

Poor Brendan's Almanac

A Supplement for use with **DragonQuest™** and other Fantasy Role-Playing Games

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I. INTRODUCTION

Why does a game whose original publisher has been non-existent for almost twenty years need a supplement?

Some of the materials included in this supplement seemed (to me, anyway) obviously lacking in the original *DragonQuest* game, and were practically begging to be written up. Other items came about as the course of several campaigns progressed, and rules were needed for things which *DragonQuest* did not cover. *Poor Brendan's Almanac* was developed out of a set of in-house rules and modifications to *DragonQuest* (2nd Edition) used in several campaigns going back as far as 1981. Although it has existed in a fairly fixed form for nearly 10 years, it is only relatively recently that a reasonable means of distributing it (namely the Internet) has been broadly available.

The *DragonQuest* community on the Internet has developed into a small but devoted core of players and GMs. This supplement is dedicated to all of you who have contributed to the *DragonQuest Newsletter*, or written to WebRPG or the dqn-list or one of the other *DragonQuest* discussion forums or newsgroups. Your presence and continued support for *DragonQuest* makes it worthwhile to produce this project. Some material in this supplement has been previously distributed through the *DragonQuest Newsletter*.

Two versions of *Poor Brendan's Almanac* will be available. This one is a smaller file with lower-resolution images. A second file with higher resolution images (suitable for making a laser printed copy of the book) will also be produced. Both files are machine-readable with Adobe Acrobat software. We have tried, as much as has been possible, to reproduce the look-and-feel of an SPI supplement, as well as making the content follow in the spirit and style of the original *DragonQuest* game.

Like the original *DragonQuest* game itself, there is nothing to keep there from being a future Second Edition of *Poor Brendan's Almanac*. Feedback and commentary are the best ways to work out the bugs and to help make this more useful for everyone.

Hopefully, you will find this a useful addition to the *DragonQuest* rules and use it in your campaigns. Please feel free to print out and distribute copies of this supplement to other *DragonQuest* players, within the extent of acceptable use.

--Rodger Thorm

II. ADDITIONS TO COMBAT

In *DragonQuest* combat there are maneuvers which a character may wish to perform which are not covered by the basic rules. The following rules allow for more flexibility and interest in combat. When introducing these rules into an existing campaign, the GM should decide which of these rules to allow into the campaign and allow the player characters an opportunity to learn them before beginning to incorporate them into combats.

101. COMBAT TALENTS

The combat talents are special abilities for use during the Tactical Stage. They function like other special attacks and sometimes modify the normal operation of the combat sequence. Many of these talents require skill with a weapon. Applicable weapons which may be used with each talent are listed with the talent. The Experience Point costs and training time are independent of the Experience Point costs and time needed to study to use the weapon. Practice and instruction for a combat talent may take place at the same time as the practice (but not instruction) for a weapon which can be used with the particular talent. Instruction in a combat talent is like instruction in a weapon. A character may study *two* combat talents at the same time.

There are no Ranks for the combat talents. The success or failure of a combat talent depends on the character's skill with the appropriate weapon, and not on a talent Rank. A character either knows the maneuver or he does not.

An instructor for any of these talents will cost (Experience Cost/2) Silver Pennies per month of instruction. For example, it would cost a character $(1000/2) = 500$ Silver Pennies a month to learn Fencing. Since the Fencing talent requires four months of instruction, the total cost to the character would be 2000 Silver Pennies. Payment may be spread out over the course of instruction.

[101.1] Iai-jutsu [*Draw-and-Strike*]

This talent allows a figure to draw a weapon and strike with it in the same Pulse. Attacks by Iai-jutsu suffer a -15 modifier to the Base Chance in addition to all other modifiers. Iai-jutsu attacks can only be made with the following weapons: Katana, Scimitar, Tulwar, Sabre, Broadsword, Longsword (B-Class), Knife (either thrown or held), and thrown Dagger. Iai-jutsu does not allow a figure to make a

melee attack with a dagger.

The scabbard and weapon must be crafted for this use, and must be worn in a manner suitable to quick use. A weapon designed for this use costs 10 times the normal base cost and includes a suitable scabbard or sheath.

The Experience Point cost for Iai-jutsu is 500 and must be learned *separately* for each weapon. A character must have Rank 4 with the weapon and must have a minimum Manual Dexterity of 12 in order to learn this talent. A character with a Manual Dexterity below 17 pays an additional 300 Experience Points to learn the talent. Instruction time is 3 months.

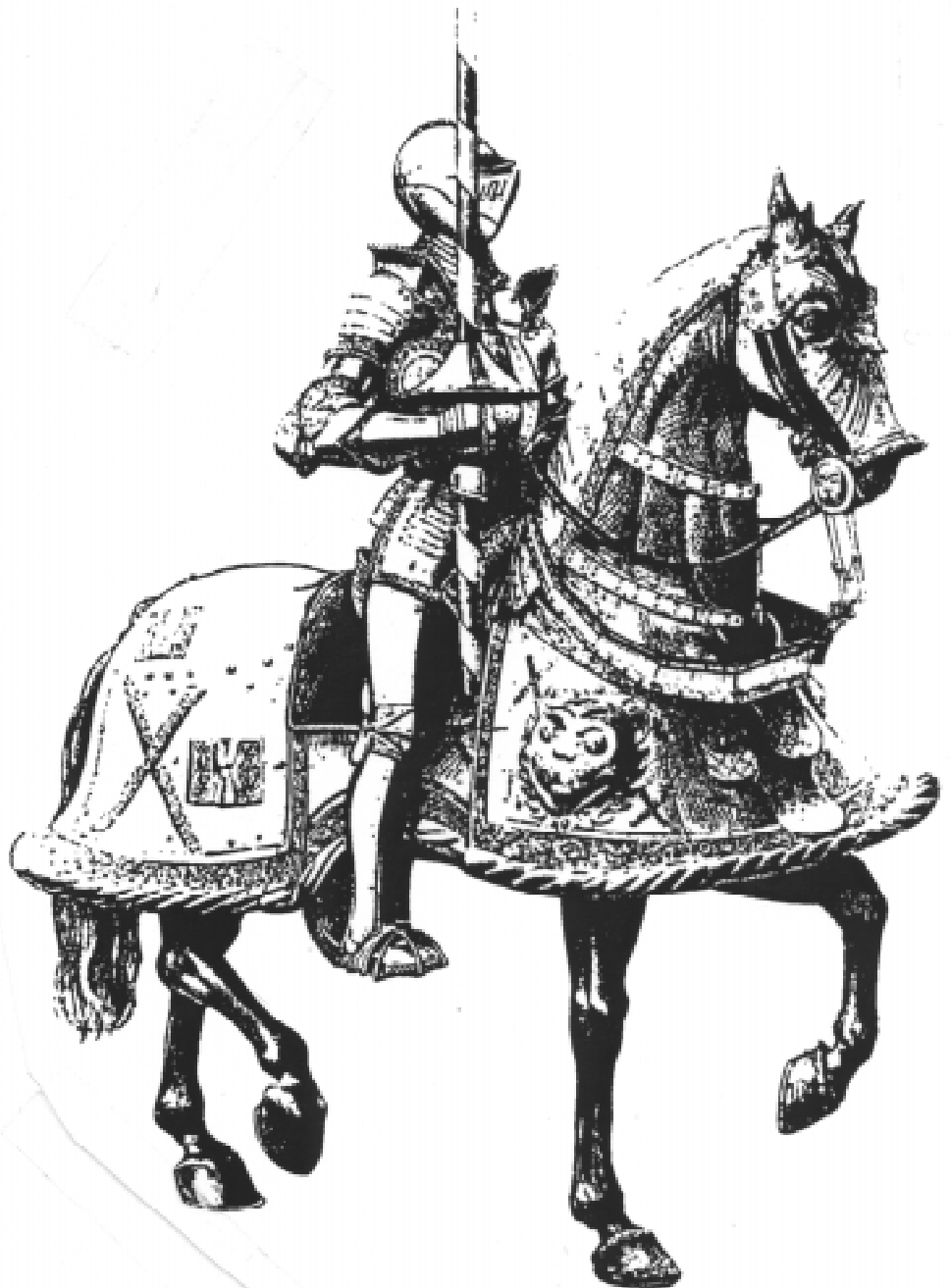
Iai-jutsu is a variant combination of the

Prepare action and the Strike action and may be performed by engaged or unengaged figures.

[101.2] Flying Tackle

This talent allows a character to rush a defender with an attack like a Charge and Close attack [*DragonQuest*, 14.4]. Due to the nature of the Flying Tackle, the defender's chance of successfully Repulsing the attacker from entering Close Combat is reduced, but at a penalty to the attacker.

An unengaged figure must declare a Flying Tackle attempt. He may then move up to (TMR - 1) hexes so that he is adjacent to his target. The Tackle is then resolved between the engaged figures on the



following Pulse.

The attacker's Subtraction Value may not exceed the number of hexes he travelled (excluding the defender's hex) to make the Tackle.

Subtraction Value	Bonus to Hit	Extra Damage
-1	+15%	+1 (+0)
-2	+20%	+2 (+1)
-3	+25%	+4 (+2)
-4	+30%	+6 (+3)

The defender gets the Bonus to Hit added to his chance to hit the figure attempting to Tackle him. When the defender is using the B-Class Multiple-Strike rule, reduce his Strike Chance in all attacks by -30 instead of -20. If the defender does hit, the damage is increased by the extra damage number. If the attacker is Stunned, he remains in his hex, and the attempt to Tackle fails.

If the attacker is not stunned, the defender may then try to Repulse him from entering Close Combat using normal rules [DragonQuest, 13.6], modified by the Subtraction Value. The number the defender needs to roll on a D10 to successfully Repulse the attacker is reduced by the Subtraction Value. Thus, a character who is defending himself with a Sabre at Rank 6 who is being attacked with a Flying Tackle where the attacker has chosen a Subtraction Value of 2 will need to roll a 4 or less (instead of a 6 or less) to keep the attacker from successfully Grappling.

If the attacker is successful, he may then enter Close Combat and immediately execute a Grapple attack as with the Charge and Close attack.

The Experience Point cost for Flying Tackle is 300. Instruction requires 1 month and practice time is an additional 3 months.

A variant of the Flying Tackle may be executed from horseback. This is called the Horse Tackle. It is similar to the Flying Tackle, except that the defender's bonus to hit is reduced by 15%, and the lower, parenthetical damage bonuses are used. The Horse Tackle talent costs an additional 300 Experience Points, and requires an additional 3 months instruction and 3 months practice. A character must have Horsemanship skill at Rank 4 or better in order to learn or use the Horse Tackle Talent.

[101.3] **Crossing Steel**

Crossing Steel is a special attack used in Melee combat by engaged figures. To initiate a Crossing Steel attack, the attacker enters the defender's hex with a permitted melee weapon and declares that he is Crossing Steel with his opponent. The defender may choose to yield the hex, in which case he moves back one hex into the

attacker's new Melee Zone and combat is then resolved normally.

Otherwise, Crossing Steel combat is resolved like Melee combat, except that the attacker and defender are in the same hex and Close Combat modifiers are used instead of Melee Combat modifiers. After combat, resolve the possession of the hex as follows:

- If only one combatant is Stunned, the non-Stunned individual keeps the hex and places his opponent in his Melee Zone.

- If both figures are Stunned, the attacker is returned to his starting hex.

- If neither figure is Stunned, then each combatant rolls a D10 and adds his Strength plus 1/2 his modified Agility plus 1/2 his Armor Protection Value [refer to the Armor Chart, DragonQuest, 18.1] (rounding all halves up) plus his Racial Size Number [DragonQuest, 18.1]. The figure with the higher total wins the hex, with ties going to the defender. Then, if the difference between the two numbers is:

- **0-4** the losing figure moves into his choice of hexes in the winning figure's Melee Zone.

- **5-8** the winning figure places the loser



in the winner's choice of hexes in his Melee Zone. A figure cannot be forced into an occupied hex unless all hexes are occupied.

9+ as above except that an occupied hex may be chosen. The losing figure will also fall prone unless he rolls under 3 x modified Agility.

If a figure is forced into a hex occupied by another figure, resolve the Tactical Display as follows. The forced figure must roll under 2 x modified Agility and the other figure must roll under 3 x modified Agility (with a +15 bonus to his chance if he could see the figure being forced into his hex). If both fail, both figures are prone in the hex. If only one makes his roll, he is standing, and the other figure is prone in the hex. If both make their rolls, the figure who originally occupied the hex stays in his hex, and the forced figure is placed prone in the nearest available hex. If there are no open hexes within 2 hexes of the hex that the character was being forced into, then the figure is forced prone in that hex.

The figure being forced may not attempt to enter Close combat with a figure in the hex he is forced into until the following Pulse. A figure who had Passed or Set who then has a character forced into his hex may elect to enter Close combat, and may execute a Grapple or Restrain attack immediately.

Crossing Steel may only be used by a figure with at least Rank 2 with one of the following weapons: any Sword, any Pole Weapon, or any Hafted Weapon except Sap, Flail, or Chain Mace. The Experience Point cost for Crossing Steel is 250, and it requires 2 months of instruction.

[101.4] **Backflip**

An engaged or unengaged figure may perform a Backflip as a special Move action. A character making a successful Backflip is moved straight back 2 hexes and retains his same facing. The target hex must be unoccupied or the figure will automatically fall Prone. Any attacks against the figure are at a penalty of -30 to hit in addition to any other modifiers. If the character is not hit, he must roll 3 x modified Agility or less to land successfully, or if he is hit, he must roll 2 x modified Agility. If he does not make his roll, or if he is Stunned, he is placed Prone in the intervening hex. There can be no obstacle higher than half the character's height in the intervening hex, and there must be an overhead clearance of one-and-a-half times his height in order to perform this maneuver. A character may not normally attack in the same Pulse as a Backflip is performed.

Halflings and Dwarves suffer a reduction

of -20 to their Base Chance to perform this maneuver.

Backflip costs 300 Experience Points to learn, and requires one month of training followed by 3 months of practice.

[101.5] Diving Attack

An unengaged figure may make a Diving Attack. A character positioned above an opponent may jump down and attempt to enter Close combat. The attacker makes a D100 roll. If the roll is 00 or is over 75 + modified Agility, the attacker has missed completely, and he takes normal falling damage and is placed prone in the nearest hex adjacent to the target hex. If the roll is not a complete miss, but is above 4 x modified Agility, then the defender takes damage of (D10 + attacker's falling damage) as a normal blow, and the attacker is treated the same as he would be for a total miss.

If the roll is successful [NOTE: Endurance and Critical Hits are possible, and should be treated as a C-class attack] the defender takes damage as above, and the attacker takes his falling damage to Fatigue rather than to Endurance (but still not absorbed by armor). Additionally, the attacker is in the hex with the defender and, if not Stunned, can then make an immediate Grapple attack. However, if the defender is in a position where he could fend the attacker's attempt to Close, he may attempt to do so. If the defender successfully fends the attempt to close, he moves into the hex immediately behind himself. Neither figure can then engage in any further activity that Pulse.

This skill can be learned by spending 2 months in instruction. The cost is 200 Experience Points.

[101.6] Fencing

An engaged figure with the Fencing talent may elect to use Fencing to resolve Melee combat. The character must have at least Rank 4 with his prepared weapon: (Main-Gauche, Rapier, Poignard, Estoc, Schlaeger, Longsword [A-class], Short Sword, Spear) to learn this ability and must spend 1000 Experience Points and 4 months instruction followed by 8 months practice.

A character using Fencing adds +15 to his Defense, and changes his tactical orientation so that only the center hex of his Melee Zone is a front hex. If he is right-handed, his left front hex is a flank hex and the other four hexes are rear hexes. {This is reversed for left-handed figures. An ambidextrous figure sets himself according to the hand in which he holds his fencing weapon.} The defender cannot normally use the Shift one hex & Strike option in Melee combat to make a rear strike on the

fencer. When the defender in the front hex shifts, the fencer is automatically and immediately shifted to maintain facing, even if the fencer is Stunned. Fencing may only be used if one or more of the following is true:

- The opponent in the front hex is using a Fencing-type weapon.
- The Fencing figure's Rank with his prepared weapon is 4 or more higher than the defender's Rank with his prepared weapon.
- The defender chooses to allow the attacker to use Fencing. If the defender has chosen to allow the figure to use Fencing, and if he has the Initiative, he may perform a Shift one hex & Strike attack. Note, however, that the net effect will be a +15 to his chance to hit (+30 for the Rear strike and -15 for the extra Fencing defense = +15). On the following Pulse, the Fencing figure will not be allowed to continue to use Fencing unless there is a new defender in his front hex with whom he can Fence. (This will mean that the defender will once again be in one of his front hexes, unless he re-adopts a Fencing posture.)

A Fencing figure may only attack with his prepared weapon in his front hex. If he has a weapon in his secondary hand, he may attack a figure in his flank hex with that weapon (using the usual modifiers for multiple weapon and secondary hand strikes).

[101.7] Jumping Turn

The Jumping Turn is a special acrobatic combat maneuver which enables a figure to leap past an opponent in order to better be able to Grapple with him.

The attacker either begins in his starting hex or moves into a hex from which he will jump (move up to 1/2 TMR and then jump). If the attacker does not move before jumping, his Base Chance of success is 3 x modified Agility. If he has a running start, his chance is 4 x modified Agility.

If the attacker has the Initiative, or uses a running start, attacks against him for the turn are at -30. If an opponent has Initiative, he may attack normally before the attacker makes his Jumping Turn. In either case, the attacker gets no benefit from any shield he carries on the Pulse he executes a Jumping Turn.

