III70	50	250	4	35	750	5000
MUMMY IV80	50	275	4	39	825	6000
MUMMY V90	50	300	4	43	900	7000
MUMMY VI100	50	325	4	47	975	8000

*CC reflects an equivalent Strength/20 (CR/18).

23.05 THE UNDEAD: VAMPIRES

Vampires are rather unique beings. They are the true 'Living Dead', fully aware and capable of often high order thought and action. They often appear perfectly normal in dim light, with perhaps a slight pallor to the complexion. Some are unable to survive in the bright light of day and perish in sunlight at the rate of 1D10 damage points per combat turn. They are blinded in such moments and can only thrash and stumble around, being unable to engage in combat unless someone is so foolish as to blunder into their grasp. A few can withstand sunlight but are distinctly uncomfortable and operate at ½ normal combat levels if they fail a morale check at FER CR/10, checked each combat turn. Vampires tend to go abroad only at night, as a result, reserving their predations upon Mankind for the safe darkness.

Vampires require their coffins and a bit of the soil from their graves and must return to rest in them for at least 3 hours out of every 24. Failure to do this brings a 10% chance per day (cumulative) that they will perish forever. They can cross open water only at great peril (25% chance of a fierce storm which will sink the ship they are travelling in 25% of the time). They must remain in their coffins during a passage over open water.

Most Vampires sleep during the entire day (unless able to venture forth in sunlight), arising at dusk to move freely until first cockcrow. Upon arising, Vampires can go forth in their own shapes or may Shape Change into a bat, rodent, dog, or a red or white mist at will. In gaseous form, a Vampire can pass through porous materials, under doors, etc., but it must beware of strong winds or drafts which can blow them away and dissipate them - forcing the Vampire to return to his coffin to "gather himself together," so to speak.

Vampires do not cast reflections in mirrors, like demons. Dogs hate them. Holy things cause them to recoil when within 10' range. Garlic makes them snarl, hiss, and gag when smelled. A Vampire cannot pass through a crossroad without a 25% chance of being puzzled as to which way to go. This effectively holds a Vampire for 3D6 game turns (15-90 minutes) before he can leave the crossroads area. Similarly, Characters may throw down mustard seeds behind them when fleeing a pursuing Vampire. The Vampire will stop and try to count them 25% of the time for 1D6 turns (5-30 minutes).

Vampires possess a kind of animal magnetism which is manifested as MESMERISM (see 18.35 Command Spells) which they cast as Adepts of superior Experience Factor levels. This power can be directed against an intended victim to hold him/her so that the Vampire can feed. It can also function as hypnosis to command the victim's will.

Vampires tend to seek victims of the opposite sex. There is a 25% chance upon the first feeding that a Vampire will drain the body entirely of blood, being caught in a feeding frenzy. However, if the Vampire intends to bind his/her victim as a subordinate Vampire, avoidance of a

feeding frenzy permits the Vampire to make repeated visits in the hope of infecting the victim with Vampirism. Infection has a 10% chance of occurring each feeding, after which the Vampire drains the body entirely. In 7 days, the new Vampire will rise from the grave. Of course, a Vampire can always kill a victim outright, ignoring the feeding frenzy rule. Draining is at a rate of 1D10 damage points per 2½ minute combat turn or a flat 15 damage points per 5 minute game turn, if left undisturbed.

Vampires can appear quite normal. But when they reveal themselves, they emanate a PANIC effect like a Mummy. In combat, they have fighting ability comparable to that of a Knight and always strike with maximum damage when a Critical Hit is scored. Their 'Bash' capabilities are computed as if they were double their rated weights, reflecting their often incredible strength levels.

Vampires do not stay slain unless a wooden stake is driven through their hearts. Bodies are then best buried in a crossroads or else burned at noonday in bright sunlight.

Vampire NPCs can be rated as equivalent to Mighty Knights or Knights Champion (see 21.04 and 21.03) with regard to general fighting characteristics. They may be unarmored or armored. Vanquishing/slaying brings 1000 e.p. + 200% of the experience award for defeating a Knight of equivalent level. Honor Points awarded = 200.