If the attacker's roll is a success, he is placed either to the right or the left of the hex that was in front of him. (ahead one, and one to either side.) He is placed facing the hex he passed over. If the roll is a Critical success (< 15% of the success chance), the attacker has landed perfectly. If he is in the Rear hex of the defender, he may enter Close Combat and immediately execute a Grapple attack.

If the attacker is Stunned before the

Jumping Turn, he remains in the start hex. If the roll fails, the attacker lands Prone in the target hex. However, if the attacker has acrobatic skill (such as Troubador-acrobat specialty) and misses his roll by 2 x skill Rank or less, he remains standing, but facing away from his opponent.

If the jumping figure does not enter Close Combat immediately the following Pulse, the defender may elect to change facing to keep the attacker in a front hex.

Jumping Turn may not be used against a figure who is Evading.

This maneuver may be learned over 2 months of instruction for 600 Experience Points, followed by 2 months of practice.

102. ADDITIONAL COMBAT RULES

The following rules are not separate skills to be learned, but are additions to the existing set of combat rules. All may be used in Melee Combat as special attacks although some may have special restrictions or requirements. This section may be viewed as an addendum to the *DragonQuest* Special Attacks section [*DragonQuest* 16.5]

[102.1] Open Attacking

There arise certain situations where a figure may wish to throw himself at an opponent without regard for his own safety. A figure may choose to increase his chance to hit an opponent by reducing his modified Agility (either in whole or in part) by an equal amount.

The attacker cannot be using a shield while making an Open Attack. If he carries a shield, he gets no defensive benefit from it when attacking this way. Open Attack can only be used in face-to-face combat, and may not be used while making a surprise attack or a Rear strike.

[102.2] Set Attacking

A figure may choose to take a Pass action intentionally during Melee combat in order to gain initiative the following Pulse, regardless of the opponent's Initiative Value. The character taking a Set action cannot use an Evade or Fire or Attack action in conjunction with a Set action. If the figure becomes Stunned, the Set becomes a Pass action, and nothing is gained.

If the figure rolls 3 x WP or less, his Set is successful and he acts first the following Pulse. If both attacker and defender Set against each other, the figure with the lower roll for the Willpower check is allowed to act first. In case of a tie, the figure with the higher initiative is allowed to act first.

A character may not Set to make any kind

of multiple attack (including two-handed B-class weapon Multiple Attack [*DragonQuest*, 16.4]). A Mage who has Prepared a spell may elect to use a Set action rather than to Cast the spell. A character may not Set with an invested item.

[102.3] Aimed Attack

A figure employing certain forms of missile weapons or thrown weapons may use a special form of Ranged Attack called Aimed Attacking to increase his chance of success. To make an Aimed Attack, a figure must have the weapon prepared (and loaded, if applicable). Rather than executing an immediate Fire action, the attacking figure announces his target and declares that he is Aiming. The GM may need to decide whether or not the figure being aimed at is aware of being Aimed at or if he has a chance of noticing. The attacker may change targets at any time. However, he loses any bonus he may have accrued due to Aiming.

An attacker is allowed to conduct an Aimed Attack against a moving target, but if he loses direct line-of-sight with his target for more than one Pulse, he loses all bonuses due to Aiming, and must begin Aiming anew when he regains sight of the target.

In all other respects the Aiming figure is treated as if he had executed a Pass action. On any subsequent Pulse, the attacker may then Fire his weapon, with the appropriate Aiming bonus added to his Base Chance. A figure who has made an Aimed Attack also increases his chance of causing an Endur-

ance hit by one for each Pulse he has aimed (to a maximum of 3). The attacker may Aim his attack for up to three Pulses in order to accrue maximum effect. There is no further bonus if a figure continues to aim beyond three Pulses.

Pulses	Bonus
1	+5
2	+15
3+	+25

If the Aiming figure is attacked, he will have to make a Concentration Check [*see DragonQuest* 15.6 and 29.5]. If he fails, he loses his Aiming bonuses.

A figure may make an Aimed Attack using any of the following weapons: any Bow, any Crossbow, Blowgun, Slingshot, Spear Thrower, or any of the following weapons only when thrown: Dagger, Knife, any Axe, Spear, Javelin, Rock, Boomerang.

[102.4] Overcut

A figure wishing to employ an Overcut in place of a regular Melee attack cannot have executed a Fire or Melee attack in the previous Pulse. When an attacker uses Overcut, he loses Initiative, even if the defender is Stunned. All attacks against the figure making an Overcut attack are at +20 in addition to all other modifiers. If the attacker remains un-Stunned, he may then make his Overcut attack. The roll uses normal Melee combat chances and modifiers, but the damage is increased by 2, and the damage bonus due to Strength is doubled.

Example: Greagor the Dwarf has Stunned his opponent, an ogre, in the first Pulse of combat. On the second Pulse he chooses to Evade, hoping that he will be able to hit the ogre with an Overcut on the following Pulse. However, at the end of Pulse 2, the ogre successfully recovers from being Stunned. On the third Pulse, Greagor can either attack normally and automatically act before the ogre (since it was Stunned on the previous Pulse), or he can wait and take what damage the ogre may dispense in hopes of doing extra damage with an Overcut.

An Overcut may be used as part of a Charge action [*DragonQuest*, 14.2] using the appropriate modifiers, but a figure cannot make an Overcut attack while Charging with a pole weapon.

A character must be using any B-class Sword except Knife, or any Hafted Weapon except Sap, or any B-class Pole Weapon in order to perform an Overcut.

[102.5] Undercut

Undercut is an attack to cause an opponent to fall Prone. The Base Chance of an Undercut is 0% with applicable skill and weapon modifiers. A character who makes an Undercut attack while kneeling or who attacks an opponent who is standing above him (on a table, for example) adds +10 to his chance. A character may not attempt an Undercut attack while he is Prone.

If the hit is successful, apply normal weapon damage to the defender, and the defender must roll less than [3 x (modified Agility - (1/2 x Effective Damage))] or fall prone. [Example: Rolf has a modified



Agility of 17 and is Undercut for 7 points of effective damage. He must roll 3 x (17 - 4) = 39 or less to stay standing.]

Undercut may be performed with the following weapons: Scimitar, Tulwar, Sabre, Broadsword, Longsword (B-class), Hand & Half Sword, Claymore, Cutlass, Schiavone, Flamberge, Schlaeger, Two-Handed Sword, Katana, O-Dachi, Battle Axe, Scythe, Great Axe*, Mace (non-chain type)*, Morningstar, Mattock, Quarterstaff, Halberd, Poleaxe, Glaive*.

(*Giant type weapons may also be used.)

103. WEAPON CROSS USE

Once a character has learned to use a particular weapon, learning to use other weapons of a similar nature will be easier, and the character will be able to use weapons of a similar type to those he knows with marginal skill.

[103.1] **A character may use an unfamiliar weapon from the same cluster as a weapon with which he is skilled at one-third his Rank with the known weapon.**

This is true even if the character's true Rank with the weapon is less than one-third of his Rank with another weapon from that cluster. A GM should penalize a character who continues to use a weapon regularly in this fashion without spending the experience points to properly learn it.

[103.2] **A character may study the use of another weapon in the same cluster as a weapon he knows at a reduction in time and Experience Point cost.** If a character's Rank in a particular weapon is greater than the Rank he is studying to achieve with another weapon of the same cluster, the experience point cost is reduced by 25% and the practice time necessary is halved.

[103.3] Weapon Clusters Table

- Dagger, Dirk, Poignard, Main-Gauche
- Sabre, Claymore, Schiavone, Tulwar
- Falchion, Cutlass, Machete, Tulwar, Scimitar
- Rapier, Estoc, Longsword (A-class)
- Broadsword, Scimitar, Cutlass, Sabre, Longsword (B-class), Schlaeger
- Broadsword, Hand & A Half, Two Handed, Claymore, Schiavone, Flamberge
- Crude Club, War Club*, Mace*, War Hammer, Mattock
- Short Bow, Long Bow*, Composite Bow
- Crossbow, Heavy Crossbow
- Hand Axe, Battle Axe*, Great Axe

- Sling, Fustibal, Spear Thrower
- Throwing Dart, Dagger (thrown), Knife (thrown)
- Flail, Morningstar
- Javelin, Spear*, Pike, Trident
- Glaive*, Halberd, Poleaxe
- Crude Club, War Club*, Truncheon, Sap, Torch, Mace
- Boomerang, Hunting Stick



104. WEAPON HANDLING

(Optional Rule) Depending on their construction, wear, and use, some weapons of a given type may feel more comfortable to a character than others. Each weapon has its own character, and the GM may elect to introduce this feature into play by allowing each weapon a modifier for its Handling for each individual.

[104.1] **Each individual who handles a weapon may determine its feel for his particular use.**

To determine a weapon's Handling for a particular individual, roll 2D5 and consult the following chart:

Roll	Modifier
2	-3
3	-2
4	-1
5	0
6	0
7	0
8	+1
9	+2
10	+3

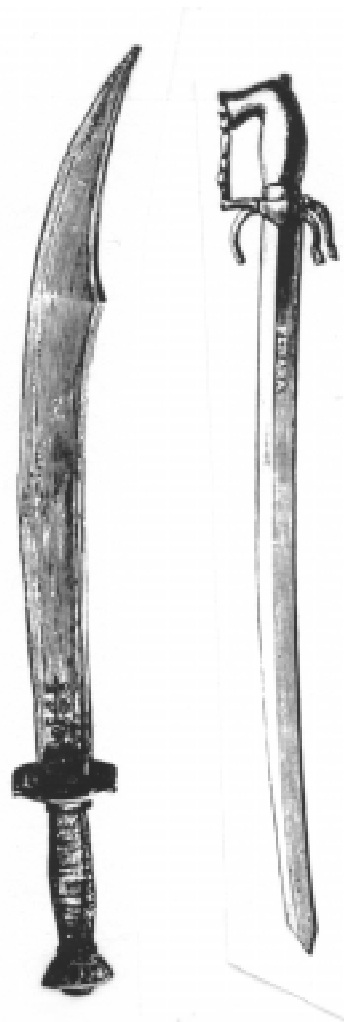
The Base Chance for the weapon in the hands of that particular individual is then adjusted by the modifier.

While it may not be at all unusual for a character examining daggers at the bazaar to handle several to compare their heft, the GM should discourage players from swapping weapons around among themselves to see whose hand it best fits. After

all, if someone finds a weapon he likes, he's going to keep it for himself, even if it fits someone else's hand better.

[104.2] **Only certain types of weapons will reasonably have noticeable Handling characteristics.**

Only swords, hafted weapons and pole arms should have a modifier for Handling. The GM need not apply this rule in all cases and should use his discretion to keep this rule from turning the purchase of each and every weapon into the search for the absolutely best fitting sword hilt.



III. ADDITIONS TO MAGIC

As an Adept becomes more skilled in the practice of magic, there are other ways which may be used to further enhance his or her abilities. There are also additional rituals which may be part of the Special Knowledge of all colleges of magic.

106. QUICKCASTING

Once an Adept has become skilled in the application of a spell, he may learn to Prepare and Fire the spell in the same Pulse. This procedure is called Quickcasting.

[106.1] **An Adept may attempt to Prepare and Fire a spell in the same pulse by using Quickcasting.**

The Fatigue cost to Quickcast a spell is double the standard cost of casting the spell. The Adept's Cast Chance is reduced by 15 for using Quickcasting. If the Adept's player rolls a number more than 20 higher than the Cast Chance while attempting to Quickcast a spell, the spell backfires. Certain spells which state a requirement for a longer period of time to cast cannot be Quickcast. Rituals can never be Quickcast. An Adept may not Quickcast a spell in a "mana poor" location. A spell cast by Quickcasting may still receive double or triple effects [see *DragonQuest* 28.2].

[106.2] **The Adept must have achieved at least Rank 6 with a spell he wishes to learn to Quickcast.**

The Experience Point cost to learn to Quickcast a spell is equal to the Experience Modifier for that spell. It takes one week to learn to Quickcast a General Knowledge spell and two weeks to learn to Quickcast a Special Knowledge spell.

[106.3] **The Adept's Initiative Value when Quickcasting a spell is reduced by 25.**

The Adept may Quickcast a spell, even if his Initiative Value has been reduced to a negative number. He will simply act after all other figures with higher Initiative Values.

[106.4] **The presence of cold iron makes it very difficult to Quickcast a spell.**

The GM's interpretations as to the amount of cold iron which may be in contact with an Adept attempting to Quickcast a spell should be much more severe than for those for normal spell casting.

If an Adept has neutralized items of cold iron which he carries with precious metals, the following modifiers should be used when the Adept attempts to Quickcast a spell. If the item is neutralized with silver, the Adept's base Chance is reduced by 20. The Cast Chance for the Adept with items neutralized by gold is reduced by 10. Even if the item is neutralized with truesilver, the Cast Chance is reduced by 5.

107. THE RITUAL OF PLANAR TRAVEL

The Ritual of Planar Travel can be used by Adepts of any college. It is similar to the other spells and rituals found in the Consequences section (*DragonQuest* rule 84) and may be considered to be rule [84.6].

[107.1] **The Ritual of Planar Travel is a Special Knowledge ritual which allows the adept to open a passable gateway to another Plane of Existence.**

Experience Multiple: 750

Effects: With this ritual, the Adept is able to open a gateway to another Dimension or Plane of Existence for 1 individual plus 1 additional per Rank. The Base Chance of successfully performing the ritual is equal to the caster's Magical Aptitude plus 3 for each hour spent in the ritual (to a maximum of 10 hours). The following modifiers apply to the Ritual of Planar Travel:

Adept has never visited the target Plane	-25
Adept does not know the True Name of the Plane	-15
The target Plane is the Adept's home Plane	+7
Each Rank the Adept has with the Ritual of Planar Travel	+3
Each Rank the Adept has with the True Name of the Plane	+1
Use of a symbol of power	var.

An Adept may gain Rank with the True Name of a Plane the same way he would with any other True Name. It takes a number of weeks equal to the Rank he is attempting to reach to study the True Name of any Plane. There is no Experience Point cost to study the True Name of a Plane. An Adept may also use a symbol of power in a Ritual of Planar Travel. These symbols have the same cost and bonus as those listed in the chart for the Remove Curse Ritual (see *DragonQuest* 84.5).

108. COMPLEX CANTRIPS

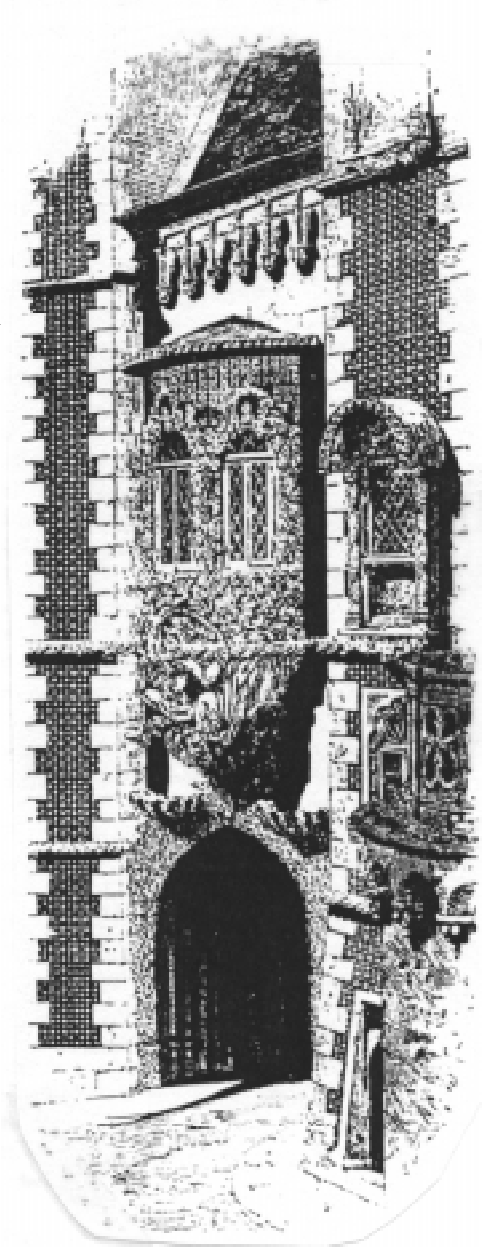
Complex cantrips are a form of minor magic more difficult than regular minor magic talents, but less difficult than spell

magic. While general minor magic is a spontaneous use of magical talent, complex cantrips are more difficult feats of minor magic which require a rehearsed trigger. For this reason they are sometimes also called 'Key Magics' because they use a mnemonic key in order to be triggered. These are some of the 'nickel-and-dime' stunts that surround an Adept's life.

[108.1] **Because of their more complex nature, a character must spend Experience Points, time and perhaps money to learn a complex cantrip.**

Complex cantrips require 1 day of instruction from another Adept who knows the cantrip or one week of study if learning from books only. The cost of instruction is equal to (Experience Point Cost + 30) Silver Pennies.

[108.2] **The Base Chance to cast a**



complex cantrip is 4 x Caster's Magical Aptitude.

Modifiers for the caster's particular college of magic do not apply to the casting of complex cantrips. As with other minor magic, the GM may add modifiers or vary the Base Chance at his discretion.

Casting a complex cantrip costs *one* Fatigue Point, whether the spell is successful or not. Complex cantrips operate in essentially the same fashion as does minor magic (see *DragonQuest 4.2* for more information).

[108.3] A character may learn an unlimited number of complex cantrips.

All complex cantrips a character knows count collectively as one spell for purposes of having sufficient Magical Aptitude to learn them (see 34.6 and 34.7)

Complex Cantrips are not Ranked like spells. Once a character has learned the 'key' to the cantrip, there is nothing else to master.