23.06 THE UNDEAD: WIGHTS

Not to be confused with the living barrow wight who operates a pushcart in the town marketplace and sidestreets, the dread Barrow Wight is an evil spirit that inhabits an ancient burial mound or Barrow in some desolate place. Wights are ghost-like beings but are also somewhat corporeal (material), as they have not completed their passage into the Wraith World. Wights are bound to remain in the vicinity of their burial mounds and cannot venture abroad in the light of day. At night, they are free to roam round about their burial sites in search of victims. They can produce Illusions to confuse travellers about the nature of the terrain (as Adepts up to the Seventh Circle, with equivalent 100 Experience Factors). They can also produce real banks of dense FOG of 50 Volumes (see Basic Magic in 18.25). By such means they trick and lure their victims into ambush.

Barrow Wights exist by draining the Life Forces of their victims. This occurs in the form of an energy drain which removed 100.D100 experience points or one Experience Level, whichever is the lower, each day the victim is held captive by the Wight. The drain of Life Forces can be resisted by a CON CR-7. Any Human, Dwarf, or Haefling slain by Life Force draining has a 25% chance of becoming a lesser Wight in service of his slayer.

Wights have fighting characteristics comparable to those of superior Knights of Experience/11-20, and double the usual experience award is given for slaying them. Their Body/Fatigue levels are also equivalent to those of a Knight, except that Body Levels are raised by +20 points.

Wight NPCs can be rated as equivalent to Mighty Knights or Knights Champion (see 21.04 and 21.03) with regard to general fighting characteristics, only they cannot be bashed except with magical weapons - being incorporeal. Critical Hits do not bring special effects. Vanquishing/slaying brings 1500 e.p. + 200% of the experience award for defeating a Knight of equivalent level. Honor Points awarded = 250.

23.07 THE UNDEAD: DEATHS

The classic Death is the cowed skeleton figure of medieval folklore and superstition - a being properly classed as a wraith or ghost, for it is essentially incorporeal.

Deaths are highly intelligent and are immune to any attempts to CON them or to all spells of Illusion and Command except the GREAT COMMAND. For their part, they emanate TERROR, causing all Characters under Experience/6 to flee 75% of the time, without checking morale. Otherwise, Characters under Experience/12 check morale at FER CR-7 in each combat turn the Death is within 100 ft. of them. Characters of Experience/12+ check morale at FER CR-2.

Deaths have the dread FINGER OF COMMAND and automatically target any single being struck by TERROR. The FINGER OF COM-



MAND effectively holds the victim and can also cause him to approach (the skeletal finger is crooked in the characteristic 'come hither' gesture).

In combat, even if the Character saves from his fears, he is so chilled by the sight that the Death has the advantage of first blow in any combat exchange. A Death is armed with a magical +1 Scythe of Slaying which strikes with the effects of a two-handed sword. The weapon has a 33% chance of totally paralyzing the victim for 1-6 turns if a Critical Hit is scored (no other damage occurs). Alternatively, a Critical Hit does maximum damage to the victim, and an 02/10% result slays him instantly.

Deaths are immensely strong and can carry 5 times their rated weight. Note that they really have no weight, being non-material, but have the equivalent for purposes of delivering Bashes. They, themselves, cannot be bashed except by magical weapons of +5 or better.

Deaths never appear in daylight and rarely in well-inhabited regions. They are genuine haunts. Nor should they be regarded as basically hostile when they appear. Sometimes a Death will appear to present a warning to those seeing them - an omen of ill events to come if one does not turn aside or else adopt a new plan or attitude. In a hard-played dungeon adventure, the Death can be used to stop a party in its tracks when they are in danger of blundering into areas for which they are ill-equipped to survive. Such a mechanism saves the Characters for a later day in which their prowess will be advanced enough to take on the perils of that area of the Place of Mystery.

	BODY	FAT.	BASH				EXPER
DEATH	LVL	LVL	WEIGHT*	AC	PCF	CC*	AWARD
Classic Death	.125	50	500	4	50	500	15,000

*A Death has no actual weight, being incorporeal, and it cannot be bashed. CC reflects an equivalent Strength/20 (CR/18).