[108.4] Complex Cantrips List

Each complex cantrip is followed by its Experience Point cost in parentheses.

BUG - summons a few insects to a point within (2 x Magical Aptitude) feet from the adept. (15)

CALL - summons a horse, dog or other non-magical familiar animal from up to (Magical Aptitude X 3) miles. (40)

CHILL - cools a bottle, cup or other small quantity of material by (Magical Aptitude x 2) degrees. (45)

CHIMNEY - protects a bare candle or other small flame from gusts. (30)

CLEAN - lifts dirt, dust, liquids, etc. from a small area. (55)

COLOR - temporarily shades or colors a surface. (80)

CURE - heals one point of Fatigue and serves as a Physiker's Kit or Rank 1 healer skill to staunch bleeding, etc. Can only be used once on a wounded individual. (150)

DAMPEN - covers an area with dew or dampness. (30)

DRY - removes dew or dampness from an area. (30)

DUST - stirs up a small dustcloud. (25)

GATHER - collects like objects or material from a localized area. (85)

IGNITE - causes a flammable object (such as a candle, dry kindling, lamp wick, parchment corner, etc.) to ignite. (50)

KNOT - magically tangles a knot making it more difficult to untie or loosen. Takes (2 x Magical Aptitude) minutes to untie by hand. (70)

LUCK - allows the player to make one die roll (no more than once every game day) which may be substituted for any other die roll at any time. The player does not see what number he has rolled, and it may sometimes be worse than what he had rolled initially. (70)

POLISH - shines objects and removes tarnish. (35)

PRESERVE - slows or stops decay or rotting. (90)

PROD - causes a shocking jolt. (50)

RAVEL - unsews a seam or unravels a piece of cloth from a broken thread. (60)

SPILL - tips small containers and otherwise encourages spills. (30)

STITCH - causes a thread or string to sew itself into a seam, attach a button, etc. (60)

TANGLE - snarls thread, hair, string, vines, etc. (20)

TEMPERATURE - protects the Adept from extremes of temperature. {Wizards don't sweat} (150)

TIE - ties two threads, two cords, etc. together. (50)

UNTIE - undoes a knot or removes a snarl. Can be used to reverse the effects of one's own 'Knot' cantrip instantly, or will untie another Adept's 'Knot' in ([30 - Magical Aptitude] x 5) seconds. (50)

WARM - heats a small object. (45)

109. THE COLLEGE OF WITCH-CRAFT

The College of Witchcraft is concerned with the powers of life and community.

Witches draw strength from their associations with their Coven. A Coven is a collective of witches usually comprised of a specific (and symbolically important) number of members. The College of Witchcraft belongs to the Entities Branch of Magic.

Depending on the locale, a Coven may be

spread out over a number of small villages (with perhaps just one Witch in each village) or there may be several Covens throughout the precincts of a large city. The Coven is led by a powerful Adept known as a Warlock who oversees all activity of the Coven, including the selection of new members to the Coven (to maintain proper number), manages its monies, and sees to the training and education of all of its members. The Warlock is also the connection through which the Coven communicates with other Covens of similar association.

Adepts progress through three levels of membership within their Coven:

1. The First Circle: A new member of a Coven initially joins the First Circle.

Within the First Circle, an adept learns all of the General Knowledge of the College and is able to progress to Rank 10 with that knowledge. Adepts of the First Circle also learn the Remove Curse Ritual (84.5).

2. The Outer Circle: Once a member of the First Circle, an Adept must study for at least one year before being able to progress to the Outer Circle. As a member of the Outer Circle, the adept is able to attain complete mastery of the General Knowledge of the College and begins to receive instruction in the Special Knowledge of the College. A Witch in the Outer Circle may attain Rank 10 with any Special Knowledge spell or ritual he has learned. Members of the Outer Circle begin to take on some of the duties of the Coven, and are often responsible for the instruction of members of the First Circle.

3. The Inner Circle: Once an Adept has demonstrated sufficient mastery of the teachings in the Outer Circle, he will be invited to join the Inner Circle. In order to be accepted into the Inner Circle, the Adept must complete a particular task or quest for the Coven or its leader. Upon successful completion of the quest, the Adept will be promoted to the Inner Circle. Only members of the Inner Circle are able to learn Special Knowledge beyond Rank 10. The leader of a Coven will always be a member of the Inner Circle. Once an Adept has achieved membership in the Inner Circle, he may be able to move on and establish his own Coven.

Allegiance to a Coven and membership in the College of Witchcraft can be revoked similarly to most other colleges of magic. Unlike the College of Black Magics, there is no onus upon an Adept who forswears the College of Witchcraft.

Depending on its allegiance, the Coven will have specific holidays on which all of its members convene. Popular numbers for coven size include 7, 9, 12, and 13.

Some of the more widespread associations of Covens include:

The Coven of Dravewood - named after its central Place of Power, the ancient ruins of Dravewood, which is thought to have been a vast library in ancient days. Their Covens consist of thirteen members.

The Coven of Innar - a Coven dedicated to healing and the preservation of life. Many Adepts of this Coven are also Healers. Innaran Covens number seven members.

The Coven of As'wish - a Coven limited to female members only. As'wish was a scholar who founded the order and who highly prized knowledge and learning.

Witches are concerned with their communities and with ordinary magic. Witches are aligned with neither the Powers of Light nor the Powers of Darkness. They are not a part of that great conflict, and will be weakened when either faction is at its strength. As a college, the College of Witchcraft is closer to medieval 'hearth-witches' than to Satanic witches.

[109.1] **Members of the College of Witchcraft may only practice those talents, skills and rituals permitted them by the Pact they have made.**

[109.2] **The following numbers are added to the Base Chance of performing any talent, spell or ritual of the College of Witchcraft:**

It is daylight	-10
It is nighttime	5
Witch is in the Outer Circle	5
Witch is in the Inner Circle	10
It is a Light High Holiday	-5
It is a Dark High Holiday	-10
Witch occupies	
hallowed ground	15
Place of Power	20
meeting of entire Coven	30

All of the above modifiers are cumulative.

[109.3] **Talents**

1. Witchesight (T-1)

The Witch has a Base Chance equal to his Perception (+5 per Rank achieved with this talent) of seeing objects which are normally invisible or which have been rendered invisible by magical means (i.e., such spells as Walking Unseen, Blending, and Invisibility). The Witch also possesses the night-vision of an Elf. The Experience Multiple for this talent is 200.

2. Tarot (T-2)

This talent works in the same fashion as the Limited Precognition function of the ritual of the same name of the College of Black Magics (*DragonQuest*, 46.5, Q-1). The Witch must spend (90 - 3 x Rank) minutes to complete the talent. The Base Chance for this talent is 25% (+3 per Rank). The Experience Multiple for this

talent is 400.

3. Detect Aura (T-3)

This talent is identical in all ways to the talent of the same name of the College of Naming Incantations (*DragonQuest* 39.3, T-1).

[109.4] General Knowledge Spells

1. Spell of Walking Unseen (G-1)

Range: Adept must touch target
Duration: 1 hour+1 additional/Rank
Experience Multiple: 100
Base Chance: 60%

Resist: May not be resisted
Effects: The effects of the spell are the same as for the spell of the same name of the College of Celestial Magics (*DragonQuest*, 44.4, G-9).

2. Spell of Converse with Animals

Range: 10 feet+10 additional/Rank
Duration: Concentration/max: 3 hours x Rank (x1 if unranked)
Experience Multiple: 50
Base Chance: 45%

Resist: May not be resisted
Effects: The effects of the spell are the same as for the spell of the same name of the College of Earth Magics (*DragonQuest*, 43.4, G-1).

3. Spell of Blending (G-3)

Range: May be cast over self only
Duration: 1 hour+1 additional/Rank
Experience Multiple: 50
Base Chance: 60%
Resist: May not be resisted
Effects: The effects of the spell are the same as for the spell of the same name of the College of Earth Magics (*DragonQuest*, 43.4, G-4).

4. Spell of Healing (G-4)

Range: May only be cast over adjacent character
Duration: Immediate
Experience Multiple: 100
Base Chance: 40%
Resist: May be actively & passively resisted
Effects: The spell can cure 2 points (+1 per every 2 or fraction Ranks) of Endurance or Fatigue due to injury or disease (If curing disease, add +3 to the damage healed.) The effectiveness of this spell can be increased through the use of fresh magical herbs. The effect of the spell is doubled if using herbs, but the spell requires about 10 minutes in this case.

5. Spell of Storm Calling (G-5)

Range: Within sight of caster
Duration: Variable
Experience Multiple: 200
Base Chance: 40%

Resist: May not be resisted

Effects: This spell allows the Adept to summon any weather front within sight to center on the location from which the Adept cast the spell for a number of hours up to the Adept's Rank (depending on the strength and nature of the storm) before resuming its normal activity.

6. Spell of Herbal Lore (G-6)

Range: May be cast over self only
Duration: Immediate
Experience Multiple: 75
Base Chance: 25%
Resist: May not be resisted
Effects: This spell allows the caster to identify any magical properties of an herb or plant he is examining. Additionally, the caster will be aware of any magical plants within a radius of 5 feet (+2 per Rank).

7. Spell of Protection against Were-Creatures (G-7)

Range: 15 feet
Duration: 30 minutes + 10 additional/Rank
Experience Multiple: 300
Base Chance: 20%
Resist: May not be resisted
Effects: The effects of this spell are the same as for the spell of the same name of the College of Black Magics (*DragonQuest*, 46.4, G-7).

8. Call Coven Spell (G-8)

Range: Any
Duration: Immediate
Experience Multiple: 225
Base Chance: 20%
Resist: May not be resisted
Effects: The caster calls the attention of the rest of his coven to himself, much like the Call Master Spell of the College of Black Magics (*DragonQuest*, 46.4, G-14). The Base Chance of casting this spell is increased by 15 if the caster is the head of the Coven.

9. Spell of Blessing/Curse on Unborn Child (G-9)

Range: Sight
Duration: Immediate
Experience Multiple: 200
Base Chance: 20%
Resist: May be actively & passively resisted
Effects: This spell has the same effect as the spell of the same name of the College of Black Magics (*DragonQuest*, 46.6, S-11).

10. Spell of Enchanted Sleep (G-10)

Range: 10 feet +10 additional/Rank
Duration: 1 hour +1 additional/Rank
Experience Multiple: 250
Base Chance: 15%
Resist: May be actively & passively resisted

Effects: This spell has the same effect as the spell of the same name of the College of Ensorcelments and Enchantments (*DragonQuest*, 36.4, G-3). In addition, this spell may be cast over an item of food or drink, which will have the same effect as the casting of spell when consumed. Casting of the spell in this fashion requires 1 hour of preparation, and the effectiveness of the magic in the food lasts for a number of hours equal to the caster's Rank.

11. Spell of Predict Weather (G-11)

Range: See spell description

Duration: Immediate

Experience Multiple: 150

Base Chance: See spell description

Resist: May not be resisted

Effects: This spell operates in similar fashion to the talent of the same name in the College of Air Magics (*DragonQuest*, 40.3, T-1).

12. Spell of Light (G-12)

Range: 15 feet +15 additional/Rank

Duration: 30 minutes +30 additional/Rank

Experience Multiple: 75

Base Chance: 50%

Resist: May not be resisted

Effects: This spell operates in the same fashion as the spell of the same name in the College of Fire Magics (*DragonQuest*, 42.4, G-4).

[109.5] General Knowledge Rituals

1. Ritual of Cleansing (Q-1)

This ritual must be performed prior to the performance of any other ritual of the College. It is similar to the ritual of the same name of the College of Greater Summoning (*DragonQuest*, 47.5, Q-1).

2. Ritual of Binding Familiar (Q-2)

The Adept uses this ritual to create a bond between himself and a chosen animal. With this semi-telepathic link, the familiar is able to serve as information gatherer and confidant to the Witch. The Witch's patron will also often use the familiar as an intermediary to communicate with the Witch. A witch may not use a sentient entity as his familiar, and a Witch may have only one familiar at a time.

The Base Chance of this ritual is 10% +3/Rank, and the Experience Multiple is 300. If the ritual is being performed to renew the bond with an existing familiar, the Base Chance is increased by 20.

The bond created with the familiar lasts for 2 weeks plus 2 days per Rank. However, if the ritual is performed on the night of the full moon, the duration of the bond will be doubled.

3. Ritual of Creating Witchcharm (Q-3)

The Witch must burn 2000 Silver Pennies (-50 per Rank) worth of incense in this ritual. A

token of some sort (a locket or other item of value) is used to be the receptacle of the charm. The finished charm then confers a favorable adjustment to all die rolls of 1 per 5 Ranks (rounded down). The Base Chance for this ritual is equal to the Witch's MA +3 per Rank. The Experience Multiple is 125. The effects of witchcharms are not cumulative with each other or with other amulets, potions, blessings or tokens of luck.

4. Ritual of Creating Potions (Q-4)

An Adept who wishes to create potions must initially prepare a cauldron of magical fluid to use as the basis of all potions. The contents consist of many rare herbs and other magical materials, which the witch must either personally obtain or buy at significant cost (approximately 5000 Silver Pennies). Once the Adept has stocked the cauldron, it may be used to make an unlimited number of potions, however, it must be replenished yearly. Annual replenishment of the cauldron costs 2500 - (100 x Rank) silver pennies. Each type of potion also requires additional materials specific to the particular potion which will entail additional cost.

A witch is able to create the following potions:

A. Potion of Toad Sweat (see the Special Alchemy talent of the College of Black Magics [*DragonQuest* 46.3, T-3] in section B) cost 100 sp per attempt.

B. Love Potion (see the Special Alchemy talent of the College of Black Magics [*DragonQuest* 46.3, T-3] in section D) cost 500 sp.

C. Potion of Fertility (see the Special Alchemy talent of the College of Black Magics [*DragonQuest* 46.3, T-3] in section E) cost 100 sp.

D. Potion of Carbuncle which decreases damage from poison by 2 points per Pulse or per day cost 1200 sp

E. Potion against miscarriage cost 300 sp.

F. Potion against infection reduces BC of infect by 10 cost 1000 sp.

G. Potion of Restfulness to prevent bad dreams and increase Fatigue recovery by 2 for a night's sleep cost 400 sp.

H. Potion of Sleep which causes an enchanted sleep like E&E spell.

I. Potion of night vision cost 1200.

J. Potion of Airy Form which causes a figure to become almost weightless and able to swim about in the air.

However, in high winds, the figure may be swept away faster than they can move against it. Cost 1200 sp

The duration of such a potion is 2 weeks + 1 additional/Rank, and the cost of materials is one half the listed cost.

The Experience Multiple for this ritual is 500

[109.6] Special Knowledge Spells

1. Spell of Fear (S-1)

Range: 15 feet + 15 additional/Rank

Duration: Immediate (during Pulse)

Experience Multiple: 350

Base Chance: 20%

Resist: May be actively & passively resisted

Effects: This spell has the same effect as the spell of the same name of the College of Celestial Magics (*DragonQuest*, 44.6, S-13).

2. Spell of Damnum Miniatum (S-2)

Range: 15 feet +15 additional/Rank

Duration: Until dispelled by the appropriate counterspell

Experience Multiple: 500

Base Chance: 10%

Resist: May be actively & passively resisted

Effects: This spell has the same effect as the spell of the same name of the College of Black Magics (*DragonQuest*, 46.4, G-4). However, the Witch must use magical herbs, mushrooms, etc. for this spell obtained at a cost of (10 x Rank) Silver Pennies. If the Witch is using a lesser curse than his Rank allows, he pays only for the level of the affliction. (i.e. an affliction of warts (Ranks 1-3) would never cost more than 30 S.P.)

3. Spell of Telepathy (S-3)

Range: Touch

Duration: 1 minute +1 additional/Rank

Experience Multiple: 350

Base Chance: 10%

Resist: May only be passively resisted

Effects: This spell enables the Adept to read the thoughts of any one entity within range. The Adept can also send thoughts, unlike the spell of the same name of the College of the Mind [*DragonQuest*, 37.6, S-2] . More than one entity may be communicated with during the duration of the spell, but only one at a time.

4. Spell of Crop Blessing/Blight (S-4)

Range: Sight

Duration: 1 year

Experience Multiple: 125

Base Chance: 40%

Resist: May not be resisted

Effects: This spell has the same effect as the two spells of similar name of the College of Black Magics (*DragonQuest*, 46.6, S-4 & S-5). Although seemingly more potent than the Black Mage's version of the spell, the Witch's version only lasts one year.

5. Spell of Disease (S-5)

Range: 15 feet

Duration: 1 day +1 additional/Rank

Experience Multiple: 300

Base Chance: 25%

Resist: May be actively & passively resisted

Effects: The spell infects 1 person +1 per 3 (or fraction) Ranks with an illness. The victims will begin to show symptoms in (30 - Rank) hours after the spell was cast. Use the list in the spell of the same name of the College of Black Magics (*DragonQuest*, 46.6, S-10) as a guideline to what diseases may be afflicted upon the victims of the spell. However, unlike the Black Magics version of the spell, the victims of the Witch's Spell of Disease may die from the illness they contract.

6. Spell of Flight (S-6)

Range: 30 feet

Duration: 30 minutes x Rank (x1 if unranked)

Experience Multiple: 250

Base Chance: 25%

Resist: May not be resisted

Effects: This spell allows the target to fly at will at 20 miles per hour (+1 mile per hour per Rank). Flight in this manner is only broadly controllable (i.e. the character in flight will make slow sweeping turns) unless some sort of an earthly anchor (such as a broom or a chair) is used as a focus. This use does not enchant the object in any way, but rather just gives the character somewhat better control of his flight.