23.08 THE UNDEAD: WRAITHS

Wraiths are evil spirits akin to both Wights and Ghosts. They are bound by strong Magicks to serve the possessor of a Ring of Great Power (see 17.26 Necromancy). Wraiths are incorporeal and dwell in the Wraith World. Thus they are invisible to ordinary eyes. However, to function effectively in the real world, they must wear some form of clothing, usually long hooded capes and armor of the deepest black.

Wraiths seem to be blind and deaf by normal standards, yet they can sense their surroundings and will detect anyone near 85% of the time (less evasion bonuses). Their tracking ability is truly unnatural, for they can follow the trail of an intended victim with 95% chance of retaining the proper track unless magical means are used to cover it. They also ride Wraith Steeds comparable to Great Warhorses but able to absorb punishment like Wraiths and utterly untiring in their endurance.

While Wraiths possess the capacity to overwhelm most opponents, they prefer to exercise their authority over living creatures instead and will be able to MESMERIZE any creature within 20 ft. who looks into the glowing red coals that flicker into life in the darkness of the Wraiths shadowed eye sockets. They also emanate TERROR sufficient to rout Characters as described for Deaths.

Wraith NPCs can be rated as equivalent to a Knight Champion of Exper. Level/27 (see 21.03) with regard to general fighting characteristics. They cannot be 'bashed' except with magical weapons, being incorporeal. Critical Hits do not bring special effects. Vanquishing/slaying brings 2000 e.p. + 500% of the experience award for defeating a Knight of equivalent level. Body Levels are x4 that of a Champion Knight (177 damage points). Honor Points awarded = 350.

23.09 THE UNDEAD: GHOSTS

Ghosts are pure spirits, completely in the Wraith World but able to make their presence known in the real world. Ghosts are restless beings perhaps suffering from some unexpiated sin or treason which it has committed or which might have been committed against it and went unavenged. Ghosts typically want something from the living - the proper burial of the body, redress of an old wrong, restoration of a true heir

to his birthright, the return of stolen treasure, or any of a host of possible tasks. In such instances, a Ghost will have the power to place a GEAS upon the right person to put things to rights.

If the Ghost's cause is just, there is only a 10% chance that a Character can save himself from the GEAS. If the cause is unjust, the Character must attempt to have a Cleric EXORCISE the spirit, after which the GEAS can be lifted.

True Ghosts cannot be harmed by any form of weapon or Magick because they are not material nor magical in nature. Combat with a Ghost therefore means only that the Ghost has been driven from this Plane of Existence for the moment but is free to return in the following night. The Power that binds them to this world is more powerful than any known to men. Only EXORCISM can remove a Ghost forever from the Mortal Plane.

Ghosts employ no weapons. Rather, they employ TERROR to cow and vanquish their enemies, as described for Deaths. However, if a Character fails in his FER CR and his morale is shattered, there is a chance that his fear could paralyze his limbs and begin to kill him. Roll a CON CR-1D6. Failure means that the Terrorized Character cannot move, and that he is literally being killed by his abject fear at a rate of 3D6 damage points per combat turn he remains in the presence of the Ghost. A CON CR-1D6 is rolled each turn; if he can move, he flees and the damage points are not assessed against him. (The damage is purely in the mind, but if the total exceeds the Character's Body Levels plus Blood Loss Limit, he dies of a heart failure).

Ghosts are able to fight other Undead as Wraiths.

Ghosts rarely do real harm to people unless given due cause. They prefer the TERROR weapon to drive away unwanted intruders or to punish those who earn their anger. The worst thing that can befall a man is to be singled out for a haunting, for the Ghost will disturb his rest and drive him to abject fatigue in time.

Note also that EXORCISMS are of two types. If the rite is performed in the personal haunting area of the Ghost, it is final. If performed in an area in which the Ghost simply appears to remind a man of his duty the EXORCISM simply bars the Ghost from the area for a period of 6.D6 days. Exorcism level = Demon VIII equivalent.