7. Spell of Transformation (S-7)

Range: Self only

Duration: 1 hour + 1 additional/Rank

Experience Multiple: 500

Base Chance: 10%

Resist: May not be resisted

Effects: With this spell, the Witch inhabits the body of his familiar, becoming one being. For all intents, the Witch's body vanishes and simultaneously the familiar's body is inhabited. The Witch is fully capable of controlling the actions of the familiar, although the familiar's consciousness is still present as well.

At the conclusion of the spell's duration (or sooner, if the Witch chooses to end the spell sooner) the Witch's body reappears in the place from which he disappeared.

8. Spell of Obscurement (S-8)

Range: 15 feet + 5 additional/ Rank

Duration: 10 minutes + 10 additional/Rank

Experience Multiple: 300

Base Chance: 20%

Resist: May not be resisted

Effects: This spell creates a hazy, shadowed veil 10 feet tall by 100 feet long which the Adept mat position in any way within range. The veil gains 1 foot of height and 10 feet of length per Rank. Anyone attempting to pass through the veil must roll passive resistance or will become disoriented for (D10/2) Pulses. Ranged attacks through the veil are subject to a -20 penalty

9. Spell of Blindness (S-9)

Range: 30 feet + 10 additional/Rank

Duration: 1 hour x D10 x Rank (1 hour if unranked)

Experience Multiple: 250

Base Chance: 15%

Resist: May be actively & passively resisted

Effects: This spell causes one target (+1 per 4 Ranks) to be struck blind

10. Spell of Lightning (S-10)

Range: 50 feet

Duration: Immediate (during Pulse)

Experience Multiple: 225

Base Chance: 30%

Resist: May only passively resist (then suffers half damage)

Effects: This spell causes a bolt of lightning to fly from the Witch's fingers. The bolt must travel its full length, and will rebound any remaining distance. All characters in the bolt's path must successfully resist or suffer (D + 2) damage +1 additional point for every 3 (or fraction) Ranks (and become automatically stunned).

11. Spell of Power Transfer (S-11)

Range: 5 miles +1 additional/Rank

Duration: 30 seconds +5 additional/Rank

Experience Multiple:

Base Chance: 20%

Resist: May not be resisted

Effects: This spell allows the caster to let another member of his Coven to use his Fatigue to cast spells. When meeting in Coven or when contacted by a Call Coven Spell, a Witch may help another member of his Coven by using this spell. For the duration of the spell, the target of the spell may cast magic by expending the caster's Fatigue rather than his own. In this way, even a Witch with no Fatigue remaining would be able to cast spells. While this spell is in effect, a form of limited telepathy exists between the two Witches.

[109.7] Special Knowledge Rituals

1. Ritual of Animating the Dead (R-1)

This ritual allows the Adept to animate a recently dead corpse back to a temporary semi-living state. Beings animated by this ritual are not healed of their wounds in any way. Rather, they are suspended between life and death. If taken to a healer, a being who has been Awakened from the Dead may still be resurrected normally.

The Base Chance of this ritual being performed successfully is equal to the caster's Magical Aptitude plus 3 per Rank. Up to three witches may work together in order to perform this ritual. If more than one witch is involved in this ritual, add the Magical Aptitude of the other Adepts to the base chance. However, only the Rank of



the witch actually leading the ritual is used. If the being has been dead for less than a day, add 20 to the Base Chance, otherwise subtract 1 from the Base Chance for each day that the being has been dead.

This ritual may not be performed on a being who has been dead for more than a number of days equal to (2 x caster's Rank). If the being's corpse has been too badly damaged in its death or subsequent treatment, it may not be possible to animate it. The effects of the ritual last for 1 day + 1 additional per Rank. During this time, the body is preserved as if under the effects of a healer's preserve dead ability [DragonQuest, 55.7].

Performing this ritual costs the caster 5 points of Fatigue and 1 point of Endurance (if more than one witch is involved in casting the ritual, the fatigue loss may be shared equally, but the prime caster always is the one to lose the point of Endurance). This will awaken the body and give the being effective characteristics equal to one-third of its previous living values. For each additional point of Fatigue the witch (or witches) expend, the being's Fatigue can be increased by one, to a maximum of three-quarters of the being's original Fatigue. Once animated, the body will have limited volition, and will be able to move and act in restricted ways. All of the body's actions are performed in a trancelike state, and will take twice as long to perform as they would for a living being. The animated figure possesses one-half of his true Rank in skills, weapons, and most other abilities while animated, but cannot cast magic. If a player's character has been animated, the player may continue to play the character (although in a greatly reduced capacity). For purposes of resurrection by a healer, a being animated by this ritual is considered to have just died (or to have died as soon as the effects of the ritual have ended). No healing magic will have any effect on a body under the effects of this ritual.

The Experience Multiple for this ritual is 400. Attempting to cast successive Rituals of Awakening the Dead on the same body to keep it in an animated state may be performed, but the increasing number of days from the being's death will make it more and more difficult to do so. If the being is not resurrected or otherwise specially attended to once the effects of the ritual have ended, there is an 85% chance that the being's spirit will become a ghost.

110. THE COLLEGE OF TIME MAGICS

The College of Time Magics is concerned with the powers of time. While Time Mages cannot change the past, they are able

to work with the powers of the past and the future.

Due to their effectively timeless lives, elves find it particularly difficult to study the arts of the College of Time Magics.

The College of Time Magics belongs to the Elemental branch of the Colleges of Magic.

[110.1] **Members of the College of Time Magics may practice their arts without restriction. (At any time?)**

[110.2] **The Base Chance of performing any talent, spell or ritual of the College of Time Magics is modified as follows:**

Adept is Seasonally Aspected	+1
Adept is Lunar Aspected	+3
Adept is Sun Aspected	+5
It is Midnight	+5
It is Noon	+10
It is an Equinox	+5
It is a Solstice	+10
Adept is an elf	-20

All of the above modifiers can be cumulative.

[110.3] **Talents**

1. Time Sensitivity (T-1)

The Adept is able to tell the exact time of day to within (10-Rank) minutes up to Rank 9, and then to within (60 - 3 x Rank) seconds at Rank 10 and above. The Adept will always know the exact day and will be able to calculate the time in another place as well. The Adept will also be able to tell the duration of an event or the elapsed time from a given moment with (80 + Rank)% accuracy. Experience Multiple for this talent is 50.

[110.4] **General Knowledge Spells**

1. Spell of Memory Recall (G-1)

Range: Touch

Duration: 5 minutes + 1 additional/Rank

Experience Multiple: 150

Base Chance: 25%

Resist: May be actively & passively resisted

Effects: The Adept is able to stimulate the memory of one target to recall an earlier period of the target's life. Specific details are recalled at the GM's discretion. It is recommended that a number of specific questions equal to (Rank X 3) be permitted.

2. Spell of Quickness (G-2)

Range: 15 feet + 15 additional/Rank

Duration: 30 seconds x Rank (x1 if unranked)

Experience Multiple: 300

Base Chance: 20%

Resist: May be actively & passively resisted

Effects: This spell affects 1 target plus 1 additional per 3 (or fraction) Ranks. The

target adds (5 + Rank) to his Initiative Value. Up to Rank 12, the target's TMR is doubled and he is able to perform Actions twice as fast. Above Rank 12, the caster may choose to triple the target's TMR. In this case, the number of targets is halved.

3. Spell of Slowness (G-3)

Range: 15 feet + 15 additional/Rank

Duration: 30 seconds x Rank (x1 if unranked)

Experience Multiple: 300

Base Chance: 20%

Resist: May be actively & passively resisted

Effects: This spell affects 1 target plus 1 additional per 2 (or fraction) Ranks. Up to Rank 12, the target's speed is halved, and the time it takes to perform any Action is doubled. Above Rank 12, the target's speed may be reduced to one-third, but the number of targets which may be affected is halved.

4. Spell of Accelerated Plant Growth (G-4)

Range: 10 feet + 10 additional/Rank

Duration: 1 hour + 1 additional/Rank

Experience Multiple: 225

Base Chance: 15%

Resist: None

Effects: With this spell, the caster can cause a number of substantial plants (trees, bushes, magical plants, etc.) equal to his Rank (one if Rank 0) or an area of smaller plants (grasses, flowers, and the like) equal to (5 x Rank) square feet (approximately 1 Tactical Display hex per 3 Ranks) to grow at a rate of 1 hour = (Rank) weeks.

5. Spell of Animal Growth (G-5)

Range: 10 feet

Duration: 1 hour + 1 additional/Rank

Experience Multiple: 300

Base Chance: 10%

Resist: May be actively & passively resisted

Effects: This spell causes 1 target plus 1 per 5 (or fraction) Ranks to grow to full maturity in (50 - Rank) minutes. If the spell is cast on already mature target, it will have no effect. The spell will have no effect if cast upon a sentient being.

At the end of the spell's duration, if the animal makes a successful 4 x WP roll it reverts to its previous condition, otherwise it dies.

6. Spell of Identifying Age (G-6)

Range: Touch

Duration: Immediate

Experience Multiple: 100

Base Chance: 35%

Resist: None

Effects: With this spell, the Adept can identify the age of an object, determine how long it has been in a particular location, or forecast how long a thing will last if it

continues unhindered (e.g. 'This candle will burn for 5 hours,' 'This spell will last another 20 minutes,' etc.)

7. Spell of Enchanted Sleep (G-7)

Range: 15 feet + 15 additional/Rank
Duration: 1 hour + 1 additional/Rank
Experience Multiple: 250
Base Chance: 20%

Resist: May be actively & passively resisted

Effects: This spell causes 1 entity (which normally spends any time sleeping) plus 1 per 3 (or fraction) Ranks to fall into an enchanted sleep. If the spell is under Rank 10, the target may be wakened (by being shaken, etc.) though it will require (Rank) Pulses for the victim to fully awaken. At Rank 11 and above, the target cannot be wakened, and the spell must run its full duration.

8. Spell of Prediction (G-8)

Range: Within sight of the Adept
Duration: Immediate
Experience Multiple: 200
Base Chance: 30%

Resist: None

Effects: The Adept is able to determine the weather and general conditions of an area for up to 1 day (+1 additional/Rank) into the future. In addition to seeing weather, the Adept may be able to foresee such large phenomena as floods, fires, volcanic eruptions, dragon attacks, or the presence of an army or a caravan. No information about individuals' activities or specific events can be determined with this spell.

9. Spell of Hibernation (G-9)

Range: May only be cast over adjacent character or self
Duration: Variable
Experience Multiple: 350
Base Chance: 20%

Resist: May be actively & passively resisted

Effects: This spell has the same effect as the spell of the same name of the College of Air Magics [*DragonQuest*, 40.6, S-8] except that the Physical Strength reduction is equal to D10 - (Rank/2).

10. Spell of Decay (G-10)

Range: Touch
Duration: 1 hour + 1 additional/Rank
Experience Multiple: 300
Base Chance: 15%

Resist: May not be resisted

Effects: This spell causes the material the adept touches to suffer rust, decay or rot. This spell will coat a weapon with rust, and the chance of an affected weapon breaking in combat is increased by (2 x Rank)%. A volume of wood in a 6 inch radius can have its strength weakened 25% (+1/2 inch

additional radius or 5% additional weakening per Rank). This spell has no effect, however, against the living tissue of animals or other beings. Other specific effects of this spell will require the GM's interpretation.

[110.5] General Knowledge Rituals

1. Ritual of Enhancing Study (Q-1)

The Adept may perform this ritual either for himself or for another individual to enable faster learning of skills and spells. After successfully performing this ritual, the target will have improved memory retention, and will require less time to comprehend new information. The ritual takes 1 hour to perform, and the Adept must set out a circle of 12 lit candles and burn a special mixture of incense costing 1000 Silver Pennies in order to perform this ritual.

After successfully completing the ritual, the target will require 10% + 2% per Rank less time to study any language, skill, talent, spell, or ritual. The effects of the ritual last for 1 week + 1 day per Rank.

The Base Chance for this ritual is 50% plus the caster's Magical Aptitude plus 1 per Rank. The Experience Multiple is 375.

2. Ritual of Future Prediction (Q-2)

With this ritual, the Adept is able to foresee future events in a manner similar to an astrologer. The Base Chance for the ritual is equal to the caster's Magical Aptitude +3 per Rank, and the Experience Multiple is 200.

The caster must prepare a question of a specific nature regarding presumed future events at the beginning of the ritual. If the ritual is successful, the caster will see visions of the future events about which he asks. The GM will need to give a reply which recognizes the variability of the untied strands of all future events.

It is recommended that the GM avoid absolute statements, and instead give information and details which allow some latitude. For example, when given a question about an adventuring party's fortunes in their forthcoming exploration of a desolate castle, it would be better to reply, 'You see Brendan and Cormac in a desperate battle with three ogres,' rather than to state absolutely, 'You see Brendan and Cormac die in battle.'

[110.6] Special Knowledge Spells

1. Spell of Enhancing Duration (S-1)

Range: Touch
Duration: Variable, depending on the spell being extended
Experience Multiple: 350
Base Chance: 10%

Resist: May be actively resisted only
Effects: This spell increases the duration of a spell being cast by another mage adjacent to the Adept. The other mage need not be a Time Mage for this spell to succeed. However, the Base Chance of successfully casting the spell is increased by +10 if the target mage is a member of an Elemental College (or +15 if the other mage is a Time Mage). There is no bonus if the target mage is a member of a College of the Thaumaturgies, and if the target mage is a member of a College of the Entities the Base Chance is reduced by -10.

The Time Mage must cast his spell before the other mage begins preparation. Once the Time Mage has successfully cast his spell, the next spell the target mage casts will be increased in duration. If the duration of the other spell is Rank based, the Ranks of the two mages are added (+1 if the Adept is Rank 0) to calculate the duration. If the duration is not Rank based, add 10% per Rank of the Time Mage to the other mage's spell duration (+10% if Rank 0).

This spell has no effect when attempting to extend instantaneous effect spells (e.g. lightning, bolt of energy, etc.) The spell also cannot be used to increase the duration of a spell cast from an invested item.

2. Spell of Accelerated Healing (S-2)

Range: Touch
Duration: 8 hours + 8 additional/Rank
Experience Multiple: 150
Base Chance: 30%

Resist: May not be resisted

Effects: This spell creates a zone in which resting individuals heal at a faster than normal rate. The application of this spell does not substitute for the skills of a Healer. Rather, the natural process of healing takes place at an accelerated rate.

Each 8 hours of rest under the spell's influence is treated as 1 + (Rank X 4, rounded down) days of healing rest. [At Rank 0 the effect is of 12 hours rest.] Those under the influence of this spell will require food and drink at a rate equal to half the effective healing time. Thus a character spending the full 3 days under the spell (at Rank 8) healing at a rate of 3 days per 8 hours will require 14 days worth of food and drink.

3. Spell of Stasis (S-3)

Range: 10 feet + 10 additional/Rank
Duration: Varies
Experience Multiple: 400
Base Chance: 15%

Resist: None

Effects: This spell causes natural phenomena to wait in stasis a short period before resuming. The delay can be specified by the Adept, up to (Rank x 5) seconds later.

(In the Tactical Stage, use (Rank) Pulses for calculating the delay.) For example, a barrel pushed from a ledge could be made to wait in mid-air for up to 35 seconds by a Rank 7 Time Mage before it fell. Note that this spell has no effect if it is cast directly over another being.

Since the effect of this spell is over a single object, the adept cannot freeze water to walk over a stream or solidify the air into an impermeable barrier.

4. Spell of Aging (S-4)

Range: 10 feet + 5 additional/Rank
Duration: D10 hours + 2 additional/Rank
Experience Multiple: 350
Base Chance: 15%
Resist: May only be passively resisted
Effects: The target of this spell is subjected to rapid debilitating effects of aging. These effects reduce the target's characteristics by D10 (+1 per 3 Ranks or fraction) from Physical Strength, Manual Dexterity, Agility, Perception, and Endurance. No characteristic may be reduced below the target's racial minimum (5 for humans) due to the effects of this spell. The characteristics must be reduced as evenly as possible when applying the effects of this spell.

Elves add +15 to their chance of resisting the spell, but if they fail to resist must roll under 4 x WP or fall unconscious.

5. Spell of Timeseeing (S-5)

Range: Within sight of the Adept
Duration: 10 minutes + 5 additional/Rank
Experience Multiple: 250
Base Chance: 25%
Resist: May not be resisted
Effects: This spell allows the caster or an adjacent figure to see into the past of a particular location or object. Events which previously took place in the space the Adept occupies will be visible, as will the former character of the space itself.

This spell takes 60 minutes (-2 minutes per Rank) for the Adept to prepare. The individual may not walk about or otherwise move while observing the past with this spell, and will be only faintly aware of present events as a ghostly projection in his vision.

If the adept is studying the history of an object, he will be able to determine features from the object's past which were of a sustained period or were of significant impact. For instance, an Adept might determine about a pair of boots that they once belonged to the great mage Lesk Darvius, or that an arrow found in a temple was used to slay the dragon Lardios. When Timeseeing is used on an object, reduce the base chance of the spell by 2 for each 5 feet of intervening distance between the Adept and the object he is studying. When attempting to look into the past, the Adept

may see as far back as (Rank Squared) years up to Rank 10. At Rank 11 and above, the Adept may see up to (Rank) centuries into the past.

6. Spell of Precognition (S-6)

Range: 10 feet + 1 additional/Rank
Duration: 15 minutes + 15 additional/Rank
Experience Multiple: 200
Base Chance: 10%
Resist: May not be resisted
Effects: This spell confers to the target an ability to see a short distance into the future. In combat, the figure is able to perceive an opponent's tactics and defend against them. The target of the spell adds 5 (+2 per Rank) to his defense. The target is also less susceptible to surprise and adds 5% (+1 for every 2 or fraction of 2 Ranks) to the chance of detecting an ambush.

7. Spell of Spell Extinction (S-7)

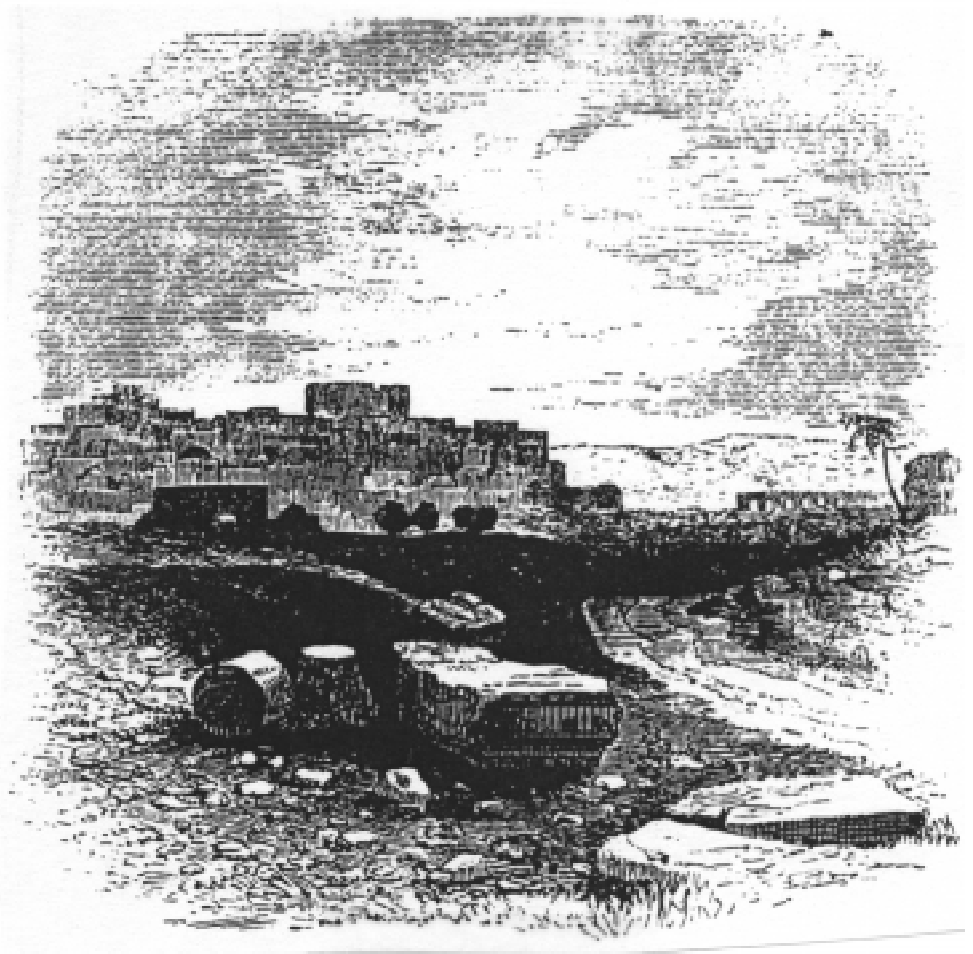
Range: 30 feet +15 additional/Rank
Duration: Concentration, depending on target spell
Experience Multiple: 450
Base Chance: 10%
Resist: May be actively & passively resisted
Effects: Upon casting this spell, the Adept causes the effects of another spell within range to pass at an accelerated rate. This does not increase the efficiency of the

target spell, but simply causes it to end sooner than it would otherwise. The rate of extinction is equal to 1 + (Rank/2) times as fast [1.5 times if the caster is Rank 0]. Thus at Rank 8, the Adept can cause a spell to end after only one-fifth its normal remaining duration.

8. Spell of Altering Time and Season (S-8)

Range: 25 feet + 25 additional/Rank
Duration: 5 minutes + 5 additional/Rank
Experience Multiple: 350
Base Chance: 5%
Resist: May only be passively resisted
Effects: With this spell, the Adept is able to cause an area surrounding him to exist in a particular time. The adept is able to create a local area of effect where day exists in the night (or vice-versa) or to alter the season. The Adept may alter the apparent hour by up to (2 x Rank) hours or may alter the time of year by up to (2 x Rank) weeks (1 hour or 1 week at Rank 0). At Rank 10 and above the adept may combine the effects; for example, an Adept with the spell at Rank 12 could alter the time by 8 (2 x 4 Rank) hours, and the season by 16 (2 x 8Rank) weeks.

Any figure attempting to enter or leave the area of time displacement must roll on the Fright Table, and must roll passive



resistance or suffer D - 4 (+1 per 4 Ranks) damage.

9. Spell of Timewalking (S-9)

Range: 5 feet + 5 additional/Rank

Duration: Immediate

Experience Multiple: 500

Base Chance: 5%

Resist: May be actively & passively resisted

Effects: This spell causes one individual or object up to 500 pounds (+100 pounds per Rank) to leap forward in time. The target will find itself in the same place, but at some time in the future from the casting of the spell. The caster may cause the target to go into the future any length of time up to (Rank Squared) months (up to 2 weeks at Rank 0). Above Rank 10 the target may be projected up to (Rank) years into the future.

In the intervening time between the casting of the spell and the return of the individual or object, the target effectively does not exist.

[110.7] Special Knowledge Rituals

1. Ritual of Life Prolonging (R-1)

The Adept must prepare a ritual circle of 12 lit candles and burn 5000 Silver Pennies worth of special rare incenses and oils to perform this ritual. The intended target must remain at the center of the circle for the duration of the ritual. The ritual takes 12 hours to perform.

Once successfully cast, the effects of the ritual prevent the target from aging for 1 year (+6 months per Rank). At the end of this period, unless the ritual is renewed, the individual will resume normal aging.

The Base Chance for this ritual is 65% plus the caster's Magical Aptitude plus 3 per Rank minus the number of years the target's life has already been extended. If the ritual is performed on the target individual's birthday, add 5 to the Base Chance. The ritual may not be performed if the caster's chance of success is less than or equal to 0%. If the roll is equal or greater than (80 + Rank) the effects of the spell are reversed, and the target is instantly aged an equivalent number of years as he would have been prevented from aging.

The Experience Multiple for the ritual is 375. There is no result when this ritual is performed on an elf.

2. Ritual of Permanence (R-2)

With this ritual the Adept is able to extend the duration of a stationary magical phenomenon to a great extent. The Adept either casts his own spell at the end of the ritual, or, working in conjunction with another Mage, the other Adept casts his

spell at the conclusion of the ritual. If the ritual is successful, the spell effect will remain in place for a number of years equal to (Rank Squared). For example, a Time Mage who cast a Ritual of Permanence and a Spell of Stasis could cause a rock to float permanently in mid-air, until the end of the Ritual of Permanence. The Ritual of Permanence will not function as either a Ward or an Investment.

The Base Chance of this ritual is 10% + 3 per Rank. The Experience Multiple is 400.

111. MINOR SKILLS

In addition to the skills necessary while adventuring (the *DragonQuest* skills from Book Three) characters in an ongoing campaign will be in need of the skills of various artisans and tradespeople. Some characters may even have some of these skills themselves. The minor skills cover these areas of endeavor and provide a basic outline for their application in a campaign environment.

Due to the common nature of these skills, there is no Rank 0 as found in normal skills. All of the knowledge of these skills is of a practical nature (or conversely, as they are common trades for the most part, all people have Rank 0 knowledge of these minor skills).

[111.1] A character must spend Experience Points, time and perhaps money to increase his Rank with a minor skill.

The Experience Point cost and time required for the successful mastery of each Rank of a minor skill is listed on the Minor Skills Experience Point Cost Chart. As with other types of skills, instruction is a necessary ingredient in learning minor skills, and the same strictures that apply to learning normal skills should apply (see [87.5]). Like weapon skills, much of the time is spent in understanding the application of what one has learned, rather than in actual training. The player should consult with the GM as to the amount of time that will actually be taken up with instruction. The cost of instruction will have to be negotiated. Due to the crafts nature of many of these skills, the time figure also indicates the amount of time necessary to practice the skill before one is ready for further instruction.

[111.2] Minor Skills Experience Point Cost Chart

The first figure lists the experience point cost for each Rank of each minor skill. The second figure lists the time necessary to master that Rank. Abbreviations for the time figures are as follows: w=weeks; m=months; y=years.

[111.3] Minor Skills List

ARCHITECT Skill in the planning and oversight of building construction. A general rule of thumb may limit the number of stories to a structure an architect designs based on his Rank:

Rank	Stories
1-4	1
5-7	2
8-9	3
10	4

BAKER Skill in the creation of breads,

pastries and other foodstuffs.

BOATWRIGHT Skill in the design and construction of ships and other water vessels. A boatwright must have attained skill of 3+ in Carpenter before he can gain Rank as a boatwright.

BOWYER Skill in the manufacture and repair of bows and crossbows. A weapon created by a bowyer has its Base Chance modified by (-3 + Rank). Thus a long bow (which has a stock BC of 55) built by a Rank 1 novice bowyer would have a BC of 53, while one built by his Rank 8 mentor would have a BC of 60.

BREWER Skill in the brewing of beers, ales, and other beverages.

CABINETMAKER Skill in the construction of fine furniture. A cabinetmaker must have skill of 3+ in carpentry before he can gain Rank in cabinetmaking.

CARPENTER Skill in carving and wood construction.

CARTOGRAPHER Skill in reading, copying and making maps and in surveying land.

COOK Skill in the preparation of food. At Ranks 6, 8, 9 and 10 a cook adds a new, foreign style to his repertoire.

COOPER Skill in building barrels and similar containers. A cooper must already have skill of Rank 2+ in carpenter. A cooper may learn an equal or lesser rank in wheelwright for one-half the normal experience cost.

FALCONER Skill in controlling and hunting with birds of prey. In practice, falconry is more of a social art than a method of catching prey for dinner.

FLETCHER Skill in the construction of arrows and bolts for bows and crossbows. Missiles created by a fletcher have an accuracy modifier of (Rank - 3). A fletcher

is able to create up to (5 x Rank) missiles in a full day's labor.

GAMBLER Skill in wagering and knowledge of games of chance. A gambler adds (5 x Rank)% to his winnings from wagering.

GARDENER Skill in the raising of plants for food. A gardener adds (Rank Squared)% to the yield of his harvest.

GLASSBLOWER Skill in fabricating items of glass.

HERALD Skill in the design and manufacture of coats of arms, flags, and other ornamental identification

INNKEEPER Skill in hosting travellers and wayfarers. To gain Rank at innkeeping, a character must have Rank 2+ as Merchant or Rank 3+ in Math.

The level of hospitality an innkeeper is able to provide is dependent upon Rank:

Subsistence	Rank 1+
Moderate	Rank 2+
Expensive	Rank 4+
Extravagant	Rank 5+

JEWELER Skill in the cutting of gemstones and creation of decorative ornaments. A jeweler is also able to assay jewelry as a merchant.

MASON Skill in construction of structures of brick and stone.

MATH Skill in counting and numerical manipulations.

POTTER Skill in fabricating vessels of clay, earthenware, porcelain, etc.

SAILOR Skill in the operation of ships; rigging sails; etc.

SCRIBE Skill in calligraphy, dictation, book copying, etc. A character must have skill of Rank 8+ in the written form of any language in which he wishes to work.



SHIPWRIGHT Skill in the design and construction of ships and watercraft.

SMITH, ARMOR Skill in the fabrication of metal armor, helmets and shields. An armor-smith must have Rank 3+ in the Ironsmith skill in order to gain Rank in armor-smith. The types of armor an armor-smith may create are limited by his Rank:

Scale mail	Rank 2+
Chainmail	Rank 3+
Partial Plate	Rank 4+
Full Plate	Rank 5+
Imp. Plate	Rank 6+

SMITH, COPPER Skill in the fabrication of utility metal objects such as clasps, hinges, bowls, gears, pipes, needles, etc. A coppersmith primarily works with baser metals and alloys such as brass, bronze, copper, tin, etc. but may also work with finer metals such as silver and gold, although the results will not be as rich or decorative as the works of a silversmith.

SMITH, IRON Skill in the forging and basic working of iron. An ironsmith is able to create basic tools, shoe horses, and forge other common items of strong metal.

SMITH, SILVER Skill in the creation of fine objects working in precious metals such as gold, silver, pewter, platinum, and others. A silversmith is also knowledgeable in the coining of metals and is able to appraise objects of precious metal as a merchant.

SMITH, WEAPON Skill in the creation of weapons of strong metal. A weaponsmith must have Rank 4+ ironsmith skill in order to gain Rank. Weapons created by a weaponsmith have a Base Chance modified by (-3 + Rank)

STONECUTTER Skill in the quarrying and carving of stone for building. Stonecutters are also skilled at decorative carving of stone such as gargoyles and statues.

TAILOR Skill at the creation and repair of fine clothing. A tailor is able to assay cloth and clothing as a merchant.

TANNER Skill in the preparation and curing of hides. At Rank 3+ a tanner can create leather armor.

VINTNER Skill in the growing of berries (particularly grapes) and fermentation of their juice to make wine.

WEAVER Skill in the manufacture of cloth from fiber.

WHEELWRIGHT Skill in building and

repairing wagon wheels. A wheelwright must have a skill level of 2+ in carpenter. A wheelwright may learn an equal or lesser rank in cooper for one-half the normal experience cost.

112 DIPLOMAT

A diplomat is skilled in the arts of communications and politics. Diplomats find employment as governmental representatives in foreign courts, as bureaucrats and officials of government, and as representatives of their leaders in their absence. Diplomats may also sometimes be found in the employ of merchants dealing in foreign trade.

[112.1] A diplomat must be able to speak his government's language at Rank 8.

In order to progress past Rank 1 the diplomat must also be able to read and write his government's language at Rank 8. It is sometimes the case that the court language is not the same as that spoken by

the people of the land, so this distinction may be relevant.

In order to advance beyond Rank 3 a diplomat must also be able to speak and to read and write at least one foreign language at Rank 8.

[112.2] A diplomat can assess the current social standing of other sentients he meets.

A diplomat's chance of successfully recognizing another's social standing is equal to $40 + (6 \times \text{Rank})\%$.

Additionally, when a figure attempts to deceive a diplomat with a disguise, subtract $(2 \times \text{Rank})\%$ from the success chance.

[112.3] A diplomat is able to appear non-hostile and can avoid offending others.

When making an encounter reaction roll for a diplomat, or for a party with a diplomat as their spokesman, the die roll should be adjusted by $(2 \times \text{Rank})$ in the diplomat's favor.

[112.4] A diplomat will be aware of court politics and the rumors surrounding court life.

A diplomat will know all of the major figures at court (or at least will recognize them if he is not personally acquainted) and will be conversant with his lord's stand on major issues of importance.

The chance of a diplomat knowing a secondary figure or issue is equal to $[50 + (5 \times \text{Rank})]\%$ and the chance of his being familiar with minor figures or issues is equal to $[10 + (8 \times \text{Rank})]\%$. The GM should make all rolls for a diplomat's knowledge secretly. If the roll is above $(90 + \text{Rank})$ then the diplomat should instead be given erroneous information.

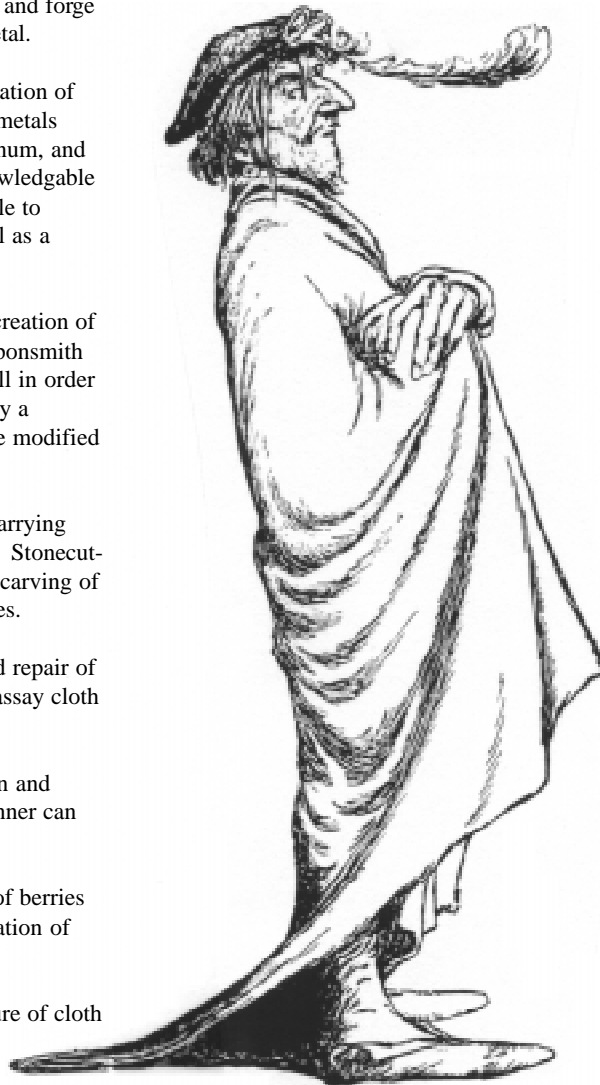
When serving at a foreign court, the diplomat is treated as being at 3 Ranks lower than his actual Rank if the court is hostile to his lord's. If the foreign court is neutral, he is treated as being 2 Ranks lower, and is treated as being 1 Rank lower if in the court of an ally.