23.09 THE UNDEAD: POLTERGEISTS

Poltergeists are Ghosts who throw things. Such spirits are sometimes malevolent, sometimes benevolent. Indeed, a Poltergeist may decide that a person, family, or party of adventurers is worthy of its protection and assistance. In such cases, the favored individuals seem to enjoy an inordinate amount of good luck in the place the Poltergeist haunts. On the other hand, those which the Poltergeist actively dislikes may experience bad luck, or strange and frightening things may happen to them.

The luck aspect can be represented by a + or - (01/05%) DM to all D6, D10, D20, and D100 rolls, with the DM being either in the favor or to the disadvantage of the liked/disliked person(s).

The strange and frightening events take on a more material and sinister quality. Objects can be thrown, dropped on, etc., the victims, doing 3D6 points of damage and bringing on a PANIC attack as described for Mummies.

Poltergeists are restricted to a particular place, usually a dwelling which they loved during life. They can only be EXORCIZED, and the rite must be performed while the Poltergeist is present. The being itself is never visible, but it makes its presence felt through the emotions felt by those in the area, sounds, moaning drafts, etc. Exorcism Level = Demon VII equivalent.

23.10 THE UNDEAD: PHANTOMS & SPECTRES

In *Chivalry & Sorcery*, the terms 'Phantom' and 'Spectre' have been reserved for purely magical manifestations created through the casting of spells of Illusion. These effects are intended to distract, baffle, confuse, or frighten the beholder. Some take on a kind of reality when the beholder believes: in their reality and may be able to do damage to them because of that belief.

Ghosts, Wraiths, and Deaths may also be called 'Phantoms' or 'Spectres' by the general populace, as that is the common meaning of the words.

AFTERWARD

Since **Chivalry & Sorcery** was originally published in 1977 a great deal has happened within role playing. Obviously the designers have not existed in a vacuum and have been aware of the developments in the art, and Ed Simbalist has been responsible for some of those changes. The natural desire by designers to update and improve their work was matched by requests from FGU for an edition with more explanation and the need for larger, easier to read print. Thus, the wishes of the game designers and of the publisher converged and work was begun on the massive rewrite of **C&S**.

It had always been apparent that **C&S** was one of the masterworks in the role playing field. The breadth of coverage was monumental and the detail covered virtually everything related to the subject matter. Yet, despite the almost legendary status of the original edition, problems still existed. Many readers were confused by the very completeness of the work and bogged down in the more complex areas of the mass-action miniatures rules which had no bearing on the role playing aspect of the game for them. Hence, the miniatures rules have been removed from **C&S** and will be placed in the **C&S Sourcebook** for those gamers with an interest in large scale battles. This avoids the confusion over terms that confused many role players reading such rules in the midst of the role playing rules.

Though some areas of the rules have been deleted, entire new sections have been added to **Chivalry & Sorcery**. Ed Simbalist has now given us a detailed skill system for the game, which more accurately reflects both the genre represented and the state of the art in our hobby. The world and background are still there and most systems have been redesigned for greater ease of both play and understanding.

Here, at FGU, it is fully expected that this new edition of **Chivalry & Sorcery** will take its place with the old edition as a model of what a complete role playing game should include. It is hoped that the larger print size and greater emphasis placed on explanation will make this edition easier to understand and to play. No longer will **C&S** be seen as the ideal background book for any role playing game by many and as a game by only an elite group. The game systems are now designed to be used by all gamers.

A great deal of effort was put into this rewrite and a similar effort was necessary for the presentation. We are extremely proud of what **C&S** has always represented and are now even more proud of the presentation.

Long time **C&S** players will wonder about the status of the other volumes in the series. The Sourcebooks are being revised and brought up to the standards of this new edition. Similar work is being done on **Swords & Sorcerers**, **Saurians**, and **Arden**. FGU now recognizes the need for adventure packs for the game and these are in preparation. Thus, support material and expansions for the **C&S** system are in the works and will begin seeing print shortly after the release of this second edition of **Chivalry & Sorcery**.

It is hoped that you, the reader, will find as much pleasure in these volumes as we find pride and pleasure in presenting them.

Scott B. Bizar, Editor
January, 1983

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