If the diplomat is not familiar with a particular issue or rumor, he may spend $(12 - \text{Rank})$ days investigating. If the GM's roll is successful, the diplomat has found the information he was seeking.

A diplomat must be in service at court for a number of days equal to $(20 - \text{Rank})$ before he can perform any of his tasks. Any task performed before he has acclimated is treated as though he were 2 Ranks below his true Rank.

If a diplomat is gone from a court for more than (Rank) months he will be forced to reestablish himself at that court upon his return.

[112.5] A diplomat is able to negotiate



differences and settle disputes between parties.

A diplomat may advance a proposed settlement to one of the parties. The time needed to negotiate a dispute as well as modifiers to the diplomat's chance of reaching an agreeable settlement will depend on the complexity of the issue, and are left to the GM's interpretation.

The base chance of the proposal's acceptance is equal to (6 x Rank)%. Once one party accepts the proposal, the diplomat must present it to the other side, with the same Base Chance. If both sides accept the settlement, the issue is resolved. Otherwise, the diplomat must begin a new round of discussion. Each subsequent round of proposals increases the diplomat's chance by +5, up to a maximum of +30.

However, if at any time the roll for acceptance of a diplomat's proposed settlement is above (90+Rank) the entire process has broken down, perhaps even with dire consequences for the diplomat himself.

[112.6] A diplomat is familiar with the customs of other cultures.

When performing social activities, addressing nobles, following local customs, etc., a diplomat's chance of knowing the proper forms is equal to [20 + (6 x Rank) + (2 x Rank in the appropriate Language)]%. If the diplomat fails his roll, the degree of error and the consequences of such an error should be interpreted by the GM depending on how badly the roll was missed.

[112.7] A diplomat in the full time service of a major noble will receive an annual stipend of [1000 + (500 x Rank)] Silver Pennies.

A diplomat's pay will vary from this based on the employer's position, the diplomat's responsibilities, etc. The GM should use this formula as a base guideline and figure an appropriate amount based on the diplomat's actual circumstances.

[112.8] A diplomat must spend [200 + (50 x Rank)] Silver Pennies annually to maintain a proper wardrobe and appearance plus [50 + (25 x Rank)] Silver Pennies each month while serving in court for gifts and entertainments.

A diplomat who does not meet the former requirement is treated as being at one Rank lower than his actual Rank. A diplomat who has not made the latter payment is treated as being two Ranks below his actual Rank and will be forced to spend twice the time needed to investigate rumors or information or to settle in at court.

113 HERBALIST

Due to the presence of mana in the *DragonQuest* world, there exist magical plants, as well as ordinary plants with which magic can be worked. The herbalist is an individual who has detailed knowledge of magical plants and their properties as well as extensive education in the uses of non-magical plants.

[113.1] An herbalist's training is particular to a specific ecological zone, and his ability to use his skill in another zone is limited.

The herbalist will be familiar with the plants of the zone of his training. Unlike a ranger, the herbalist will be familiar with plants of different terrains, but primarily those from the area where he lives. It will be necessary for the GM to outline the boundaries of the particular ecological zones and to determine which plants are native to that environment.

The herbalist understands the effects and uses of all plants native to his particular ecological zone. An herbalist has a chance to know the general effects of a foreign plant equal to (Perception + 2 x Rank)%.

[113.2] An herbalist may attempt to analyze a new or unfamiliar herb or plant in order to determine its properties.

His chance of success is (Perception + 8 x Rank)% if the plant is found in his native ecological zone, and half that if it is not. If the GM's die roll is above the herbalist's success chance, the herbalist may be given partial information or erroneous information depending on the die roll. The herbalist must spend 120 - (10 x Rank) hours in an herbal laboratory (although not necessarily all at one time) to perform the analysis.

[113.3] An herbalist gains certain abilities as he gains Rank.

Rank	Abilities
0	Identify Common Plants and Herbs
1	Perfumer, Use of Common Remedies
2	Basic Herbalism
3	Cure Infections
4	Cure Diseases, Create Pain-Killers
5	Cure Wounds
6	Formulate Drugs
7	Advanced Herbalism
8	Create Poisons and Antidotes

[113.4] An herbalist may create perfumes and dispense common remedies.

The herbalist must spend (12 - Rank) hours and 100 + (5 x Rank) Silver Pennies

to distill each quarter ounce of perfume oils. Common folk remedies are easily found and grown by an herbalist.

[113.5] The herbalist learns to create herbal compounds for a variety of purposes.

The GM must create a list of basic herbal compounds for the players. They may be for such things as sleeping draughts, headache remedies, and the like. Advanced herbal compounds are for more complex ends such as enhancement of the senses, sleeping potions and so forth.

[113.6] The herbalist can create unguents to cure infections, wounds, and diseases and can formulate pain-killers.

To cure infections the herbalist must spend 180 - (10 x Rank) minutes to create the mixture. The percentage chance of success is 10 + (9 x Rank). Different plants can be used to cure a variety of ailments and diseases. An herbalist has an (8 x Rank) % chance of curing these maladies. To cure wounds or diseases, the herbalist must spend an amount of time equal to 300 - (15 x Rank) minutes mixing and preparing the herbs. The herbal wound cure takes (12 - Rank) hours to take effect and cures wounds equal to D + (Rank - 5) points.

[113.7] An herbalist can prepare therapeutic and recreational drugs.

[113.8] An herbalist may create poisons and poison antidotes.

He must spend (20 - Rank) hours to create a poison or antidote, and the procedure will cost 750 - (60 x Rank) Silver Pennies. The poison or antidote will be of the natural variety (as outlined under Alchemist) and may be either a Nerve Agent or a Blood Agent. The poison will cause (D5 + Herbalist's Rank) points of damage. Refer to Alchemist for additional details.

[113.9] An herbalist must pay 100 Silver Pennies a year for upkeep of his laboratory.

He must pay the cost of the building plus an additional 1500 Silver Pennies to construct his lab. An herbalist without access to lab facilities performs at 3 Ranks below his true Rank in all but the assayal skill (114.1). An herbalist may also construct a greenhouse at an additional cost of 1500 Silver Pennies. It costs 250 + (100 x Rank) Silver Pennies to maintain the greenhouse each year. If the herbalist has no greenhouse, all the plants will have to be acquired from some other source at additional cost. The GM must require an herbalist without a greenhouse to pay to acquire the necessary herbs and plants.

114 HUNTER

A hunter is an individual skilled in the tracking and slaying of wild creatures. The hunter is also familiar with animals in a fashion similar to a ranger's knowledge of plants.

A hunter may be found working in such positions as a huntsman to a noble or the leader of the hunt in a village. While a ranger may know more about the whole environment, the hunter's knowledge of wild creatures and their ways is unequalled.

[114.1] A hunter adds 2% per Rank to his Stealth ability when he is in the environment of his specialty.

There is no bonus in other environs.

A hunter must choose an environ of specialty in a manner similar to a ranger.

In addition, a hunter will develop a deep knowledge of the area surrounding his home, and will be at an advantage when acting in his home terrain. Every three months that a hunter spends at home practicing his craft, he adds 1 mile to his home area radius to a maximum of (Rank) miles. A hunter's chance of remaining undetected in setting an ambush is increased by (3 x Rank) in his home terrain.

[114.2] A hunter is adept at setting, baiting and concealing traps in the environ of his specialty.

He has a percentage chance to catch anything equal to 20 + (6 x Rank) per trap. He must spend 60 - (5 x Rank) minutes to set each trap. A hunter setting a trap outside of his specialty environment is treated as if he were only half his true Rank.

[114.3] A hunter can track a quarry across the land.

Like a ranger, a hunter is able to track any being which leaves marks of its passage, such as footprints, broken twigs, strands of hair or fur, etc. A hunter's chance to track his prey is equal to $([2 \times \text{Perception}] + [15 \times \text{Rank}])\%$. However, if the quarry the hunter is tracking is actively obscuring its trail, then the hunter's chance is $([\text{Perception}] + [8 \times \text{Rank}])\%$. If a being is using its skill as a ranger or a hunter to hide its trail, then subtract the greater of (2 x Hunter Rank) or (4 x Ranger Rank) from the hunter's chance to track the figure. Ranger skill and hunter skill are *not* cumulative when obscuring tracks and trails.

If the hunter is tracking a quarry across his home terrain, he adds 15% to his chance to track it. If the hunter is using tracking dogs or other trained animals for tracking his prey, add (2 x animal's Perception) to the hunter's tracking chance.

Under usual conditions, a hunter will be able to find and follow a track which is up to $(3 + [4 \times \text{Rank}])$ days old.

[114.4] A hunter must be able to use at least one form of missile weapon (except crossbows) before he can progress past Rank 0.

He must be able to use it at Rank 4 before he can progress past Rank 2. He must be able to use it at Rank 6 before he can advance beyond Rank 5. If his weapon is the blowgun or spear thrower he must be able to use it at Rank 8 before he can progress past Rank 5.

[114.5] A hunter will always recognize common animals of his environ by type and will know uses for them.

He will also know what parts of an animal are edible and what is not. For less common animals the percentage chance is $(12 \times \text{Rank})$. Outside his environ a hunter will recognize common animals with a $(6 \times \text{Rank})$ percent chance, and less common animals by a $(1 \times \text{Rank})$ percent chance.

[114.6] When a hunter makes a surprise ranged attack he adds 1% per Rank to hit and 1% per 2 Ranks to his chances of scoring an endurance hit or a grievous injury.

If a hunter scores an endurance hit, his target will sustain the full damage, plus an additional 50% of the damage due to bleeding at the rate of 1 point per 30 seconds.

[114.7] A hunter must pay 500 + (100 x Rank) Silver Pennies a year for special weapon points, camouflage clothing, weapon maintenance, etc.

[114.8] If a character's Rank as a ranger is greater than his Rank as a hunter, the character expends one-half the necessary Experience Points to acquire or improve the latter skill, provided that the character's environment of specialty is the same for both skills.

The reverse is also true.

115. ADVENTURE ABILITIES

In the course of their adventures, characters may find it necessary to learn certain physical skills. These cover simple abilities which may come into play during the course of an adventure.

These physical tasks are presented in a simplified format. Unlike Horsemanship or Stealth or the other skills in *DragonQuest*, there is no structure of Ranks for these skills. It should be enough for most play purposes to know either that a character is able to do a certain task or he is not. For

those instances when the GM feels that the character needs to test his ability in one of these skills, the appropriate characteristic is listed with each skill. Thus the GM can tell a character wishing to pole vault over a moat he will need to roll 3 x MD to land safely on the other side and avoid becoming crocodile food.

<u>SKILL</u>	<u>CHARACTERISTIC</u>	<u>EXP</u>
Climbing (Rope)	PS	100
1 week instruction		
Pole Vault	MD	200
2 weeks instruction		
Rapelling	AG	500
2 weeks instruction		
Skating (Ice)	AG	50
1 week instruction		
Snowshoeing	EN	50
1 week instruction		
Swimming	EN	100
2 weeks instruction		
Ski, Cross-Country	EN	150
1 week instruction		
Ski, Downhill	AG	250
2 weeks instruction		
Team Handling	WP	25
(each type must be learned separately: e.g. pony-cart, 2-horse team, 4-horse team, 2-ox team, etc.)		
1 week instruction		
Tightrope	AG	1000
4 weeks instruction		

116. ALCHEMICAL AND HERBAL SHOPKEEPING

An alchemist who has attained Rank 3 or an herbalist who has attained Rank 2 may open a shop to practice their trade commercially. It will be necessary for the alchemist or herbalist to have some regular place to conduct business in addition to the laboratory and/or greenhouse he may already have. An alchemist's base income from selling chemicals is 250-375 Silver Pennies per month, and an herbalist will earn $(300 + [10 \times \text{Rank}])$ Silver Pennies per month. However, an herbalist can only earn $(20 \times \text{Rank})$ Silver Pennies per month if the herbalist has no greenhouse and must instead forage for plants.

At Rank 5 an alchemist must declare a specialty for his shop from the list of alchemical specialties. An alchemist will earn an extra $(10 \times \text{Rank})$ Silver Pennies per month for each additional specialty he has. An alchemist specializing in medicines will earn $(50 \times \text{Rank})$ Silver Pennies per month; one selling poisons and venoms will earn $(200 + [40 \times \text{Rank}])$ Silver Pennies a month; and one whose specialty is potions earns $([100 \times \text{Rank}]-300)$ Silver Pennies each month, all figures being after expenses for materials.

An herbalist practicing his art will earn

118 BUILDING COSTS



an additional (4x [Rank Squared]) Silver Pennies each month after supply costs are paid.

The GM should adjust these figures according to the type of market the shop is located in. An herbalist in a market-town surrounded by farming villages may earn as much as 50% more, while on the other hand, an alchemist in the competitive market of a city may be forced to cut his prices 10-20% to stay in business. Trade guilds may be another factor to consider. Both the dues they charge and the prices they set for their districts will have to be taken into consideration.

While these income figures cover the supplies needed for the commerce, the cost of maintaining a laboratory, greenhouse, equipment, etc. must still be paid. There is also a much higher chance that anyone dealing in poisons will attract the interest of members of the Thieves' and Assassins' Guilds.

For most shopkeepers, a bribe of 1% of the lab value per year is sufficient price to afford "protection" from the organized Thieves' Guild. However, shopkeepers who leave their places of business to go adventuring will need to pay extra bribes to keep their shops safe in their absences.

117 TROUBADOR ITINERANCY

A troubador of Rank 1 or higher with an appropriate entertainment skill may attempt

to make a living as an itinerant performer. In this way, a troubador may be able to exchange song and news for his room and board. The troubador must be in a town or other location where there are enough possible customers for him to make his way in this fashion. Adventurers' Guildhalls, inns and taverns, as well as the homes of merchants and nobles all may welcome a troubador with news from afar, fresh songs, or a repertoire of mime or dance.

For each week the troubador seeks to earn a performer's living, roll D100, and if the troubador also has courtesan skill, subtract that Rank from the roll. If the roll is above (80 + Troubador Rank), the performer is out of luck and must pay for food & lodging, etc. Otherwise, the troubador has earned a low comfortable/high subsistence lifestyle for the week. As an itinerant performer, the troubador earns (5 + D5) x (Rank + 2) Silver Pennies a week. Alternately, he may choose to roll D100 using the Starting Silver Pennies Table [DragonQuest 8.5] and subtract 10 from the roll and add his Rank.

If the roll is equal or below (5 x Rank), the troubador lives comfortably. If it is below (2 x Rank) he lives expensively and his earnings are doubled.

If the roll is equal or below his Rank, he lives extravagantly and earns three times the amount rolled. If the roll is less than (1/2 x Rank), there may be an extraordinary encounter or event.

The following is a basic system to be used in calculating the cost of building a house, laboratory, or other structure. Items such as reinforced doors, secret panels and passages, iron doors, superior locks, or any form of luxury design such as plastered and/or painted interiors, plumbing, gold doorknobs, etc. are (of course) extra. These figures also do not include calculations for the cost of land (which in many cases could not be owned outright, but was instead rented from the noble who owned the land). Many other factors may be involved in determining the final cost for a particular building. It will also be necessary for the GM to adjust prices to account for aspects of the building's construction which simply fall outside of these rules. The formulas here are intended as a guideline only, rather than a complete description of determining building construction costs.

[118.1] The formula for calculating the Base Cost of a structure is:

$$1 \text{ Silver Penny} \times \text{Ceiling Height (in feet)} \times \text{Area of the Building (in square feet)} \times \text{Materials Multipliers}$$

The minimum height for a structure is four feet (and this is a low ceiling for a halfling). If the building is multi-story, figure the cost of each story separately. Remember that, except for castles and keeps, most buildings will be single story (and virtually none more than three). Average ceiling heights for halflings are 4-5 feet; for dwarves 5- 6 feet; for elves 7 feet; for humans and orcs 7-8 feet; and for giants 15-30 feet.

[118.2] The cost of a building also depends on the type of material used and its availability to the construction site.

Table 118.2 shows a general table of multipliers for material and availability. The GM should use these as figures as guidelines in order to determine an exact multiplier.

Material	Multiplier
Wattle & Daub	.5 x
Wooden	1 x
Field stone	2 x
Quarried stone	5 x
Brick	3 x

Material may be gathered freely, as in an unregulated frontier, a wilderness, or when a noble allows resources to be utilized .5 x

Material must be transported a long distance or is difficult to obtain

3 x

Material is readily available due to a competitive market .75 x

Town or city in the midst of a cycle of growth .9 x

Urban setting where all materials must be purchased 1.5 x

Large city or situation where materials are in short supply 3 x

[118.3] Basement and underground structures may be excavated at an additional cost.

Basement and underground structures cost 2 Silver Pennies per cubic yard; 3 Silver Pennies if in rocky ground. If the structure is mined through stone, the cost is 20 Gold Shillings per cubic yard (10 sp per cubic foot) .

[118.4] Additions and amenities beyond the basic structure have an additional cost.

Other additions and their costs include the following:

- Thick oak door 25 sp
- Iron banded door 50 sp
- 3' x 3' trapdoor 25 sp
- Wall sconces 20 sp
- Hearth & chimney 200 sp +

- 50 sp/story
- Brick oven 300 sp
- Dutch door 30 sp
- Shuttered windows 10 sp each
- Iron banded shutters 20 sp each
- Sealed windows 20-150 sp
- Hinged frame windows 50-800 sp
- Staircase costs are based on the number of feet the stair rises:
 - Ladder 1 sp/foot
 - Staircase, wooden 20 sp/foot
 - Staircase, hardwood 25 sp/foot
 - Staircase, rough stone 75 sp/foot
 - Staircase, fine stone 150 sp/foot
- Marble flooring 5-10 sp/sq ft
- Parquet flooring 2-8 sp/sq ft
- Tile flooring 2-5 sp/sq ft
- Balcony 200 sp + 10 sp/sq ft
- Portcullis gate 50 sp x width in feet
- Drawbridge w/windlass 500 sp + 50 sp x length of bridge in feet

- Bathtub, wooden 40 sp
- Bathtub, copper 200 sp
- Counter 10 sp/sq ft
- Wastewater Drainage 800 sp per room
- Rooftop cistern 100 sp + 1 sp x gal capacity
- Cistern plumbing 500 sp per room
- Water wheel 1000 sp

- Small windmill 250 gs
- Hand pump 200 sp
- Mill pump 500 sp

[118.5] Secret areas may be constructed in a structure at a substantial cost increase.

A structure containing secret rooms and/or passages will cost an additional 4 x Basic Cost for the portion that is concealed.

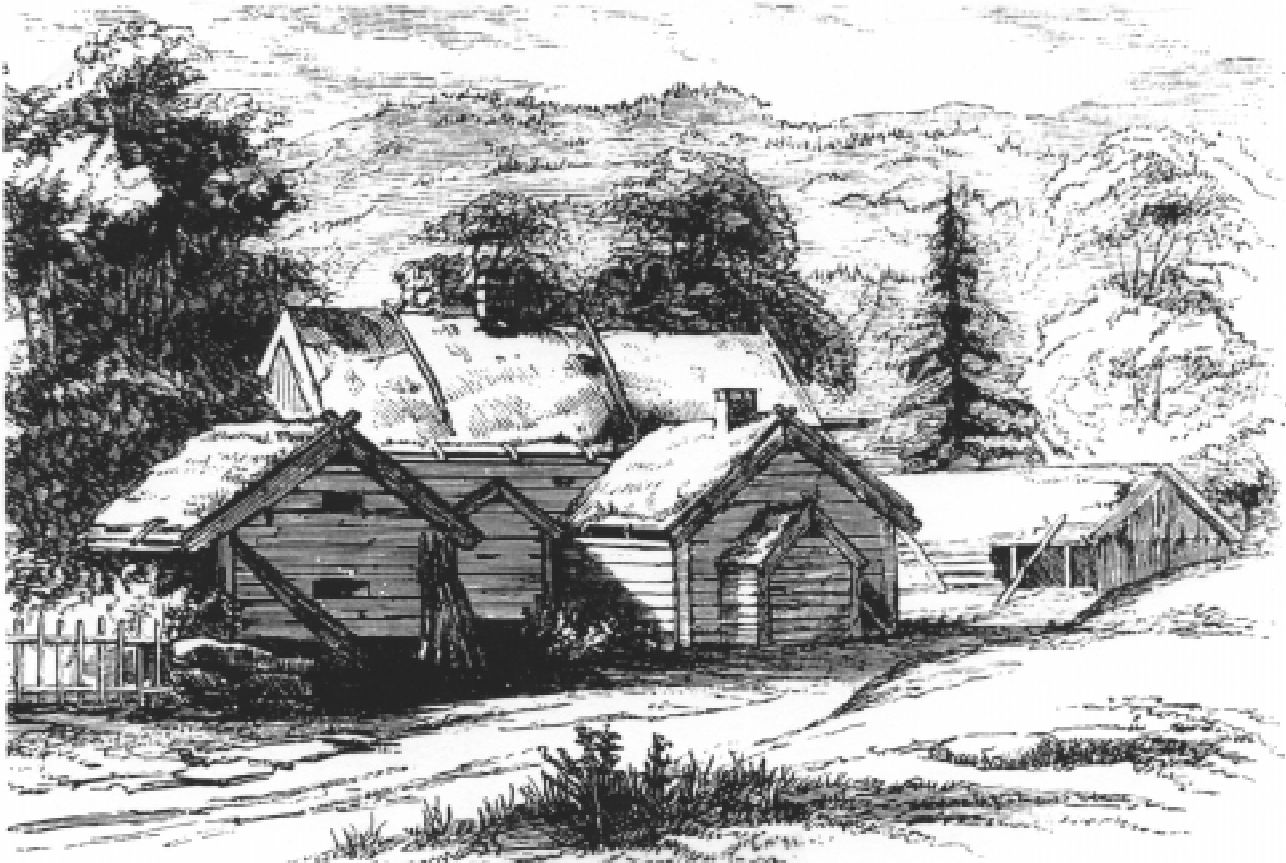
119 PEASANTS AND LABOR

Peasant workers are paid 2 sp/day. One peasant can construct 100 square feet of wall per day. Every 15 peasants require an overseer who receives 10 sp/day.

Peasant workers can dig 50 cubic feet/day; 30 cubic feet/day in rocky ground.

120 FARMING

Farmland - Peasants occupy the land at a rate of about 1 family per 15 acres. As long as the crop is good, each family produces enough food per year to feed themselves plus 1 1/2 people on average. Large families may only be able to feed themselves, small families may be able to feed more than 1 1/2 others, this is simply an average to figure crop yield. Crops were



commonly rotated through a three year cycle, growing two different crops on successive years and then lying fallow the third in order to keep the land from becoming exhausted.

Peasants (freemen) pay all farming expenses. Production (based on 1 Silver Penny per day common food cost and 360-day year) yields 540 Silver Pennies per year. Usual landowner/ tenant farmer split is 1/5 returning the landowner 90 SP from each tenant farming family.

Good cleared farmland costs 500 SP/acre. Farmland with serfs costs 1000 SP/acre and up. Peasants often do not occupy their land, but instead live in a central village and set forth each day to tend their own fields.

Grazing

Meadows, fields and unused farmland may be used for grazing. Grazing land will support 2 cattle or 4 goats or 1 sheep per acre. Annual herd growth will range from -20% to +30% depending on prevailing conditions, age of the herd, etc. One shepherd is required per 80 acres or per 160 animals.

Uncleared fields cost 200 SP/acre. Barns and other buildings cost the normal building costs.

Oenoculture

Each acre of vineyard will support about 200 vines and yield 100-200 bottles of wine per acre. An average vineyard will cover about 40 acres. Most of the year, a vineyard can be tended by one family, but harvest time will require additional labor (usually recruited from among the neighboring peasants) who are paid in cash or in wine.

A fair vineyard might sell for 2500 SP/acre, and a vineyard of good quality could sell for 10000 SP an acre or more.

[105.1] ADDITIONAL WEAPONS CHART

	WT	PS	MD	BC	DM	RG	CL	USE	COST	Max Rank
<i>Swords:</i>										
Knife	1	8	10	40	+1	12	B	RMC	15	9
Dirk	2	11	13	45	+2	P	A	M	25	5
Basilard	1.5	10	10	40	+1	P	A	MC	20	6
Poignard	1	9	14	45	+1	P	A	M	15	9
Machete	3	12	13	50	+2	P	B	M	35	6
Longsword -A	3	14	16	45	+4	P	A	M	75	8
Longsword -B				55	+3	P	B			
Cutlass	5	16	12	50	+3	P	B	M	40	7
Schiavone (1-2)	3	15	12	50	+3	P	B	M	70	7
Flamberge (1-2)	6	16	15	50	+5	P	B	M	90	6
Schlaeger	3	14	17	55	+3	P	B	M	80	8
<i>Hafted Weapons:</i>										
Truncheon	3	15	14	50	+3	P	C	M	30	5
Sickle	2	11	14	45	+1	P	B	M	8	5
Scythe (2)	8	16	15	50	+4	P	B	M	14	4
<i>Thrown Weapons:</i>										
Hunting Stick	1	12	14	45	D	18	C	R	1	5
Tankard 20 oz		12	15	35	-1	10	C	RMC	5	3
Chair (2)	15	14	12	25	+1	3	C	RM	10	2
<i>Missile Weapons:</i>										
Slingshot (2)	1	11	16	45	+1	25	C	R	8	6
Fustibal (2)	5	13	16	45	+3	80	C	R	6	7

NOTES:

The longsword is a narrow, pointed, two-edged sword which can be used either to thrust (A-Class) or to slash (B-Class). Therefore it has two Base Chances and two Damage Modifiers. A character employing a longsword must declare which style of attack he is employing before beginning his attack.

The fustibal (or staff-sling) requires at least 4 feet of overhead clearance in order to be employed effectively. It may also be used to launch grenados up to a range of 40 hexes. Grenados fired in this manner use the fustibal rules to determine a hit, but do grenado damage rather than normal missile damage. A fustibal may be used as a crude club if necessary.

A flamberge (which translates as "flaming sword") is actually very similar to a Hand & a Half type sword but with a wavy blade. Due to its particular blade, it cannot be scabbarded and carried normally.

A hunting stick is used much like a boomerang, but without an ability to return if it misses its target. Hunting sticks were also used to play a game somewhat like ten pin bowling, where the object was to knock down small sticks which were stuck into the ground in a ten pin pattern.

Chair and tankard damage should be varied by the GM depending on the type of material actually used in making the particular object. These are meant more as a guideline for any sort of 'large object' or 'small object' which may be used, especially in a brawl.

[111.2] MINOR SKILLS EXPERIENCE POINT COST CHART

SKILL

	Rank									
	1	2	3	4	5	6	7	8	9	10
Architect	250	650	1500	2600	3900	5300	7000	8850	10900	130000
	3m	6m	9m	1y	15m	18m	21m	2y	27m	30m
Baker	200	500	1000	2000	2000	2000	2000	3000		
	1m	2m	3m	4m	5m	6m	7m	8m		
Boatwright	200	500	1000	1500	2000	2500	3000	3500	4000	5000
	3m	3m	6m	1y	1y	1y	1y	1y	1y	1y
Bowyer	200	400	700	1500	3000	3000	3000	3000		
	5m	10m	15m	20m	25m	30m	35m	40m		
Brewer	2000	2000	2000	2000	2000					
	2y	2y	2y	2y	2y					
Cabinetmaker	150	500	900	1400	2000	3500	4000	5000		
	5m	10m	15m	20m	25m	30m	35m	40m		
Carpenter	150	500	900	1400	2000					
	3m	6m	9m	1y	15m					
Cartographer	400	500	1000	2000	3000					
	6m	6m	1y	2y	2y					
Cook	300	450	600	800	900	1500	3000	4000	5000	4000
	6m	1y	18m	2y	30m	3y	42m	2y	2y	2y
Cooper	200	400	600	900	1500					
	2m	2m	3m	3m	4m					
Falconer	500	500	750	1000	1500					
	3m	8w	2m	3m	6m					
Fletcher	100	200	350	750	1500					
	12w	5m	8m	10m	13m					
Gambler	300	900	1200	1200	1200	1500	3000			
	1m	2m	4m	6m	6m	6m	2y			
Gardener	150	150	300	600	1300					
	1y	1y	1y	1y	1y					
Glassblower	500	900	1400	2000	3000	4000	5000	6000		
	3m	4m	6m	6m	6m	1y	1y	2y		
Herald	300	600	900	1500	3000	5000				
	6m	1y	2y	3y	4y	5y				
Innkeeper	100	200	400	700	1800					
	3m	6m	9m	1y	15m					
Jeweler	500	1000	1500	2000	2500	3000	7000	8000	9000	10000
	10m	20m	30m	40m	50m	60m	70m	80m	90m	100m
Mason	200	600	1050	1600	2750					
	3m	6m	9m	1y	15m					
Math	25	50	100	200	400	700	1500	3000	4000	5000
	1m	2m	3m	4m	5m	6m	7m	24m	27m	30m
Potter	100	500	1000	1500	2000	3500				
	5m	10m	15m	20m	25m	30m				
Sailor	25	100	150	200	300					
	2w	4w	6w	8w	10w					
Scribe	400	700	1000	1700	3500					
	6m	1y	18m	2y	30m					
Shipwright	300	900	1800	2700	4500	6300	8100	10800	13500	
	3m	9m	1y	1y	2y	2y	3y	3y	5y	
Smith, Armor	250	800	1650	2750	4100	5650				
	6m	1y	18m	2y	30m	3y				
Smith, Copper	400	400	700	1500	2000	3000				
	4m	8m	1y	16m	20m	2y				
Smith, Iron	100	200	500	950	1450					
	4m	8m	1y	16m	20m					
Smith, Silver	300	450	600	800	900	1500	3000	4000	5000	4000
	8m	16m	2y	32m	40m	4y	56m	64m	6y	80m
Smith, Weapon	400	1600	3500	5800	8400	11400	14700	18500	22500	28750
	6m	1y	18m	2y	30m	3y	42m	4y	54m	5y
Stonecutter	250	700	1200	1800	2500					
	3m	6m	9m	1y	15m					

Tailor	300	450	600	800	900	1500	3000	4000	5000	4000
	3m	6m	9m	1y	15m	18m	21m	1y	1y	1y
Tanner	100	300	500	800	1000	1600				
	2m	4m	6m	1y	1y	2y				
Vintner	1600	1700	1800	1900	2000	2100	2200	2300	2400	2500
	2y	2y	2y	2y	2y	2y	2y	2y	2y	2y
Weaver	150	500	900	1400	2000	3500	4000	5000		
	5m	10m	15m	20m	25m	30m	35m	40m		
Wheelwright	200	400	600	900	1500					
	2m	2m	3m	3m	4m					

[121.1] TEAM HAULING CAPACITIES

CART		WAGON		CARRIAGE	
Pony	275	2 Palfreys	800	4 Palfreys	2000
2 Ponies	875	Quarter Horse	300	2 Quarter Horses	700
Palfrey	395	2 Quarter Horses	1500	4 Quarter Horses	5000
2 Palfreys	1200	4 Quarter Horses	4000	2 War Horses	1500
Quarter Horse	575	Mule	400	4 Mules	3000
2 Quarter Horses	1600	2 Mules	2000	6 Mules	6000
Mule	675	4 Mules	6000	8 Mules	10000
2 Mules	2000	War Horse	1000	Draft Horse	1500
War Horse	1500	2 War Horses	3000	2 Draft Horses	6000
Draft Horse	2000	Draft Horse	3500	4 Draft Horses	16000
		2 Draft Horses	8000		

[121.3] HORSE QUALITY TABLES

Draft Horse			TERRIBLE	POOR	AVERAGE	GOOD	EXCELLENT
AGE:	VALUE:	Endurance	-400	-150	-	+100	+250
young	525 sp	Speed	-50	-	-	-	X
adult	600 sp	Temper	-150	-50	-	+50	+100
mature	575 sp	Intelligence	-50	-	-	+50	+100
old	475 sp	Training	-150	-50	-	+50	+100

Mule			TERRIBLE	POOR	AVERAGE	GOOD	EXCELLENT
AGE:	VALUE:	Endurance	-75	-25	-	+25	+50
young	160 sp	Speed	-40	-20	-	+50	+100
adult	204 sp	Temper	-60	-	-	+120	X
mature	180 sp	Intelligence	-40	-20	-	+60	X
old	120 sp	Training	-80	-50	-	+100	X

Mustang			TERRIBLE	POOR	AVERAGE	GOOD	EXCELLENT
AGE:	VALUE:	Endurance	-120	-60	-	-	+100
young	270 sp	Speed	-240	-100	-20	-	+100
adult	480 sp	Temper	-50	-	+20	+60	+100
mature	420 sp	Intelligence	-100	-	-	-	+100
old	320 sp	Training	-150	-	+60	+100	+200

Palfrey			TERRIBLE	POOR	AVERAGE	GOOD	EXCELLENT
AGE:	VALUE:	Endurance	-100	-	-	+50	+100
young	650 sp	Speed	-150	-75	-	+50	+150
adult	720 sp	Temper	-200	-100	0	+50	+100
mature	700 sp	Intelligence	-150	-	-	-	+100
old	675 sp	Training	-200	-100	-	-	+200

Pony			TERRIBLE	POOR	AVERAGE	GOOD	EXCELLENT
AGE:	VALUE:	Endurance	-75	-25	-	+25	+75
young	324 sp	Speed	-50	-	-	+50	+75
adult	384 sp	Temper	X	-100	-	+50	+100
mature	360 sp	Intelligence	-80	-30	-	+25	+50
old	300 sp	Training	-100	-50	-	-	+150

Quarter Horse			TERRIBLE	POOR	AVERAGE	GOOD	EXCELLENT
AGE:	VALUE:	Endurance	-200	-100	-	-	+200
young	750 sp	Speed	-300	-150	-	+100	+500
adult	900 sp	Temper	-150	-75	-	-	+150
mature	850 sp	Intelligence	-100	-	-	-	+100
old	800 sp	Training	-150	-60	-	-	+100

War Horse			TERRIBLE	POOR	AVERAGE	GOOD	EXCELLENT
AGE:	VALUE:	Endurance	-200	-100	-	+150	+300
young	900 sp	Speed	-100	-	-	+100	+400
adult	1200 sp	Temper	+50	-	-	-	+100
mature	950 sp	Intelligence	-100	-	-	+150	+300
old	750 sp	Training	-500	-200	-	+250	+500

[122.1] Extended Merchant Table

FOOD

Ale	5 gal	18 sp
Beer	5 gal	14 sp
Wine	5 gal	35 sp
Flour	10 lb	15 sp
Corn meal	10 lb	18 sp
Rice	10 lb	13 sp
Beans	1 lb	2 sp
Potatoes	5 lb	2 cf
Dried beef	50 lb	40 sp
Smoked ham	5 lb	20 sp
Bacon	10 lb	45 sp
Sausage	2 lb	5 sp
Shellfish	1 lb	15 sp
Smoked fish	10 lb	8 sp
Pickles	32 oz	4 sp
Cheese	50 lb	35 sp
Butter	1 lb	2 cf
Pasta	1 lb	2 sp
Apples	1 lb	1 cf
Oranges	1 lb	5 sp
Plums	1 lb	1 sp
Dates	1 lb	3 sp
Raisins	1 lb	5 sp
Olives	32 oz	5 sp

SPICES

These are average prices

Herbs	1 lb	10 sp
<i>(oregano, parsley, etc.)</i>		
Spices	16 oz	50 sp
<i>(paprika, ginger, cloves, etc.)</i>		
Rare spices	16 oz	100 gs
<i>(saffron, curry, etc.)</i>		
Lemon peel	16 oz	50 sp
Tea	1 lb	100 sp
Cinnamon	16 oz	200 sp
Pepper	1 lb	40 sp
Garlic	4 oz	3 sp
Salt	1 lb	5 sp
Sugar	1 lb	15 sp
Honey	1 lb	20 sp
Molasses	1 lb	10 sp

FURNITURE

Bathtub, copper	90 lb	150 sp
4 person oak table	50 lb	30 sp
Chair (oak)	15 lb	10 sp
Feather bed	80 lb	60 sp
Chest (oak)	120 lb	50 sp
Ottoman	15 lb	20 sp
Armoire	150 lb	125 sp
Settee	75 lb	120 sp
Divan	90 lb	200 sp
Desk	60 lb	60 sp
Bookcase	30 lb	45 sp

FURS

Bear pelt	50 sp
Deer	70 sp
Beaver	20-60 sp
Fox	50-100 sp
Ermine	300-500 sp
Mink	100-400 sp

Leopard	200-300 sp
Rabbit, fine	6 oz 5 sp
Rabbit, field	8 oz 1 sp
Ivory	10 lb 200 sp

CLOTH

(a bolt of cloth averages 3-4 feet wide by 10-15 yards long)

Silk	12 gs/bolt
Printed silk	30 gs/bolt
Felt	40 sp/bolt
Linen	45 sp/bolt
Cotton	50 sp/bolt
Dyed cotton	90 sp/bolt
Velvet	75 sp/bolt
Wool	35 sp/bolt
Printed cotton	10 gs/bolt
Burlap	10 sp/bolt

CLOTHING

Gown	15 lb 50 sp
Leggings	10 oz 3 sp
Doublet	2 lb 15 sp
Tabard	6 lb 40 sp

TOOLS

Corkscrew	6 oz 2 sp
Mortar & pestle	2 lb 6 sp
Hammock, cloth	2 lb 10 sp
Fishing hooks	1 oz 6 cf
Fishnet (10' x 20')	2 lb 50 sp
Block & tackle	3 lb 20 sp
Hand plane	3 lb 1 gs
Brace & bit	2 lb 5 gs
Wood clamp	5 lb 3 gs
Winepress	150 lb 80 gs
<i>(4' diameter)</i>	

Loom	500 lb 100 gs
Crowbar	4 lb 6 sp
1" link chain	3 lb 8 sp
<i>10 feet</i>	
Rope net (8' x 8')	25 lb 30 sp
Sharpening stone	8 oz 2 cf
Collar, animal	6 oz 1 sp
Leash, leather	12 oz 1 sp
Dog cage	10 lb 1 gs
Falconry gauntlet	24 oz 5 sp
Falconry kit	4 oz 20 sp
<i>(hood, jesses, etc.)</i>	
Hunting horn	3 lb 25 sp
Caltrops, small*	20 oz 5 sp
<i>(bag, covers 1 hex)</i>	
Caltrops, large*	4 lb 10 sp
<i>(bag, covers 3 hex)</i>	

DEVICES

Telescope	4 lb 600 sp
Sextant	12 lb 400 sp
Magnifying glass	5 lb 250 sp
Hand magnifier	8 oz 165 sp
Compass, geometric	1 lb 5 sp
Compass, magnetic	3 lb 25 sp
Scissors	1 lb 2 gs
Balance, merchant's	20 lb 50 sp
<i>with weights</i>	
Balance, alchemist's	5 lb 125 sp

Bear trap	20 lb 100 sp
Wolf trap	12 lb 40 sp
Rabbit trap	5 lb 15 sp

CONTAINERS

Jar, earthenware	2 qt 3 sp
Urn, earthenware	3 gal 10 sp
Flask, bronze	2 lb 2 gs
Flagon, porcelain	12 oz 15 sp
Box, iron	5 lb 1 gs
Grenado case, padded	2 lb 6 sp
Cooking pot	4 lb 10 sp
Crate, wooden	15 lb 8 sp
Tankard, pewter	20 oz 5 sp
Bowl, porcelain	24 oz 20 sp
Pouch, small leather	6 oz 2 cf
Wallet	4 oz 2 sp

INSTRUMENTS

Piano	800 lb 400 gs
Harp, concert	100 lb 85 gs
Harp, personal	5 lb 90 sp
Lute	6 lb 100 sp
Recorder	10 oz 50 sp
Tambour drum	2 lb 30 sp
Flute, wooden	12 oz 40 sp
Pan flute	20 oz 65 sp
Mandolin	5 lb 200 sp
Dulcimer	8 lb 150 sp
Lyre	3 lb 60 sp
Fiddle	2 lb 75 sp
Coronet	6 lb 350 sp

LUXURY ITEMS

Sealing wax, common	1 oz 2 sp
Sealing wax, red	1 oz 5 sp
Sealing wax, purple	1 oz 9 sp
Dice	2 oz 6 sp
Playing cards	3 oz 15 sp
Crystal glass	10 oz 100 sp
Glass decanter	24 oz 150 sp
Perfume water	1 oz 5 sp
Perfume	1 oz 10 gs
Down quilt	12 lb 20sp
Feather pillow	2 lb 5 sp

*Small caltrops are used against humanoids and creatures on foot; large caltrops are used against horses or other such creatures. A figure passing through a caltrop hex must either spend a full turn's worth of TMR to pass, or must roll less than 2 x AG in order to run through without stepping on a caltrop. (Humanoids must roll less than 4 x AG for each hex of large caltrops they pass through.) A figure may attempt to leap across an area of caltrops at the GM's discretion. Small caltrops cause D-1 damage and the figure must roll again less than 2 x (AG - damage) to keep from falling prone. A horse or other large figure is not affected by small caltrops. Large caltrops cause D+2 damage to large figures, but only D-2 damage to humanoids. A rider may subtract (Horsemanship/2) from the die roll for a mount under his control to avoid caltrops.

[123.1] EXPERIENCE POINT COST CHART

WEAPONS

	Rank										
	0	1	2	3	4	5	6	7	8	9	10
<i>Swords:</i>											
Knife	50	75	100	150	200	500	800	1500	3000	4500	-
Dirk	100	150	200	300	500	900	-	-	-	-	-
Basilard	75	75	150	250	400	700	1000	-	-	-	-
Poignard	25	75	150	250	450	850	1250	1650	2500	3500	-
Machete	25	50	100	200	500	1100	2000	-	-	-	-
Longsword	150	150	250	500	750	1500	3000	3000	3500	-	-
Cutlass	100	150	250	500	1000	2000	2500	3000	-	-	-
Schiavone	50	50	100	200	350	650	1350	2000	-	-	-
Flamberge	75	100	200	400	600	800	1750	-	-	-	-
Schlaeger	100	100	150	350	600	1000	2000	3000	3500	-	-
<i>Hafted Weapons:</i>											
Truncheon	50	75	125	250	500	900	-	-	-	-	-
Sickle	100	150	250	500	1000	1500	-	-	-	-	-
Scythe	75	100	200	400	750	-	-	-	-	-	-
<i>Thrown Weapons:</i>											
Hunting Stick	100	250	400	800	1200	1500	-	-	-	-	-
Tankard	25	50	100	200	-	-	-	-	-	-	-
Chair	50	150	250	-	-	-	-	-	-	-	-
<i>Missile Weapons:</i>											
Slingshot	100	300	500	1000	1200	1500	1800	-	-	-	-
Fustibal	200	250	500	750	1500	3000	3000	3000	-	-	-

SKILLS

Diplomat	250	125	250	750	1200	1800	2500	3800	4600	6500	9000
Herbalist	700	300	800	1750	2800	4300	5500	7500	9700	11250	13000
Hunter	500	250	700	1650	3100	4500	5800	7400	9400	11500	13750

COMBAT TALENTS

	Experience Point Cost	Instruction Time	Practice Time
Iai-jutsu	500	3 months	none
Flying Tackle	300	1 month	3 months
Horse Tackle (requires Flying Tackle)	300	3 months	3 months
Crossing Steel	250	2 months	none
Backflip	300	1 month	3 months
Diving Attack	200	2 months	none
Fencing	1000	4 months	8 months
Jumping Turn	600	2 months	2 months

Designer's Notes

I realize that many of you who use this supplement will also be long time *DragonQuest* players, and may have either adopted rules of your own to cover some of the same things we have written rules for, or may not wish to introduce some of these rules because they may upset the balance of your particular campaign. This supplement, therefore, should not be taken as an all-or-nothing package, but may be used selectively and as each particular GM and his players see fit. Because of the modular nature of SPI's rule system, it is very easy for GMs to do this. Some of the particular rules which are styled along the lines of Optional Rules in original *DragonQuest* have been designated as Optional Rules in this supplement. This should not constrain any GM to treat only those rules as optional.

Most GMs will probably want to use only some portions of this supplement. Hopefully, all of the material here is useful, but there is no one who is going to force you to use all of it. Each GM should decide which of these rules will apply in his or her campaign. Players with an attitude should be invited to start their own campaigns.

As much as possible, we have tried to stay as close as we could to the spirit and the style of the *DragonQuest* game system.

COMBAT

As a whole, *DragonQuest* has an excellent combat system. It allows for a variety of activity and flexibility, while remaining able to move along at a reasonable pace. Our additions to the combat system serve only to add on to the existing system, and not to replace what already exists. The Combat Talents and Additional Combat Rules expand the range of options a figure has available in combat. Some of these maneuvers cover reasonable actions not available in the *DragonQuest* system. Others are included more for the flavor they introduce into combat.

The rules for Jumping Turn and Fencing seem, in retrospect, to go a bit beyond the bounds of standard DQ. I hope that some of you have some

feedback as to whether these should stay or be deleted from a Second Edition.

Weapon Cross-use addresses the question of why a figure who wields a broadsword like a hero can't use a sabre worth a damn. Cross-use gives the GM some leeway in interpreting the situation when a character doesn't have his preferred weapon available or at hand, without excessively penalizing the character. However, this rule should be closely monitored to prevent abuse. A character who regularly uses a weapon through cross-use should be required to purchase the skill, and GMs are warned again to keep players from abusing this rule.

MAGIC

We have added two new Colleges to the Magic System, the College of Witchcraft and the College of Time Magics. The original *DragonQuest* system seems extremely open-ended in this regard. Although there are only twelve Colleges in the original system, it seems designed to easily allow for new Colleges, and probably every *DragonQuest* player has either created or at least considered inventing a new College. SPI had begun to advertise *Arcane Wisdom*, a fourth book of *DragonQuest*, which was to contain three new colleges: Lesser Summonings, Runes, and Shaping Magics, shortly before their demise. TSR, Inc. released a version of two of these colleges in their adventure, *The Shattered Statue* and then incorporated those colleges into their Third Edition printing of *DragonQuest*.

The College of Witchcraft

This College encompasses elements of Elemental magic, as well as a fair amount of the College of Black Magic, but adds new dimensions and new twists to the magic system. In some campaign worlds, it is possible that Witches would comprise over 90% of all the Adepts, because of the folkloric nature of the college and the ways in which it is taught. The Coven adds a whole level of important NPCs (or maybe some PCs) who will regularly interact with the player-character Witch.

A Witch's familiar will tend to be an ordinary animal, rather than a

magical one. Intelligent and magical creatures are too willful and too independent to make good familiars. A domestic animal is a good choice, too, in that the familiar will not tend to wander great distances from the Witch. A cat or an owl will be much less likely to draw attention moving around the village as an information gatherer than would a Tasmanian devil or a giant spider.

When a Witch successfully casts the Spell of Transformation, the Witch's body disappears from the location where the Witch had been (and indeed from all known Planes of Existence). However, all goods and possessions which were on or about the Witch remain in that place. The Witch's familiar need not be immediately present. As soon as the spell is completed, the Witch's consciousness takes over the familiar's body in the location where the familiar is, and the familiar is 'possessed' by the Witch for the duration of the spell.

It should also be noted that a place may not be both hallowed ground and a Place of Power. Hallowed ground may or may not also be consecrated. The ways of religion and the ways of magic are disparate enough that the two do not commingle.

The College of Time Magics

The College of Time Magics seems to be a great void in the *DragonQuest* universe. Several people have separately and independently come to the same conclusion, that Time Magics is the missing Elemental College, and elements of the design of this college are indebted to some of those other designers.

More than one playtester suggested that if you poisoned someone under the Spell of Accelerated Healing, the poison would work faster, too, and they could be killed in this way. However, the spell primarily accelerates the *healing* processes, and while the metabolism is accelerated, any systemic poisoning would continue at a normal rate (as perceived by outside time) though perhaps offset somewhat by the enhanced healing abilities of the body.

The Spell of Stasis cannot be used to solidify water or air into an impenetrable barrier, nor can it be used to stop a blow from a sword (as this is

really using it against the living being wielding the sword). It *can* be used to stop an arrow in flight, but this would require it to be quickcast. GMs who find this idea too difficult to administer may, of course, rule otherwise. It is, after all, ultimately *your* campaign.

Quickcasting

The ability to quickcast a spell will change the tone of combat when mages are involved. The penalties associated with quickcasting help keep it from becoming too destabilizing.

Ritual of Planar Travel

The present *DragonQuest* system does not address the issue of alternate planes of existence, except through the College of Greater Summonings (which was removed from the Third Edition rules). The concept of alternate planes of existence is a staple of fantasy role-play, however, and this ritual allows the expansion of a campaign to include other planes.

Complex Cantrips

The Complex Cantrips add some depth to the Minor Magic abilities. I suggest if you are uncomfortable with having Experience Point costs on these or don't want the bother of the recordkeeping, you simply use these as some suggestions for things to do with Minor Magic that you may not have thought of before (using the regular Minor Magic rules in *DragonQuest*, 4.1).

SKILLS

The *DragonQuest* game system is strongest in its expandability. Skills not present in the original system can be easily added without affecting the overall game system. The new skills do also introduce some modifications to the existing game system.

Minor Skills

The minor skills cover a large gap in the original *DragonQuest* system. A number of these skills are likely never to be used by most player-characters. But as a character progresses, he may find himself in need of consulting a non-player-character with expertise in one or another of these areas. The minor skills put a number of areas of skilled expertise into the *DragonQuest*

system. It is also likely that, while most player-characters will not devote vast amounts of their time to these pursuits, some knowledge of some of these areas can be an invaluable thing...a little knowledge of armor smithy can be a lifesaver to a knight on campaign in the wild lands far from his home castle.

Diplomat

The Diplomat skill fills a gap in the original *DragonQuest* skills and introduces the political angle. The diplomat skill is important not only to emissaries but also will be a skill held by nobles and rulers.

Herbalist

Because an herbalist's surroundings may comprise more than one particular environment, he is not restricted to one particular environ the way rangers are. This is because an herbalist's knowledge is scholastic rather than direct.

The boundaries on this region will be subject to the GM's judgement. To use North America as an example, there are probably only 15-20 environmental regions as they would be classified under the herbalist skill.

Hunter

While there is a fair amount of overlap with Ranger, Hunter is a separate skill, and should be viewed as a complimentary skill, much like Spy and Thief.

Adventure Abilities

It seemed to be too much trouble to make all of these abilities separate skills, although there are good arguments in favor of a more extended swimming/diving rule. If you need more detail in one of these abilities in your campaign, then do use a more fully worked-out rule set for it. In my experience, however, it has been sufficient to know whether or not a character knows something about the ability, and then judge according to their stats whether or not they succeed at a particular task.

Alchemical and Herbal Shopkeeping & Troubadour Itinerancy

These rules started out as just some notes for use in the campaign, but turned out to be a particularly useful

source of adventure ideas and encounters. These rules can also be useful to a GM who wants to develop NPCs who are involved in these trades.

Building Costs

The building guidelines are meant to be no more than that. Other gaming supplements treat these issues in much greater detail and with much greater authority. These rules will give players and GMs a system in the *DragonQuest* economy as a base for their calculations. It should also be noted that these rules do not cover the costs and systems of constructing castles and fortifications. Such rules, along with a possible expansion and/or revision of the building guidelines may be part of a future *DragonQuest* supplement.

Peasants and Labor

This is just a very basic rule of thumb to help a GM for a campaign where the characters have developed to the point of maintaining estates or other involvement in large-scale projects.

Farming and land

Productivity in farming in the Middle Ages was barely sufficient to keep the people who worked the land fed. A farmer "could produce at best only about ten bushels of wheat per acre from a little more than two bushels of seed." (Morris Bishop, *The Middle Ages*, 1970, American Heritage Press) Almost all of the population was directly involved in the production of food. Most farmers produced little more than enough to meet their own needs.

The abstract system represented in this supplement gives an improved farming performance based on the assumption that in a world where magic exists, the lords and landowners will have Adepts assisting them to control the weather and improve conditions to assist farm production.

—Roger Thorm